

Thieves' Guild Special #1

Prince of Thieves '81



Gamefords, Ltd.

THE GUILDMASTER SPEAKS

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

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

GENERAL COMBAT

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

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

MISSILE COMBAT

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

MOVEMENT

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

SAVING ROLLS

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

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

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

INDEX OF KEY ABBREVIATIONS

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

AC - Armor Class: represents the protective value of armor, shielding, and skin

APP - Character's appearance rating

BT - Bit(s), a small iron coin; 10 BT = 1 CP

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)

HAC0 - Number that must be equalled or exceeded on the roll of a D20 in order to strike an unarmored foe successfully

HP - Hit Probability: the chances of successfully striking

HTK - Hits To Kill: the amount of damage a character can sustain before dying

IQ, INT - Character's intelligence rating

MA - Movement Allowance: number of hexes (normally 5') or squares that a character can move in one melee round

MAG, MG - Character's magnetism rating

MGR, MR - Character's magic resistance rating

mr - melee round: a 15 second time span used to regulate the flow of play

NPC - Non-Player Character: any character or being controlled by the GM rather than the players

PER - Perceptiveness: a measure of a character's general awareness; developed from DN and IQ

REF, RF - Character's reflexes rating

SP - Silver piece(s); 10 SP = 1 GP

SR - Saving Roll: an attempt to accomplish a feat extraordinary; usually 2D12 against a particular requisite rating

SSF - Shield Strike Figure: the lowest die roll at which an attack succeeds in hitting one's opponent, but only upon the shield

STM, SM - Character's stamina rating

STR, ST - Character's strength rating

TAL, TL - Character's talent (magical ability) rating

Prince of Thieves

'81

by

Kerry Lloyd and Larry Richardson

Art & Graphics by

Wallace Miller Janet Trautvetter

Larry Shade

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TABLE OF CONTENTS

	page
Foreword.....	ii
Index of Key Abbreviations (TG 2).....	iii
 Section I: Rules of Play	
Chapter 1 - Character Creation (TG 1).....	1-2
Lockpicking Expansion (TG 3).....	1-14a
Pickpocketing Expansion (TG 3).....	1-14a
New Abilities: Spot Hidden and Sense Ambush (TG 4).....	1-14c
Sensory Abilities Expansion (TG 4).....	1-17
Chapter 2 - Rules of Play (TG 1).....	2-1
Tailing - Making and Breaking (TG 4).....	2-13
Chapter 3 - Outfitting the Character (TG 1).....	3-1
Chapter 4 - Awarding Experience (TG 1).....	4-1
Chapter 5 - Additional Rules	
A. Expanded Combat Rules (TG 2).....	5-1
B. Other Experience Awards (TG 2).....	5-3
C. Obtaining Hirelings (TG 2).....	5-5
 Section II: The Scenarios	
Chapter 6 - Bandit Scenarios and Highwaymen Adventures	
General Information for the Scenarios (TG 1).....	6-ii
A. Farmers (TG 1).....	6-1
B. Merchants (TG 1).....	6-3
C. Travelers (TG 1).....	6-9
D. Warriors (TG 1).....	6-17
E. Additional Encounters (TG 2).....	6-23
F. From the Prince of Thieves (TGS#1).....	6-29
Chapter 7 - Cat Burglary Scenarios and Second Story Adventures	
A. Heligor's Jewelry Shop (TG 1).....	7-1
B. Magic Books and Scrolls (TG 1).....	7-11
C. The Tower of Tsitsiconus (TG 3).....	7-25
D. Into the Dragon's Jaws (TG 4).....	7-45
E. The House of Potiphar the Phat (TGS#1).....	7-59
Chapter 8 - Armed Robbery Scenarios and Pursuit Adventures	
A. Waylaying the Couriers (TG 1).....	8-1
B. Stopping the Smugglers (TG 4)	
The Guild against the Black Hand (TG 4).....	8-13
The Caravan Route (TG 4).....	8-15
The River Route (TG 4).....	8-25
Chapter 9 - Temple Looting Scenarios and Tomb Robbing Adventures	
A. The Tombs of Shale-Chuun (TG 2).....	9-1
Tomb 1 - the Magus (TG 2).....	9-8
Tomb 2 - the Merchant (TG 2).....	9-15
The Monastery (TG 2).....	9-25
Tomb 3 - the Scholar (TGS#1).....	9-33
Chapter 10 - Pickpocketing Scenarios and Cutpursuing Adventures	
A. The Duke's Dress Ball (TG 3).....	10-1
 Section III: Maps, Charts, and Diagrams (Various).....	
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The seventeen pre-rolled player-characters used in the Prince of Thieves tournament are presented on these pages. The first ten thieves listed are intended for use in the Highwaymen adventures, the next five for use in both the Tomb looting and burglary, and the final two for use in the Tomb robbery only. Players should draw characters at random, and to make the role-playing challenge equal, should not portray the same character in the Tomb and Burglary adventures.

Abbreviations used in the descriptions below are defined on the Table of Contents page. Trainings represent basic skills known by a character (ex., First Aid lets a character heal 104 wounds received by another character). Statistics on combat abilities are explained in the Guildmaster Speaks section.

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

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

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

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

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

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

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

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

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

NAME:BARGGOR LV:4 RACE:ORC
HTK: 33 SOC. STAT.:YEOMAN

STR	12	SENSE TRAPS	0%
CDN	12	OPEN LOCKS	40%
REF	7	LOCATE TRAPS	20%
STM	15	DISARM TRAPS	25%
DSC	12	PICK POCKETS	55%
INT	5	SILENT MOTION	20%
MGR	11	HIDE IN COVER	30%
MAG	4	CLIMB SURFACES	76%
APP	12	HEAR NOISES	30%

HP BONUS	0	TRAININGS			
MISSILES	0	Husbandry			
DODGE	0/1	Blacksmithy			
ARMOR TYPE:	LTH	Tanning			
ARMOR CLASS:	4	Bowry			
MOVEMENT	8	Fletching			
WEAPON	HACO	CHP	DAM	RANGE	
LONG BOW*	2/6/9	+8	1D6	SPEC	
BATTLE AXE	8	+10	2D5	CLOSE	
SHORTSWORD	7	+10	3D3	CLOSE	

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

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

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

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

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

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

NAME:BROONCH LV:4 RACE:GOBLIN
HTK: 21 SOC. STAT.:GUILDMASTER

STR	9	SENSE TRAPS	30%
CDN	14	OPEN LOCKS	60%
REF	16	LOCATE TRAPS	45%
STM	10	DISARM TRAPS	65%
DSC	19	PICK POCKETS	55%
INT	12	SILENT MOTION	40%
MGR	11	HIDE IN COVER	40%
MAG	5	CLIMB SURFACES	89%
APP	8	HEAR NOISES	30%

HP BONUS	1	TRAININGS			
MISSILES	1	R/W/C			
DODGE	1/1	Jewellery			
ARMOR TYPE:	CLO	Locksmithy*			
ARMOR CLASS:	2	Bowry			
MOVEMENT	7	Fletching			
WEAPON	HACO	CHP	DAM	RANGE	
LONG BOW	2/6/9	+10	1D6	SPEC	
KNIFE	13	+10	1D4	CLOSE	

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

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

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

NAME:POOF LV:5 RACE:KOBOLD HTK: 20 SOC. STAT.:PEASANT			NAME:SNIFFY # LV:6 RACE:KOBOLD HTK: 21 SOC. STAT.:SHOPKEEPER			NAME:ODANI-BOI LV:7 RACE:HUMAN HTK: 28 SOC. STAT.:MERCHANT		
STR 9	SENSE TRAPS	27%	STR 6	SENSE TRAPS	32%	STR 12	SENSE TRAPS	40%
CDN 16	OPEN LOCKS	45%	CDN 17	OPEN LOCKS	55%	CDN 16	OPEN LOCKS	70%
REF 13	LOCATE TRAPS	0%	REF 12	LOCATE TRAPS	30%	REF 15	LOCATE TRAPS	50%
STM 12	DISARM TRAPS	35%	STM 12	DISARM TRAPS	40%	STM 9	DISARM TRAPS	55%
DSC 1	PICK POCKETS	70%	DSC 7	PICK POCKETS	80%	DSC 13	PICK POCKETS	80%
INT 10	SILENT MOTION	45%	INT 14	SILENT MOTION	55%	INT 8	SILENT MOTION	40%
MGR 18	HIDE IN COVER	45%	MGR 15	HIDE IN COVER	45%	MGR 12	HIDE IN COVER	40%
MAG 5	CLIMB SURFACES	84%	MAG 7	CLIMB SURFACES	85%	MAG 9	CLIMB SURFACES	89%
APP 13	HEAR NOISES	50%	APP 6	HEAR NOISES	50%	APP 13	HEAR NOISES	40%
HP BONUS 1 TRAININGS			HP BONUS 0 TRAININGS			HP BONUS 1 TRAININGS		
MISSILES 1 Blacksmithry			MISSILES 0 R/W/C			MISSILES 1 R/C/W		
DODGE 0/1 Husbandry			DODGE 0/1 Locksmithy			DODGE 2/1 Locksmithy		
ARMOR TYPE: LTH Swimming			ARMOR TYPE: CLO Perfumery			ARMOR TYPE: LTH Armory		
ARMOR CLASS: 6 Diving			ARMOR CLASS: 6 Swimming			ARMOR CLASS: 6 Tracking		
MOVEMENT 5 First Aid			MOVEMENT 6			MOVEMENT 8 Trapping		
WEAPON	HACO	CHP DAM RANGE	WEAPON	HACO	CHP DAM RANGE	WEAPON	HACO	CHP DAM RANGE
THROW KNIFE	4/8/12	+10 1D4 SPEC	SHORT BOW	5/9/13	+10 1D6 SPEC	BROADSWORD*	4	+10 3D4 CLOSE
BROADSWORD*	5	+10 3D4 CLOSE	RAPIER	8	+10 1D8 CLOSE	FRANCISCA	6	+10 3D3 CLOSE
NAME:PETROS LV:4 RACE:HUMAN HTK: 19 SOC. STAT.:GUILDSMAN			NAME:FIMBARADOV # LV:4 RACE:ELF HTK: 25 SOC. STAT.:PEASANT			NAME:PENNITOS LV:5 RACE:HALF ELF HTK: 18 SOC. STAT.:PEASANT		
STR 10	SENSE TRAPS	20%	STR 8	SENSE TRAPS	20%	STR 9	SENSE TRAPS	25%
CDN 14	OPEN LOCKS	50%	CDN 15	OPEN LOCKS	40%	CDN 13	OPEN LOCKS	45%
REF 15	LOCATE TRAPS	30%	REF 14	LOCATE TRAPS	30%	REF 20	LOCATE TRAPS	35%
STM 12	DISARM TRAPS	35%	STM 15	DISARM TRAPS	10%	STM 11	DISARM TRAPS	30%
DSC 4	PICK POCKETS	45%	DSC 7	PICK POCKETS	55%	DSC 17	PICK POCKETS	55%
INT 13	SILENT MOTION	25%	INT 16	SILENT MOTION	35%	INT 13	SILENT MOTION	35%
MGR 6	HIDE IN COVER	25%	MGR 9	HIDE IN COVER	40%	MGR 10	HIDE IN COVER	45%
MAG 15	CLIMB SURFACES	83%	MAG 13	CLIMB SURFACES	82%	MAG 17	CLIMB SURFACES	92%
APP 10	HEAR NOISES	30%	APP 22	HEAR NOISES	30%	APP 18	HEAR NOISES	30%
HP BONUS 1 TRAININGS			HP BONUS 1 TRAININGS			HP BONUS 0 TRAININGS		
MISSILES 1 R/W/C			MISSILES 2 R/C/W			MISSILES 0 R/W/C		
DODGE 1/1 Comp. Mech.			DODGE 0/1 Entertaining			DODGE 3/1 Tanning		
ARMOR TYPE: LTH Jewellery			ARMOR TYPE: CLO Husbandry			ARMOR TYPE: CLO First Aid		
ARMOR CLASS: 6			ARMOR CLASS: 2 Service			ARMOR CLASS: 5 Cooking		
MOVEMENT 8			MOVEMENT 10 First Aid			MOVEMENT 10 Husbandry		
WEAPON	HACO	CHP DAM RANGE	WEAPON	HACO	CHP DAM RANGE	WEAPON	HACO	CHP DAM RANGE
RAPIER	4	+10 1D8 CLOSE	RAPIER	3	+10 1D8 CLOSE	RAPIER*	4	+8 1D12 CLOSE
			KNIFE	9	+10 1D4 CLOSE	MAIN GAUCHE	9	+10 1D6 CLOSE
NAME:KANLO LV: 4 RACE:DWARF HTK: 19 SOC. STAT.:YEOMAN			NAME: KAZKAL LV:5 RACE:DWARF HTK: 26 SOC. STAT.:PEASANT			NAME:HONEY # LV:6 RACE:HOBBIT HTK: 16 SOC. STAT.:PEASANT		
STR 13	SENSE TRAPS	50%	STR 15	SENSE TRAPS	55%	STR 6	SENSE TRAPS	30%
CDN 16	OPEN LOCKS	45%	CDN 17	OPEN LOCKS	55%	CDN 19	OPEN LOCKS	70%
REF 14	LOCATE TRAPS	45%	REF 11	LOCATE TRAPS	55%	REF 18	LOCATE TRAPS	55%
STM 11	DISARM TRAPS	10%	STM 13	DISARM TRAPS	45%	STM 10	DISARM TRAPS	45%
DSC 5	PICK POCKETS	50%	DSC 14	PICK POCKETS	65%	DSC 16	PICK POCKETS	80%
INT 8	SILENT MOTION	30%	INT 8	SILENT MOTION	40%	INT 6	SILENT MOTION	70%
MGR 19	HIDE IN COVER	30%	MGR 13	HIDE IN COVER	35%	MGR 16	HIDE IN COVER	65%
MAG 6	CLIMB SURFACES	82%	MAG 9	CLIMB SURFACES	84%	MAG 8	CLIMB SURFACES	90%
APP 1	HEAR NOISES	30%	APP 13	HEAR NOISES	30%	APP 10	HEAR NOISES	40%
HP BONUS 1 TRAININGS			HP BONUS 2 TRAININGS			HP BONUS 0 TRAININGS		
MISSILES 1 R/W/C			MISSILES 2 Cyphering			MISSILES 0 Husbandry		
DODGE 0/1 Husbandry			DODGE 0/1 Blacksmithry			DODGE 3/1 Bowry		
ARMOR TYPE: CLO Magistracy			ARMOR TYPE: CHN Armory			ARMOR TYPE: NON Fletching		
ARMOR CLASS: 3 Tracking			ARMOR CLASS: 8 Husbandry			ARMOR CLASS: 4 Cyphering		
MOVEMENT 7 Service			MOVEMENT 5 Mountaneering			MOVEMENT 7 Netting		
WEAPON	HACO	CHP DAM RANGE	WEAPON	HACO	CHP DAM RANGE	WEAPON	HACO	CHP DAM RANGE
BROADSWORD	5	+10 2D4 CLOSE	BATTLEAXE*	6	+10 3D5 CLOSE	SHORT BOW*	-1/3/7	+8 1D6 SPEC
MACE	7	+10 3D4 CLOSE	BOARSPEAR	4/5	+10 3D4 CLOSE	DAGGER	7	+10 1D4 CLOSE
JAVELIN	10/12	+10 4D3 CLOSE						

D. THE HOUSE OF POTIPHAR THE PHATIntroduction

Along the Street of Silk Veils, there are many houses of pleasure. Most are of good to high quality while a few are shoddy at best. One of the better houses is the Silken Chain, situated about halfway between the Plaza of Troubadors and the entrance to the Labyrinth. The Silken Chain has been known on the Street for many, many years, and has had many owners. For the last three decades, the owner of the Chain has been Potiphar the Phat. Potiphar is quite tall and very fat, not surprising in view of the fact that he is a eunuch.

Potiphar lives in a house across the alley from the Silken Chain. The two buildings are connected by an enclosed wooden bridge at the second level. For more information on the Street of Silk Veils, see Thieves' Guild.

The thieves planning this burglary are all Guild thieves, and this is an assignment given to them by the Guild. The Guild has told them to break into the house, determine the location of, and then acquire the religious icon known as Moruss. This icon is said to have magical properties, and is known to be made of emerald and smaller than a bread box, and that's it. They have been provided with floor maps of Potiphar's house, but they are sixty years out of date, therefore while the layout is the same, the room's purpose is unknown. The thieves can be assumed to have all things thieflily necessary to break into a building (ropes, lock picks, etc.) and the GM may wish to create a list of items, some potentially useful and others certainly useless, from which the thieves may select their equipment. The time limit for this scenario should be about 4 hours, although the GM may wish to extend this.

Potiphar the Phat

Potiphar the Phat (also known as the Human Packrat) is a rather bulky fellow in his mid-fifties. He has casual habits, and a keen, though somewhat warped, mind. When he was but a boy, desert raiders swept in on his family's steading near the ocean, 500 miles away from the nearest desert (which confuses him greatly to this day), killed his mother, raped his father, then emasculated Potiphar and left him for dead.

Potiphar survived, and was raised by sea merchants who taught him the Way of the Ocean. It was at this time that Potiphar's penchant for collecting first appeared. At first, he began hoarding anything made of cloth. This was no problem, until the morning that the crew awoke to find all the sails gone, and Potiphar attempting to stuff them into his cabin. Because of these and other personal problems the merchants were forced to ask Potiphar to leave. Potiphar, believing his friends to be joking, was laughing hysterically as they threw him off the ship (5 miles out). Through some perverse luck, a giant whale surfaced near Potiphar and carried him to shore. Ever since, Potiphar has never said a bad word against fish of any sort.

He wandered about the countryside for several weeks, collecting ideas, until he finally decided to make a name for himself, get rich, and then take revenge on those who had harmed him. He traveled to Haven, and was immediately arrested and charged with rape. He was able to beat the rap (for obvious reasons). After this quite popular trial, Potiphar was approached by the aging former owner of the Silken Chain and asked if he would like to work for a chance to own the House. Potiphar jumped at the opportunity, and was soon learning the 'tricks' of the trade.

Strion, the former owner, was very pleased with Potiphar's enthusiasm and dedication; he was also very happy with Potiphar's uninterest in girls themselves. Strion did not become too upset when he discovered that Potiphar had kidnapped six of the girls and had kept



them bound up in his room for several days (he had found something infinitely more interesting to collect). Two years later, Strion died, leaving everything to Potiphar.

With his new found wealth, Potiphar realized that he need not collect surreptitiously any more, he could actually pay for what he craved. Thus began the most incredible purchasing binge ever recorded in Haven's history. Over the space of 2 weeks, Potiphar spent over 100,000 GP (fully two-thirds of Strion's wealth). Luckily, Potiphar is rather good at coming up with ways to make money, so he is able to remain quite wealthy despite his frivolous spendings.

He has now been the owner of the Silken Chain for over 30 years, and he still continues to buy whatever seems, to him, to be necessary to satisfy his urges. At present, he has two major cravings: emeralds and cats. Potiphar has, at this moment, over 100 cats living in his house, and more show up every day. The house smells of cat, and wherever one goes, one will find cats.

Potiphar has recently discovered the whereabouts of the raiders which attacked his family. They are now raiding in the mountains to the west of Haven. Their leader, a small effeminate man named Buruthe, is a man with a dream: to set up a desert kingdom (now if he could only find the desert...). Potiphar is obsessed with taking revenge upon the group, and is actively searching for fighters to make an assault on the lost band.

Potiphar's Equipment

Potiphar wears a stout bronze necklace at all times. It is very strong, and will resist almost all attempts at destruction; neither is there any apparent way in which the chain may be removed from Potiphar's neck as there is no clasp. Because of magical enchantments, the chain will appear invisible to anyone who misses their MR saving roll. The chain gives the following benefits to Potiphar:

1) When he (Potiphar) wishes, it can make him seem to shift, and waver as though non-corporeal. This ability gives him an incredible AC bonus of 10, for the enchantment does work to keep Potiphar's body out of the way of damaging blows. This AC bonus will work if Potiphar is being assaulted by more than one attacker at a time. Because of the taxing effects of this spell, Potiphar loses one point of STM per mr of the use of this spell, and it takes approximately 2 mr for the spell to become effective (during which he does not lose STM points).

2) If Potiphar wishes, a Magic Mouth spell will emanate from the chain. This spell will create a piercing shriek lasting 2D5 mr. All within 20' of Potiphar must make a saving roll against STM or be paralyzed for the duration of the spell. Potiphar does not need to make this roll.

3) The chain has a 35% chance of detecting an ambush, with an appropriate bonus if the thieves are really haphazard about it. It also has a 25% chance of spotting a tail, this chance increases by 5% for each turn (10 minutes) over half an hour that the same tail follows Potiphar.

Potiphar's dagger is enchanted, and has a Back Bite spell embedded in it. This spell has the effect of making all of Potiphar's attacks equivalent with a thieves' rear attack (+4 to attack), and does the following damage: 1-4 3D4, 5-7 4D4, 8-9 5D4, 10 Death.

Potiphar also has the power of Moruss, the religious item which is the object of the thieves' attack, as long as Potiphar is within 5 miles of his home, he may call upon any felines in the vicinity to give him aid. An average 'cat-calling', should manage to bring in anywhere between 1 to 60 snarling, ferocious cats $([106 - 1] * 10 + 1010 - 1)$. See the section on cats to determine the ensuing battle.

House of Potiphar

First Floor:

a) Entrance Hall - The large, iron bound double doors lead from the Street of Silk Veils to a wide, warmly accoutred hallway running the length of the house. There are many beautiful, as well as expensive, wall hangings, tapestries, rugs, etc. which adorn the entire lower floor. There is a marked absence of paintings and mirrors throughout this level, as well as an obvious lack of functionability; everything appears to have been designed entirely to please the eye, and toward that end, no small error has been overlooked.

Occupants: 1D6 + 1 Cats

b) Cloak Closet - Just what it says; Potiphar keeps most of his extensive wardrobe of cloaks in this small room. It smells of mothballs and old fur.

Occupants: 20% a female cat with 2D4 kittens

c) Waiting Room - A richly furnished room with many priceless items in it. The room is rather dimly lit, and the several windows are heavily draped.

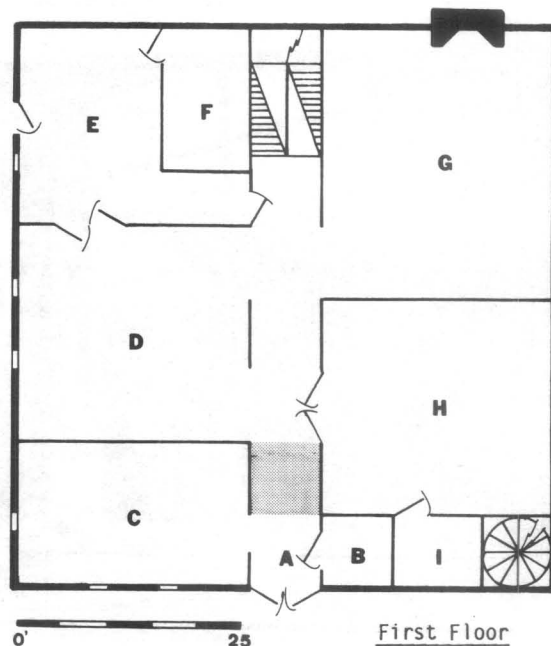
Occupants: 1D5 + 1 Cats

8:00am-4:00pm 20% 1D4 people waiting to see Potiphar

d) Main Dining Room - There is a large U-shaped table in this room (the opening of the U is toward the kitchen). A huge chandelier, constructed of green and white crystals (no, not diamonds and emeralds, although it may appear so to someone with a greedy eye) hangs from the ceiling, and is the only source of light in the room. The chandelier is specially constructed to send a shaft of greenish light to strike at the point on the table where Potiphar usually sits. The silverware used in this room is normally stored in a small chest in the northwest corner of the room. The chest is not locked, but is trapped (see Traps and Alarms). The silverware is of above average quality, but is not particularly old, or rare (approximately 1000 GP for the full set).

Occupants: 1D8 + 4 Cats

e) Kitchen - This is where all the meals are prepared. Potiphar employs a very good human chef, whose specialty is spicy beef dishes. The chef, Trice, is a tall, wiry man with a generally benevolent nature. If, however, his kitchen is invaded by anyone of whom Trice



does not approve, he will become livid with rage and demand that the "bloody intruder" leave immediately. His violent behavior, as well as high magnetism have always served him well, and no one has ever stuck around for very long. Should anyone ever call Trice's bluff, he will collapse into a sullen, uncommunicative mood, and it is highly recommended that the stubborn person not partake of Trice's meals for at least a week.

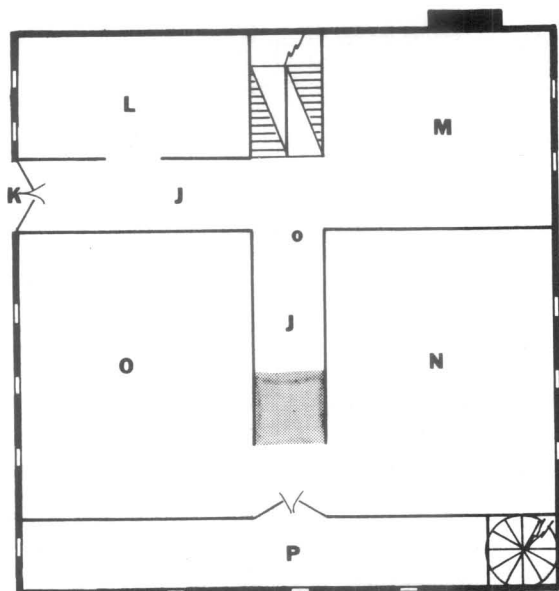
Potiphar has had installed a sort of magical dumb-waiter. In the southwest corner of the kitchen, there is a small chest-like box with 12 buttons on it. The buttons are not marked, and only Trice knows what all the buttons do. The purpose is: a tray of food is put into the box, the lid is closed, and the button(s) corresponding to the required room is(are) pushed and the tray of food is teleported to the room, where it rests upon a small metal disc (the receiver). At the receiving end, once the food is done, the tray is replaced on the disc, and while the tray is transported back to the kitchen, the dishes are cleaned and returned to their places and the trash is deposited in the middle of the Peace Mountains (unfortunately, since anyone sitting on a tray would be considered trash, (s)he would end up in the Peace Mountains, too).

Occupants: 1D3 - 1 Cats (Trice hates cats)
7:00am-9:00pm 85% Trice
8:00am-5:00pm 30% 1D4 House Staff

f) Pantry, Storage Area - This area contains most of the kitchen supplies as well as some house supplies. The southern 6 feet is enchanted with a permanent Cold spell, and acts as a freezer. There are at least 2D4 sides of beef hanging here at any given time.

Occupants: 1D4 - 1 Cats (objects of Trice's vengeance)
10% Trice (if he is in the kitchen)

g) Sitting Room - This large room is very comfortable, with rugs, pillows, ottomans, etc. strewn about. The fireplace to the north is very large, and there are several jars of a fine powder on the mantle. Potiphar uses this room to entertain, as well as to relax in. For very special customers, he will hold a party in this room with some of the girls from the Silken Chain. The powders on the mantle contain very strong enchantments, and when a small pinch is tossed in the flames, they can cause a variety of emotions, depending on which powder used. The different types of effects are: 1) Sleepiness; 2) Anger; 3) Generosity; and 4) Happiness. There is a fifth vial, which Potiphar always has on him, which is a very strong aphrodisiac.



Second Floor

Potiphar is immune to all these effects, but others must make a MR saving roll at -6 (-8 for the latter) or succumb to the effects of the powder. Besides the powders, there is nothing of very much value in the room.

Occupants: 2D6 + 10 Cats

h) Game Room - This room contains several gaming tables and a small help-yourself bar. Potiphar rarely uses this room, and therefore it is rather spartan in furnishings.

Occupants: 1D6 Cats

i) Private Game Room - When Potiphar entertains, this room is used for private gaming (heh, heh, heh...).

Occupants: 1D3 - 1 Cats

Second Floor:

j) Main Hall - The walls along the entire length of this hall are adorned with the myriad works of painted art which Potiphar has collected over the years. These paintings range from antique original masterpieces to crayon drawings with (to Potiphar) much sentimental value.

Occupants: 1D6 + 1 Cats

k) Bridge - These doors lead to a bridge which spans an alley, and enters the Silken Chain. The doors at both sides are kept locked at all times (complexity level 3 locks), and Potiphar has the only key.

Occupants: see Hall

l) Display Room (Coins) - At one time in the distant past, Potiphar was an avid collector of coins. In this room, he has displayed much of his collection. None of his truly rare coins are displayed (they are in his vault in the basement). The value of all the coins in this room is well above 40,000 GP (this is not just gold value). This room is, however, heavily trapped (see Traps and Alarms).

Occupants: 1D6 + 1 Cats

m) Display Room (Arms) - Potiphar also used to collect arms. In this room can be found virtually any type of weapon ever produced. Many of these weapons are quite old, and verging on uselessness (if used, there is a 50% chance per mr that these weapons will break). There are, however, a few fine weapons of good to excellent quality. None are so fine as to add anything to HP or DAM, but they are beautiful works, with no exception.

In a glass case against the north wall are three of the magical weapons which Potiphar has procured in his years of "packratting." One is a silver broadsword which will, once per day, allow the bearer to Fly for up to 10 minutes. The second magical weapon is a simple quarterstaff, seemingly very old and rotting; it is actually very strong and resilient. This staff will cast both Haste and Strength on the wielder when using it, but only if trained in the quarterstaff. The third artifact is an exquisitely crafted long bow with many arcane symbols engraved on it. The manufacturer of the bow was a famous enchanter who lived several hundred years ago. He tended to have problems with his works, because his memory was faulty. This bow gives the user a +4 HP, and doubles the normal range; however, if the target is missed, the arrow will turn around and strike at the archer as if at short range with the same bonus to hit.

Occupants: 1D6 + 1 Cats

n) Display Room (Felines) - One of Potiphar's present infatuations is that of cats, of any and all kinds. He has managed to acquire an amazing variety of feline paraphernalia. He has cat-rings, statues, paintings, vases, etc., as well as numerous live examples. Virtually anything which can be made to resemble cats

can be found in this room. Much of it is very old and falling apart (Potiphar is not prejudiced by age in the slightest); however, there are also quite a number of excellent pieces of work. In addition, there are three special items which are placed in positions of importance. These pieces are:

1) A small, 3" high ivory figurine with finely detailed features, and small slivers of diamond for eyes. When concentrated upon, the figure will create illusions which are very complete, involving all the senses. The illusion will only remain as long as the bearer is concentrating on it.

2) An ancient piece of parchment has the outline of a cat in a fine, thin gold leaf. The parchment is very old and will likely (25% chance) crumble if picked up (increase crumble chance if handled roughly). This is a magical "kitty litter." If a cat "uses" the paper, it (what he used it for) disappears.

3) In a small wicker pouch, there is a large cat's-eye opal. If placed in an empty eye socket, it will graft there, and return sight to that eye with infravision as well as +4 to vision.

Occupants: 2D6 + 2 Cats

o) Display Room (Emeralds) - The lighting in this room has a very noticeable green tinge to it. In the four glass-enclosed display cases, there are over 200 emeralds, ranging in size from tiny to quite large (the head of a pin to grapefruit sized). These are Potiphar's pride and joy; he keeps the remainder of his emeralds in his safe. All of these emeralds are cut to resemble something (there is a predominance of feline forms). There is one special item here: the largest of the emeralds is shaped to resemble a Gordian knot, and is incredibly detailed. When held to a knot, that knot will never become untied unless the rope is broken, or the holder of the emerald wishes it to untie.

Occupants: 1D6 + 1 Cats

p) Trophy Hall - The walls of this long, narrow hall are lined with plaques, stuffed heads, trophies, etc. Some of the animals represented are the stag, the bear, a hellhound, a medusa, and many more. There is no thing of real worth in this room except for two things:

1) The medusa head is enchanted so that the snakes move, hiss and try to bite (although they will stop short of actually biting anyone), and occasionally the eyes will open, staring with hatred at anyone in front

of it; there is no danger of being stoned. This item is of worth only to Potiphar, and anyone else with a similarly wierd sense of humor.

2) On the back of one of the newer plaques, which is kept on the eastern wall, is a small piece of paper which is a 5,000 GP gift certificate at Enchantments, Ltd. (the winner of the contest for which the plaque was given met a mysterious death, and Potiphar was able to pick up the plaque at the auction of the man's goods). Potiphar does not know of the certificate's existence.

Occupants: 1D6 + 1 Cats

Third Floor:

q) Main Hall - The floor of the hall is parquetered black onyx, and jade (see Traps and Alarms).

Occupants: 1D6 +2 Cats

r,s) Dressing Room, Bath Room - These two rooms are noticeably damp. The dressing room includes a massage table and a small magical "washing machine." The bath room (not bathroom, bath room) has a large sunken tub with hot and cold water faucets (water magically heated). There is also a fixture which will heat rocks to turn the room into a sauna/steamroom.

Occupants: 1D6 - 1 Cats

t) Gymnasium - This room has a lot of varied exercise equipment, and a mat for wrestling matches (Potiphar enjoys participating in as well as watching wrestling).

Occupants: 1D6 Cats

u,v) Guest Suite - These two rooms are very well furnished, and there are many fine works of art adorning the walls, floors, and tabletops. The outer room is a comfortable sitting room and the inner room is a fine bedroom with a huge, down four-posted bed. The rooms are decorated with a general greenish cast.

Occupants: 10% Guest

w) Balcony - Three french doors lead to this wide balustrade which overlooks the infamous Street of Silken Veils. Whenever all three doors are closed and locked (complexity 3), the traps on the balcony automatically turn on (see Traps and Alarms).

Occupants: 1D6 - 1 Cats (at night none)

x) Potiphar's Private Stairs - The lock to this door is extremely elaborate (complexity 6), requiring two keys to open. The stairs lead down to Potiphar's vault.

Occupants: None

y) Potiphar's Reception Room - Between the hours of 8:00am and 5:00pm, a beautiful, naked human female acts as a secretary to Potiphar as he works on furthering his monetary wealth. She is not overly bright and is confused easily.

Occupants: 1D12 Cats

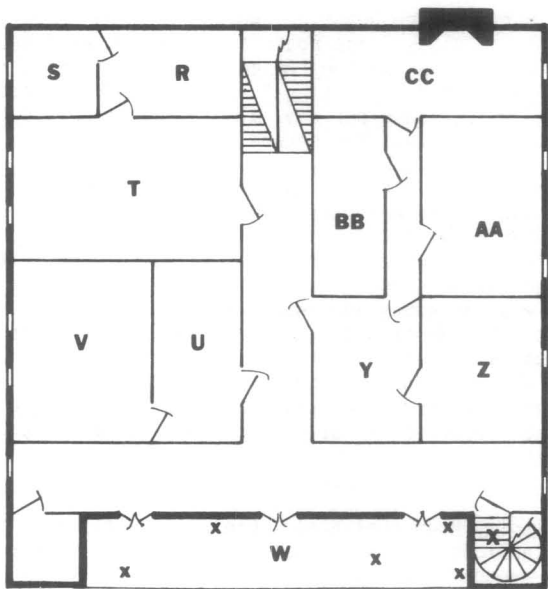
8:00am-5:00pm 80% secretary

z) Potiphar's Private Office - This room is furnished with a low couch and several chairs. Potiphar sits behind an immense desk with papers strewn about haphazardly. Potiphar spends almost half of his time here, working on various get richer schemes. While sitting in the chair, there is a Missile Repulser spell which deflects up to 8 points every mr, and can absorb up to 30 points before needing to be recharged.

Occupants: 2D6 (5D6 if Potiphar is in) Cats

aa) Potiphar's Library - In this room, Potiphar has collected hundreds of books and scrolls on hundreds of subjects. Subjects range from cooking to machinery, magic to strategy, dwarven monastery doctrines to marriage primers.

Occupants: 1D10 Cats



Third Floor

bb) Potiphar's Wardrobe - In this room is kept most of Potiphar's clothing. There is little of interest to a non-tailor.

Occupants: 25% a female cat with 205 kittens

cc) Potiphar's Bedchamber - This room is incredibly lavish, and is extremely pungent. There are upwards of 50 cats living in this room, and BOY DO THEY STINK! Potiphar has become used to the stench and it does not bother him; however, anyone entering unprepared must make a STM saving roll to avoid feeling very nauseous (-2 CDN, -4 REF for 4D6 mr).

Against the north wall, there is a fireplace and on the mantle of the fireplace is the object of the thieves' mission: an 18" tall emerald statue of a yawning cat. This statue's origins are magical, and it gives the bearer empathic control over felines within 50 feet. It takes at least a week of concentration to become attuned to the statue, at which time one may be at a distance of five miles from the statue and still command its power.

Occupants: 45 + 1D20 Cats

12:00mid-7:00am 90% Potiphar

Basement:

In the basement, there are essentially only two rooms: the wine cellar/storage area and Potiphar's vault (they are totally isolated from each other). There is nothing of interest to the thieves in either room, and they should not come into play in this scenario.

Occupants: None.

Roof:

The roof of Potiphar's house is covered by shale shingles (say that ten times fast). These create a considerable amount of noise when walked upon, and unless a Move Silently roll is made for each ten feet of movement, there is a 10% chance (+10% per character failing the roll each time) that someone on the street has noticed something unusual is occurring on the roof.

Attic:

The attic, reached by stairs from the third level, is a thoroughly uninteresting musty room full of dusty, disheveled pieces of furniture, boxes, as well as the occasional stuffed animal. There is no light in this dingy place, and the amount of dust raised by any small movement will make anyone start sneezing their heads off.

Occupants:

The place is haunted, but the ghost is chicken, and will go to any length to avoid being seen. He is, however, allergic to cats and thus keeps them away.

Points of Entry

a) Front Door - The obstacle of the front doors are not impossible to get around. The lock is quite cumbersome, and should be fairly easy to pick (+3% per level of experience). The three main problems to entering here are: 1) the alarm which rings when the door is opened if the hidden switch by the door is on; 2) the inch-thick metal bar which is on the inside of the door, and is locked shut when the door is locked; and 3) the fact that the Street of Silk Veils is quite busy at all hours (see Thieves Guild for details on Street traffic). There is little to no chance of anyone obviously breaking into the house from the front door, and not being seen.

GMS Notes:

Should anyone attempt to try and break in at this point without having a confederate on the inside to let

them in, there is virtually no way at all to achieve the interior of the house without bringing the entire city guard down on them. If the thieves have managed to get someone inside the house, and if he can find the alarm switch (the switch is very well hidden, roll at two-thirds normal sensing ability), then there should be no problem in gaining entry to the house.

b) Back Door - The back door leads into the kitchen from the alley between Potiphar's house, and the Silken Chain. This door is kept locked (complexity 3) at all times. There is a small window near the door which is kept open at all times, and is the route by which the cats are able to enter and leave the house.

GMS Notes:

The window is barred and the ledge is set with an alarm so that if any weight of more than 25 pounds is set on it, an alarm will begin to ring. The door is guarded the same way as the front door, with an alarm which is turned on and off by a switch hidden behind a secret panel to the right of the door (two-thirds normal roll to find the panel as it is concealed quite well).

This door is, as the front door, next to impossible to get through without inside help. The cat window would be easier to enter, except that the bars are specially treated to resist acid, requiring twice the normal time for acid to eat through unprotected steel. They may still be sawed through, but the amount of noise is likely (40%) to attract attention from either the Silken Chain or one of the boarding houses backing on Potiphar's home.

In any case, there is always the possibility of someone wandering through the alley, or catching sight of the thieves from a balcony and either calling for the guard (25%) or attempting to scare the thieves off themselves (75%).

D100

01-10 Drunk staggers down alleyway singing loudly and (surprisingly) on key. 20% attracts attention from the Silken Chain. Will do just about anything if the thieves attempt to shut him up, but is quite likely to pass out at any time.

11-35 Courtesan from (50%) the Silken Chain, or (35%) the rear boardinghouses, or (15%) a streetwalker comes within seeing range of the thieves. She is alone.

36-70 Same as above, except she is with 1D3 customer(s).

71-95 Well dressed young man walks past alleyway and sees the thieves. There is a 10% chance that he will ask to join the thieves.

96-00 Guardsmen (1D3) walk past alleyway and see the thieves, they will immediately investigate.

c) Bridge to Silken Chain - This bridge is totally enclosed, and there is no way to get on the bridge from anywhere other than the house or the Silken Chain, unless they are willing to spend a few hours prying boards, nails, etc. in order to create an entryway (the bridge was well built).

GMS Notes:

Unless the GM wants to design the bordello, this point of entry is effectively ruled out. Should the thieves reach the bridge, then the door leading to Potiphar's house is guarded identically as the front door, with the addition of a sleep gas which is emitted at the same time as the alarm is sounded. This gas is very potent (MR saving roll at a penalty of 2 or sleep 1D6 hours), and will expand to fill the entire bridge area in 2mr.

d) Third Floor Balcony - This balcony runs along nearly the entire front of the house, and is fronted by a rail

which protects anyone from falling 30 feet to the Street of Silk Veils. During the daylight hours, there can usually be seen several cats sunning themselves on the railing, and occasionally Potiphar or one of the house staff can be seen on the balcony doing various things. At night, there is never anyone or anything to be seen.

GMs Notes:

During the day there is no danger at all to being on the balcony area, the french doors are kept locked (complexity 3) and if the glass is broken an alarm is set off. At night (after 7:30), the balcony becomes a place of death, for Potiphar used to collect traps, and he set up some of them on this balcony. For descriptions on these traps, see Traps and Alarms.

e) Chimney - The chimney is, by far the easiest entrance into the house. There are no alarms, traps, or even bars defending the entrance.

GMs Notes:

The reason that there is nothing guarding this entrance is that to use it, you must be able to fit through a hole 4 inches in diameter. The smoke exits through a dozen of these small holes, thus creating a very effective anti-break-in device. In addition, the entrances to each level of the house are covered by metal flues which effectively cut off all chance of entry either way. Any attempt to remove these flues (saving roll versus the combined strength of a maximum of two people from the outside, and only one if in the chimney itself against 5D12 will successfully remove the flue) will automatically set off an alarm. No chance of removing the tripwire (also, since this is not really a trap per se, a player's Trap Sense ability will not be set off.

f) Windows - All windows in the entire house are guarded by bars, most of which have been treated to resist acid (as is the cat window near the back door). In addition to the bars, all the windows on the second floor and the windows to Potiphar's bedchambers are trapped (see Traps and Alarms).

Traps

Front Hall: - In the area of the front hall marked on the map, there is a deep plush, blood red carpet. The plush of which seems to wave in the dim light. If prodded with a pole, weapon or some other implement, the rug seems normal, however, if a character walks on it, (s)he must make a STM saving roll or become paralyzed for 10 + 1D12 X 1D12 minutes. This trap will set off an alarm.

The switch to this trap is hidden behind a secret panel which is shared with the switch for the alarm on the front door. This panel is situated at about a foot off the floor, just to the right of the doors. The panel is extremely well hidden (search at two-thirds normal abilities)

Silverware Chest: - As said before, this chest is not locked, but it is trapped. The trap takes the form of a Tanglefoot spell cast on the 10' square area around the chest (essentially, the character(s) trapped within the area are surrounded by air the consistency of molasses). This trap will set off an alarm.

Back Door: - The back door, if opened while the alarm is still on, not only trips off an alarm, it also sets off the following trap. As soon as the doorknob is turned, then a double-strength Glue spell is activated on the doorknob. This spell will hold fast anything touching the knob (unless a MR saving roll at a penalty of 4 is made), and it requires a STR saving roll on 6D12 to get the stuck object free. If this is part of a body, then the character also receives 4D6 damage and

there is a 30% chance of breaking a bone (STM saving roll at a penalty of 4 cuts both damage received and breakage percentage in half). The spell is inactivated by the same switch which turns off the alarm (see Points of Entry).

First-Second Floor Landing - As soon as over 30 pounds of weight is placed on the landing, it triggers a Shock Wave spell directed down the stairs. This spell delivers 3D6 points of damage in addition to possibly knocking the receivee tumbling head-over-heels down the staircase. A MR saving roll will cut damage received by one half; STM and REF saving rolls are required to prevent the character from being impelled down the stairs. This trap does not set off an alarm.

The safety to this trap is concealed in the riser of the last step.

Second Floor Main Hall - If someone steps on the outlined area on the map, then the trap is set off (unless the off switch located under a secret panel in the floor [marked 'o'] has been switched to off, this switch turns all traps on the second floor off). The trap takes the form of a Sleep spell, MR saving roll or sleep 1D4 hours. This trap will set off an alarm.

Coin Display Room - If any of the display cases are either moved or broken into, a network of thick iron bars slide out and close off the entrance to the room. This trap will set off an alarm.

Arms Display Room - If anything is disturbed in this room while the traps are still on, then 3 swords will immediately begin attacking the thieves. Treat them as 5 Hit Dice monsters with HAC 6, AC 6, each do 3D4 points of damage, and have 24 Hit Points. These swords will not radiate any magic (if sensed for), nor are they magical if taken from the room (the magic comes from the trap itself, and any three swords will be animated [including the thieves]). This trap will not set off an alarm.

Third Floor Balcony - There are several traps active on the balcony between 7:30pm and 7:00am. They are (unless stated otherwise) all controlled from within Potiphar's bedroom.

1) The middle 12' section of the railing is attached to the balcony proper with springs, and it will fall out toward the street if it is pulled on or if a force of 25 pounds or more is applied to it. If a character finds himself in a situation where he has grabbed the faulty section of the railing and is falling with it toward the street, he must make a saving throw versus REF to react in time to reach for a rope or the secure part of the railing (he must be within reach of the latter, i.e., not in the middle of the collapsing section). If he was pulling from the street side and has made his REF roll, he must again save, this time against CDN at a penalty of 2 to see if he successfully grabbed the secure railing or rope. When a character fails either roll, he suffers a 30' fall. This trap will not set off an alarm, although anyone on the Street should have a rather humorous time watching this poor thief trying to save his neck.

2) The floor of the balcony is trapped also. The traps take the form of bear traps and are marked by circles on the floor plan. When stepped on, they do 6+2D4 DAM and have a 30% chance of breaking the leg if the victim is wearing anything less than boots. In addition, all persons so caught must make a STM saving roll at +2 or fall unconscious for 1D4 hr. The trapped character must roll under their strength on 4D12 to open the jaws of the trap (taking 1D3 DAM in the process), or they may be pried open with appropriate instruments and aid from others. This trap will not set off an alarm.

3) Anyone pressing along the west wall in order to avoid detection will trigger a trap on that wall when they have moved in from the balcony 4 feet. At that point a set of spiked bars will penetrate a false section of the wall and the player may have been struck by up to 3 spikes. The spikes are set at the heights of 1', 3', and 5' and are coated with a level 10 poison. The spikes have a HACØ of -10 (due to the close proximity to their target) and do 1D6 points of damage each. This trap will not set off an alarm.

4) The balcony doors are all locked from the inside and may only be opened from the outside if the secret panel beside each set of doors is found and the switch therein is pulled. The doors are unlocked only as long as the switch is being pulled and it only unlocks them - it does not pull them open. If the thieves are somehow able to pull the doors open without using the hidden switch, an alarm is set off.

5) All the doors have false keyholes. Anyone trying to pick the "lock" will suffer 3D10 points of electrical shock. This trap will set off an alarm.

6) After the doors have been unlocked via the hidden switch, it is important which side of the door is opened. If the left-hand side is opened, three darts (HACØ 0, Level 10 poison, 1D4 DAM) are fired from the western wall at heights of 1', 3', and 5', at a distance of 4 1/2 inches from the wall (sufficiently close to hit a man pressing against the wall). If the right-hand side of a door is opened, nothing happens. If the party tries to force the doors by pushing them in (they open out), another three darts are fired as above. There are enough darts available to the firing mechanism to keep up with a full night's activities.

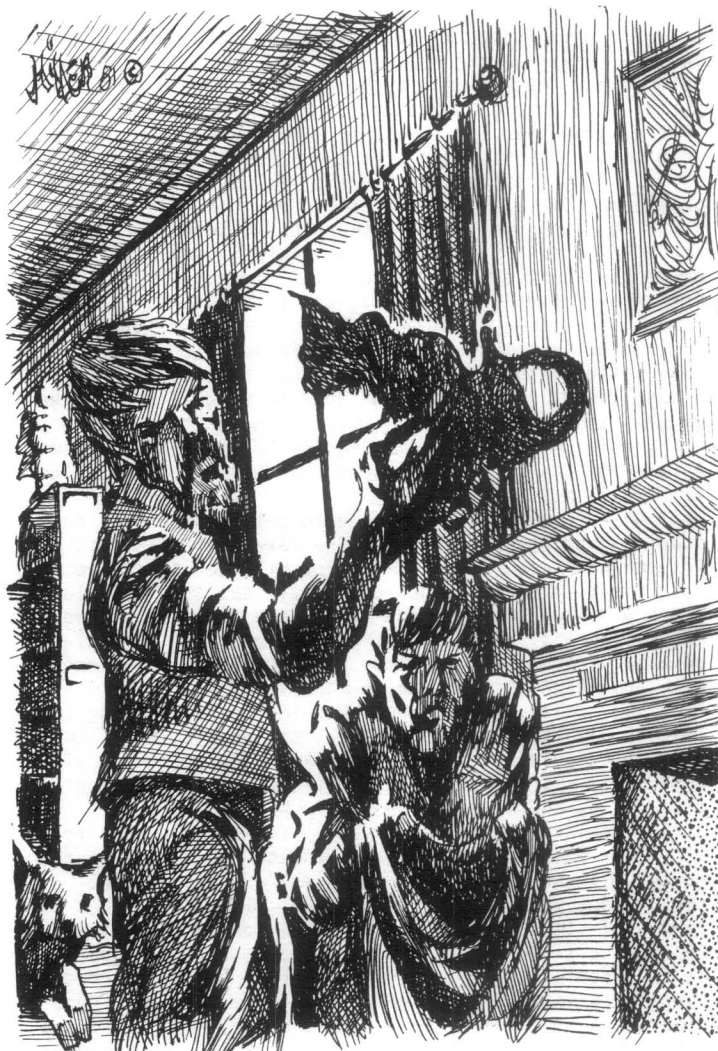
Main Hall - If any character decides to concentrate on the floor of the hall (examine the pattern the parquet floor makes) he or she must make a MR saving roll. If this is failed, the character will become confused for 1D6 melee rounds. Roll to determine his course of action:

- D10
- 1-5 - Stands bewildered
- 6-8 - Attempts to leave by path of entry
- 9 - Attempts to leave by nearest exit
- 10 - Begins to cry loudly

Potiphar's Private Office - If the door is opened and one attempts to enter, a saving throw versus REF must be made to dodge a swinging sandbag. The sandbag falls from the ceiling and is triggered by pressure outside the portal. It delivers a blow for 2D4 DAM, HACØ 0, and is designed to impact with its target at a height of 3'. Anyone so struck must make a SST at a penalty of 4 or fall unconscious for 2D6 minutes. This trap will set off an alarm.

Secretary's Office - Failure to pick the complexity 2 lock on this door (the door leading into Potiphar's private chambers) releases a cloud of laughing gas (make a MR saving roll or laugh uncontrollably for STM mr), which will fill the entire area. This trap will set off an alarm.

Potiphar's Room - The Morruis is set upon the mantle of the fireplace, and rests atop a spring-mounted cylinder. The statue is the weight holding the cylinder down. When the statue is lifted off the mantle, the cylinder will rise rapidly, firing a Magic Missile (HACØ -2, 1D8 DAM) straight ahead, 30 degrees left, and 30 degrees right of straight ahead. Anyone 10' or more away from the mantle may make a REF saving throw at a penalty of 4 to duck the missile. In addition, as the cylinder rises a Blaze of Noon spell turns on for 5 seconds. Anyone facing the mantle at the time of ignition, even those who ducked, will be blinded for 8 + 2D4 mr. This trap will set off an alarm.



Windows - Nearly all the windows to Potiphar's home are trapped in one way or another; most are merely equipped with alarms, while a few have actual traps. The cat window near the back door has been detailed, and the pressure switch described for it is the most common form of trap present on the house's windows. The only windows which are not trapped in any way are those leading into the first floor waiting room, they are considered to be of unimportance considering there is no (obvious) way of avoiding the rug trap in the front hall. The windows which have traps in addition to the alarm are those leading to Potiphar's bedchamber. These have Glue spells active on the central bar, so that anything touching the bar must make a MR saving roll or become instantly fixed to it. See the back door description to see how to unstuck stuck characters.

Chimney - The interior of the chimney is trapped in the following manner. Anyone attempting to climb up the shaft must make a MR saving roll or succumb to the permanent Sleep spell embedded in the stones at the base of the shaft. At the same time, a Slipperiness spell becomes effective throughout the entire shaft. If a MR saving roll is made, then there is no effect, otherwise, the character loses all purchase on the walls, and will fall to the bottom.

General Notes - At first glance, there appears to be no way in the world that anyone will be able to penetrate the web of alarms and traps which Potiphar has set up in his house. In short, Potiphar is extremely paranoid and will go to great lengths to secure his carefully hoarded "valuables" from being stolen.

If the house is observed in greater detail, several ways become apparent in which methodical, determined thieves might manage to avoid all the pitfalls and emerge successful. To begin with, there is virtually no means of entering the house without inside help because of the fact that the Street of Silk Veils is the most active spot in the city after the sun has gone down. There would be next to no chance of anyone breaking into the house without being seen. Therefore, the thieves must find a way of secreting one of their number inside the house before it closes. This should not prove overly difficult, as Potiphar is, at the moment, searching for men to help him take revenge on his parent's murderers (see Potiphar's character description), and he sees upwards of twenty volunteers a day. The thieves should be able to walk in with three members and walk out with two as long as they are very unobtrusive in their movements. The GM should give them a base 20% chance of being seen, and add or subtract to that as (s)he feels fit.

Once the thieves are able to get inside, the next step is finding the best time to make their assault. If Potiphar is home, all of the traps will be on; if he is out, the trap on the front door will set off the alarm after a delay of 30 seconds (to give Potiphar a chance to switch it off). Therefore, there is no immediate advantage to gaining entrance in Potiphar's absence, although later it may come in handy.

The chief problem, once gaining entry, facing the thieves is the whereabouts of their objective. If they have been able to talk to Potiphar earlier, they will know where his personal office is, thus perhaps tipping them off as to the position of his bedroom.

Potiphar is very fat, very high-strung, and very wary of having his treasures stolen. Should the alarms go off when he is home, he may have a heart attack. If the alarms go off during the day, there is only a 3% chance of this occurring. At night, however, there is a 15% chance if he is not sleeping, and a 25% chance if he is sleeping. If Potiphar does suffer cardiac arrest, then there is an 80% chance of immediate death or coma; otherwise, he will be in very bad shape, but alive and coherent enough to be able to identify the thieves (should they reach his position) at a later date, assuming he does not die (45% chance).

Alarms - The alarms in Potiphar's house are of the "HELP, HELP, I'M BEING ROBBED, HELP!!!!" variety. When an alarm is set off, there is no denying that an alarm has been set off. The medieval equivalent of sirens, bells, airhorns, etc. are blared very loudly from a hidden speaker on the roof of Potiphar's house, and a small fireworks display is let off from the chimney. In addition, a similar (although considerably quieter, and minus the fireworks) alarm is also set off at the nearest guard station. Potiphar 'donates' a lot of money to the watch commanders of the station in return for prompt response to any alarm. Therefore, 4D4 guardsmen will respond in 2D3 minutes. This does not take into account the presence of wandering guardsmen (see Thieves' Guild for details on the presence of these men).

NPCs

In order to make the GM's job easier in running this scenario, the following compilation of various reactions by the NPCs has been added. The GM may make use of it as (s)he will.

Potiphar - Should players attempt to join Potiphar's growing mercenary force, he will be very congenial and will gladly accept the aid of the thieves. He will tell them of his harrowing younger days, of the deaths of his parents, etc. He will then

relate to the thieves the fact that he has finally discovered the whereabouts of the band, and is now mounting a force to wipe them out entirely. The band numbers about 80, and he wants to amass a force of 200 or more. He will have already gathered 100, and is anxiously awaiting the day of his revenge.

Potiphar is no fool, and will not do anything to jeopardize either him, or his plans. He is a shrewd businessman, and will easily recognize a bluff of any obvious type.

Trice - Trice will usually (90%), immediately run out of the house at the first sign of trouble, and fetch the guards from next door. Otherwise, he will grab a huge cleaver and go to investigate. He knows of the existence of all the traps in the house, and will attempt to mislead the thieves if given the opportunity.

House Staff #1 (Hobbit) - This is the downstairs maid, and is the one who answers the door during the day. She will turn on the rug trap, and turn off the alarm on the front door before answering, and will quietly turn the alarm back on before leaving the thieves to go find Potiphar. She has become rather adept at this, and will rarely be seen in this act.

House Staff #2 (Human) - This man is the upstairs servant, and Potiphar's personal aide. He is cowardly, and will cooperate with the thieves' willingly, although he will not reveal any information about the traps, or the whereabouts of the Moruss.

Secretary - This woman is very beautiful, and works evenings in The Silken Chain. She is very self-assured of her beauty, and will attempt to vamp the player-thieves if she has the chance to. She is not too intelligent, and will generally faint if threatened. She does not know any of the traps except the two leading from her office.

Random Encounters

Every ten minutes (or less if the GM feels the need) that the characters are in the house, roll a D4. On a 1, there is an encounter. The given time periods are only an approximation, and any conflicts caused by this the second roll should be handled in the easiest way by the GM.

7:00am to 9:00am

D10

1-6 Large group (40 + 1D20) of cats ranging through the house pass by the thieves. There is a 15% chance of 1D6 cats stopping to investigate the thieves.

7-9 If on the first floor, the thieves run into Trice, who will immediately question their reason for being. If on the upper floors, then one of the thieves has stepped on a cat toy, which makes a loud "squeek", calling 2D12 cats who "want to play."

10 The thieves run headlong into Potiphar.

9:00am to 12:00noon

D10

1-4 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 4D5 minutes before wandering off.

5-7 1D2 House Staff

8-9 Cat toy

10 Potiphar

12:00noon to 4:00pm

D10

1-5 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 3D10 minutes before wandering off.

6-8 1D2 House Staff

9-10 Cat toy

4:00pm to 7:30pm

D10

1-4 Large group (20 + 1D12) of cats ranging through the house pass by the thieves. There is a 30% chance of 2D4 cats stopping to investigate the thieves.

5-9 Potiphar (20% with 2D6 guests)

10 Cat toy

7:30pm to 7:00am

D10

1-8 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 2D6 minutes before wandering off.

9 Cat toy

10 Large crash sounds as cats knock over display case in 1D4: 1) Coin Room; 2) Arms Room; 3) Feline Room; 4) Emerald Room is knocked over. There is a 75% chance that Potiphar has heard the crash, and he will investigate in 2D3 minutes.

Unless stated otherwise, any loud ruckus made by the cats will only occasionally (25%) be looked into by anyone in the house (although the thieves don't know this, and should make them quite anxious). If these disturbances occur at night, Potiphar will only hear them if they are on the same floor he is on (see above for exceptions). He will always go to see what they are interested in.

Potiphar's Schedule

7:00am - 8:00am

Potiphar wakes up if he is at home, or he arrives back at the house and readies himself for the day's activities.

8:00am - 9:00am

Potiphar reports to his office to do his early morning work.

9:00am - 12:00noon

Potiphar works between the office, the Silken Chain, and various points around the house.

12:00noon - 12:30pm

Potiphar spends his lunch time in the Silken Chain every day.

12:30pm - 4:00pm

Potiphar travels about, making business calls around the area, otherwise, he stays at the Silken Chain.

4:00pm - 6:00pm

Potiphar is relaxing at home, if (20% chance) he has guests, he is on the first floor, otherwise, he will be (30%) on the first floor, (25%) on the second floor, or (45%) on the third floor.

6:00pm - 7:30pm

Potiphar is usually (80%) eating here with (D10: 1-4) 1D6; 5-7) 2D5; 8-9) 3D6; 10) 4D8) guests.

7:30pm - 12:00mid

Potiphar normally (65%) goes out at this time (he is an avid theatergoer, and is looking for some way of collecting plays), sometimes (35%) he stays home at which point he is likely (40%) to be having a party.

12:00mid - 7:00am

Potiphar is 90% likely to be in his room. Otherwise, he will be 60% working in his office, 30% wandering through the second floor galleries, or 10% out of the house (will return in 10D10 mr).

Potiphar is an avid cat-lover, and is always accompanied by a swarm of 3D12 + 6 cats; although he never seems to notice them. Potiphar rarely wears much jewelry because he doesn't wish to risk losing something, and he does not really care to look regal. He usually carries 2D10 GP with him, and is very careful about where he keeps it.

Potiphar rarely does one thing twice in a row, and is very unpredictable; however, the schedule above can be used as a rough guideline. Also the random encounters should be used to determine Potiphar's chance of being in the house at any specific time. There are only two things which Potiphar does every day, without exception: 1) He always eats lunch at the Silken Chain, and will not be disturbed; and 2) He will always be back in the house no later than 12:30am.

Cats

Potiphar literally lives in, as well as owning, a cathouse. There are well over a hundred cats living in and around his house. Because of a cat's curious and independent nature, they will generally follow anyone who is acting in a stealthy, unusual manner. Because of this, the thieves may decide that the best thing to do is to go on a cat hunt (to get rid of these royal pains in...). If this is the case, then the GM must have some basis on which to run cats in melee.

A cat generally will attack with claws and a bite; if a cat is able to jump on his victim, then he will be able to use four claws, otherwise, he will only use two. A cat is a rather small animal, therefore large numbers of furious felines may attack a single person. If the characters actively undertake catslaying, there is an 80% chance that the cats will mount a counterattack involving up to 60 (12 + 4D12) cats.

The general statistics for cats are as follows:

CHAR	ROLL
STR	1D4
CDN	5D6
REF	5D8
STM	1D8
DSC	2D6
IQ	1D6
MGR	3D6
MAG	2D12
APP	2D12



Cats have a base armor class of 1, and because they are so fast, they receive an additional dodge bonus of 5 irregardless of their REF, and this bonus applies at all times (i.e. cats have an effective base AC of 6). Their dodge bonus due to REF is added on top of this value.

In melee, cats tend to yowl, hiss, and make so much racket that there is no chance of anyone inside the house not hearing the battle (there is also a good chance of anyone passing by outside the house hearing something as well).

With claws, cats do 1D3 points of damage, and with their bite, they do 1D3 the first round, and they can then elect to gnaw for 1D2 (no armor absorption) for each melee round thereafter (until victim either

attempts to knock cat off, or in some way cat rid of it; at which point, the cat must make a STR saving roll).

A cats hit points are determined by adding its strength and stamina ratings together, dividing by 1.5 (rounding up), and then adding a D6 $[(STR + STM)/1.5 + 1D6]$. This gives a range from 2 - 18, with an average of between 7 and 9. A cat has a base hit probability of 8, and they receive the bonuses from CDN. In short, cats are nasty when they are in a pack, and they could prove most difficult if in large enough numbers.

* * ALLERGIC TO CATS? * *

Note: - Should any character be allergic to cats (15% chance), then he is going to be very uncomfortable in this house. The allergy will take one of the following forms:

D10

- 1-6 The character will begin feeling stuffy-headed, have a runny nose, and will begin sneezing uncontrollably. This will not affect combat unless he sneezes (20% chance, roll at the beginning of each mr) at which point he may attack at a penalty of 8 during that round (once someone begins sneezing, he must make a STM saving roll each round, or continue sneezing). The sneezing may be held quiet as long as he is not attempting to do anything else; if he is trying to climb surfaces, he is in serious trouble!
- 7-9 The character will begin to feel itchy, armor will begin to chafe, and a rash will develop. This type of reaction will cause the person to lose 1 point of both CDN and REF. In addition, the person will suffer a general 15% decrease in thieving abilities due to serious itching.
- 10 This is the most serious type of reaction; the person will start to feel ill, and his throat will begin to feel very tight. In the space of 10 minutes, breathing will become very difficult. This reaction causes a loss in CDN and REF of 4, and the person will become semi-conscious from lack of air in STM+10 minutes.

CHARACTER DESCRIPTIONS FOR POTIPHAR'S HOUSE

Name	Character Notes	Class	Requisites						Weapon	Combat		Armor Class	HTK
			ST	CO	RF	SM	IQ	MR		HAC	Damage		
Potiphar	a	VET HU MER	9	7	13	15	16	16	KNIFE	6	Special	NON 10	31
Trice		VET HU CHF	13	16	10	11	9	7	LGKNF	6	2D3	NON 0	35
House Staff 1		INT HU NON	11	14	14	9	7	11	THKNF	4/8/13	1D4	NON 0	22
House Staff 2	*	INT HO THF	5	16	17	6	15	12	DGR	5	1D4	CLO 4	19
Courtesan 1 (House Girl)*		VET HU CSN	9	18	14	12	12	13	KNIFE	4	1D4	NON 1	23
Courtesan 2 (Street)	*	GR /E CSN	10	14	12	15	8	10	None			NON 0	18
Customer 1		VET HU FTR	17	11	14	12	12	16	HFSWDe	0	3D6	CHN 6	37
									BDSWDe	5	5D4		
Customer 2		VET /E BRD	10	14	13	15	13	10	RAPRe	4	1D12	LTH 4	32
Customer 3		INT HU NON	9	7	9	11	3	10	None			NON 0	17
Drunk	b,c	VET /O DRU	19	12	4	13	7	13	BOTTLE	9	2D4	NON 0	22
Dandy		GR HU THF	11	11	10	11	8	12	RAPR	12	1D8	CLO 2	13
Guardsmen 1		INT HU FTR	12	11	15	13	9	10	BDSWDe	4	3D4	CHN 6	29
Guardsmen 2		INT HU ARC	8	14	15	11	12	8	SHBOWe	1/5/8	1D6	LTH 4	22

Character Notes:

a) For description of Potiphar's private arsenal and defenses, see his character description.

b) The ratings for this NPC are given for the time at which he is drunk. Should the player-thieves manage to meet him in a sober state, he has the following changes: STR 14, CDN 16, REF 10.

c) The drunk will generally swing wildly with his bottle, and should it hit, there is a 90% chance that it will break (causing the drunk to collapse in misery). Should the bottle not break, the struck character must make a saving roll against STM to avoid unconsciousness.

* indicates character is female

TOMB DESIGN

III

The Tomb of the Scholar

The Scholar's Tomb is much more of a puzzle than any of the others, and is consequently much less lethal, a factor of only 15%. The front doors are at the end of the typical corridor, lined with the last resting places of faithful members of the Guard of Death. Gaining access to the main chamber requires the same process as the other tombs in the Valley of the Dead. Game time for this scenario should be limited to 3 1/2 to 4 hours; this will force the players to attempt to maintain a fairly rapid pace in trying to figure out the various puzzles. GM's should read through the description of the tombs in Thieves' Guild II before attempting to run this scenario. GM's should not allow the thieves to escape before attempting the entire tomb (i.e. use Hranugh, the red dragon if it looks like the thieves are gonna bug out).

In this tomb rests a scholar renowned for his wisdom. Emblazoned on each of the double doors of this tomb is an enameled blue circle, containing a golden Aladdin's lamp with a red and gold flame flickering at the spout; the lamp of knowledge was the emblem of the scholars and sages of ancient Shale-Chuun.

SAFETIES, RESETS, AND TRAPS

There are only four traps in the tomb of the scholar, although the automaton could also be considered a form of trap. These traps are contained in the four doors in the main room, and are perfectly safe until the lock mechanisms (Complexity 3) in each of the keyholes are successfully picked - this action sets off the trap on each door. The safeties for the traps are already on when the player-thieves enter the tomb.

TRAPS IN TOMB 4

1) On door A: a blade snaps out of the side wall and describes an arc to the door itself. It flies at at waist level (3' off the floor), and will cut the person picking the lock neatly in half. A Hearing roll at a 30% bonus is required to notice the faint click the blade makes as it begins its sweep, and a saving roll against REF is required to jump out of the way or duck completely, thus avoiding the blade.

2) On door B: an area 6' square, immediately in front of the door, becomes gravity reversed. A saving roll against MGR is allowed; if successful, nothing happens; if not, the person involved falls onto the ceiling (which happens to be covered with spikes, and 30' distant). A person falling to the ceiling will make contact with [4 + 1D4] spikes; spikes do [1D8 - 1] damage, and are HACØ 4. Falling can also cause damage, doing 1D6 for the first 10' fallen, 2D6 for the second 10', 3D6 for the third, etc.; saving rolls against STM

and CDN are allowed to reduce the effective distance fallen by 10' for each successful SR. The gravity reversal effect wears off after 15 minutes, but can be easily turned on again if anyone tampers with the lock mechanism.

3) On door C: A large section of the wall next to the door swings rapidly over to deal a stunning (and possibly fatal) blow. A saving roll against REF at a penalty of 3 is required to sprint or spin out of the way; if the SR is not successful, the victim takes 2D4D8 damage - if the SR would have been made normally (i.e., without the penalty), only half the damage is sustained.

4) On door D: the area immediately in front of the door is drenched with Firewater, a rather potent flammable, which will ignite in 1 mr. It requires 2 saving rolls against CDN to strip completely, and avoid any damage; making either SR reduces damage to half (the victim has managed to remove a good portion of his equipment and clothing. Originally, 100 units of the highly flammable liquid were in the reservoir of the trap; D100% of the supply has evaporated. The liquid does 1D4 damage per unit with which the victim has been drenched, if he has not managed to remove all clothing and equipment. The clothing and equipment will generally (75%) be consumed by the flames in any case.

SAFETIES

There are no separate safeties as such for any of the traps in this tomb; the safeties are set...until someone tampers with the locking mechanisms located on each of the doors. The best safety measure of all is not to touch the keyholes at all.

The Burial Chamber

What the Players See:

As the doors swing open, the party sees a room 20' deep, 40' wide, and 30' to the ceiling. It is dimly lit by the glow emanating from a 8' long, 3' high, 4' wide block of crystal that serves as a bier for the body of the occupant. Behind the bier, on the back wall, can be seen some sort of niche, outlined in the light.

The walls of the main chamber are decorated with murals of pastoral scenes of study, all involving the same figure. He is shown with various specimens of both flora and fauna.

Approximately 6' in front of the bier is a large black demi-column surmounted by a large lamp of the style depicted on the outer doors. There are six other, smaller versions of this column and lamp arranged one on either side of the bier, one on either side of the outer doors, and one centered at each side of the room.

There are four doors, with semi-circular crowns, apparently constructed of a heavy brown wood, located one in each of the four corners of the room. Each door has a 2' square plaque of golden metal resting on the middle cross-bar; the plaques appear to have some sort of writing on them.

GM's Description:

The ceiling is covered with spikes, which are easily seen if anyone happens to look upwards. The lamps on the pedestals are of gold-plated brass, and are worth 50 GP each for the small ones, and 75 GP for the large.

The niche contains a large golden head, which can be seen easily from any position near the bier. The head has empty holes where eyes might be placed, and a slot on either side of the head in the position ears would normally occupy, and faces the rear of the niche. The eyes and/or ears, which may be found in the small side rooms behind the doors, are necessary for the automaton head to function.

If both ears are inserted, the head will then speak the following poetic clue (this may be repeated twice, upon request to the head):

The path to knowledge requires thought.
Those who think not should venture naught.
When all knowledge blazes brightly,
First steps taken are seen rightly.
Make me whole and give me pleasure,
That I may lead you to greatest treasure.

When both eyes have been inserted, the head turned to face the central lamp, and all the lamps are lit, the bier will slide forward (a distance of 4') revealing a hole in the floor, and a flight of steps leading down.

The plaques on the doors are of gold, and weigh 60 lbs. each (gold is valued at 100 GP the pound). Each of the plaques has two sentences written on it (for the purpose of ease and simplicity, the GM may wish to consider that any character who can read is capable of reading the information thereon), which gives the party clues to open the particular door. The sentences are:

Door A:

By farthest and nearest am I loosed.
The light of knowledge must shine forth.

Door B:

By nearest and dearest am I loosed.
The light of knowledge must be dimmed.

Door C:

By farthest and furthest am I loosed.
The light of knowledge must shine forth.

Door D:

By nearest and farthest am I loosed.
The light of knowledge must be dimmed.

The first sentence on each plaque refers to positions of the smaller lamps which must be lit. The second qualifier refers to the pair of lamps at the two most distant ends of the room; the first qualifier refers to the two pair near the door and the bier. Door A requires #1 & #5, door B #3 & #4, door C #1 & #2, door D #4 & #6. The light of knowledge is the large lamp on the center pedestal; if specified "shine forth", it must be lit, if "dimmed", it must be out. If conditions are obtained, the particular door will swing open.

However, it does not do the players any good at all to light all the lamps at the same time, at least in regard to opening the doors (they must all be lit to have the bier move). The doors will not operate unless the specific lamps called for are lit, and no others. Each of the lamps is 1/8 full of fuel oil when the tomb is first entered; this will be exhausted if the lamp is burned for 15 minutes. The lamps may be filled before the original oil is totally exhausted; and additional oil will combine with the original supply to produce the same magical door-opening effect; if the original oil is exhausted, refilling will have no effect at all.

The Small Side Rooms

What the Players See:

In each of these small 10' by 10' rooms are three tiers of shelves, running along the outside and back walls. On the top shelf in each room may be seen large numbers of scrolls of vellum; parchment manuscripts line the middle shelf; bound books are found on the lowest shelf.

Catercorner from the shelves in each room is a small quarter-circular shelf; each of these shelves has an object upon it.



GM's Description:

In room A, the assorted literary materials are all on the subject of botany. Two years study will enable the person spending the time on learning to identify any plant. The object on the shelf is a small (3" diameter, 12" high) hollow pedestal, shrouded in a velvet cover; in a small depression on top lies a faceted gem (one of the eyes for the head).

In room B, the reading materials concern husbandry and animal psychology. Five years study will enable the person studying to tame and train most animals (95% chance with domesticated breeds, 75% with wild animals, 50% with feral carnivores). On the small shelf is a pedestal similar to room A; however, the depression on top is empty (the gem eye is inside the pedestal).

In room C, zoology is the subject. Three years study will enable the student to identify and fully describe any animal seen. The small shelf contains a coffer of brass; when opened, it will be seen to be velvet lined, with a small depression approximately the shape of an ear - the depression is empty (the ear is hidden in a secret compartment under the shelf - simply peering under the shelf has a good chance [65%] to locate the compartment, since it is just a bulge at the very back of the shelf in the corner).

In room D, the subject is agronomy. One year of study will enable the student to domesticate most plants (85%), and to crossbreed new species (if botany is known). There is a small coffer on the shelf, similar to that in room C, but the depression contains an ear.

The Library

What the Players See:

At the bottom of the stairs is a room, 20' by 20', with a 15' ceiling; it is brightly illuminated from the glowing ceiling. The walls are completely lined with shelves (with the exception of one small area at the rear of the room), and most of the shelves are lined with bound books, manuscripts, tomes, librams, scrolls, etc. Near the center of the room is a very comfortably upholstered armchair, with a small circular table on either side; there are objects of some sort on both tables. Near the back wall of the room is a 4' cubic pedestal of glistening black stone with a golden torso sitting upon it; the area of wall behind the pedestal has no shelves. There appears to be no other exit from the room.

GM's Description:

If the shelves of books are checked out, a number of titles of interest will be found. Among them is a large book entitled "Care and Maintenance of Automata and Other Robotic Creatures"; this may be located on a saving roll against IQ, if the person is surveying the shelves. This book is the "pleasure" mentioned in the initial poem; it must be given to the completed automaton to prevent a mechanical rampage.

The armchair and side tables are set together facing the pedestal with the automaton's torso. The chair is of obviously exquisite workmanship, and allows a bonus of 25% of a person's IQ when making knowledge acquisition SR for any materials studied while sitting in the chair (i.e., an IQ of 16 would allow a SR based on an IQ rating of 20). It is worth a base of 500 GP for materials and workmanship, and 15,000 GP if the enchantment is known.

The table on the right is set with a pipe rack for 8 pipes (all the pipes are enchanted and embedded with spells - no fire is needed to light the contents of the pipe bowl, and any pipeweed used to fill it will smoke twice as long as normal), and a humidor (enchanted to retain freshness in its contents virtually forever) which is about half-full of pipeweed. The pipeweed is a special type, enchanted and capable of a variety of interesting effects (D100):

- | | |
|-------|--|
| 01-60 | Relaxation; the character achieves a very comfortable, easy going attitude (gives a 10% chance for a clue from the GM if the party has bogged down). |
| 61-85 | Sleep; a saving roll against MR is required, or the smoker falls into a deep sleep (requiring a spell of <u>Awakening</u>) which will last for 2D6 hrs. |
| 86-95 | Sensitivity; character receives a bonus of 1/3 of the requisite to any SR required in the next 1D4 hours. |
| 96-99 | Cogitation; the character receives one (1) hint from the GM. |
| 00 | Stroke of Brilliance; character receives an explanation of the last poem spoken by the automaton. |

On the left-hand table is a set of crystal, which consists of a tray, decanter, and 4 goblets; each of the pieces is a different color, and all are enchanted to perform different functions. The tray is clear, and will catch any dropped piece of its set before it breaks (the pieces can be deliberately smashed, but not accidentally broken). The decanter is a bright yellow, and is always full of liquid (various wines, with no immediate repeats in flavor or type). The four goblets are red, blue, green, and black; the red warms any liquid poured into it, the blue chills any liquid, the green provides an antidote for poisons and venoms if water is poured into it (other substances are left as poured), and the black changes any alcoholic liquid poured into it into poison (roll D100: 01-15 Level 4, 16-40 Level 8, 41-70 Level 12, 71-90 Level 16, 91-96 Level 24, 97-99 Level 32, 00 Level 50). If the antidote from the green goblet is administered within 2 mr, it will cure any of the poisons from the black goblet.

The torso of the automaton should not be moved from the pedestal until the head has been attached. If done, the room will begin to fill with an odorless, colorless gas; the gas hisses slightly as it pours into the room, and there is a 90% chance that at least one of the player-characters will notice the hissing. It requires a saving roll against STM to escape the room without breathing the gas; if the character is near the back of the room, near or behind the front line of the pedestal, this SR will be at a penalty of 4; if beyond the line of the front of the chair, it will be at a penalty of 2. If the saving throw is missed by less than half the character's STM, he is able to escape the room, but is incapacitated due to nausea for 2D4 hours; if missed by more than half the character's STM, he has succumbed to the gas and is dead.

When the head is placed upon the torso, it will give the following poetic clue:

Here shall you find what be my pleasure,
And you shall need it in short measure.
Back, then forward, and yet twice again,
Must all be moved before any are in.
A simple path leads onward still;
It must be found for treasure's thrill.

Two repeats of this poem may be requested from the automaton. To open the secret door leading from the library to the next room of the tomb, the pedestal must be moved back against the wall at the spot bare of shelves, then forward to its original position, then back and forth twice more. The block of stone is quite heavy, and requires a combined STR rating of 44 or better to move it; only four characters may attempt to move the stone at one time - more than that simply cannot fit around it in such a manner as to apply pressure of any value. Once the block has been moved, the door panel will slide back into the passage, then move aside into its prepared niche.



The Assembly Room

What the Players See:

Down a short hallway is a darkened chamber 15' on a side. In the center of the floor is a dais with a set of golden limbs arranged upon it. At the corners of the room are three heavy black stone doors; they contrast with the gray of the polished granite walls. On each of the doors is a blue circle with a small drawing inside.

GM's Description:

In this chamber, the automaton must be completed. As the various limbs are attached, different doors will open and/or close. The drawings on the doors give some indication as to results. On the left-hand door, the drawing shows the automaton with his left arm raised; on the right-hand door, the automaton has his right arm raised; on the far door, his legs are spread and both arms are at his sides.

If the party does not begin final assembly of the golden automaton within 15 minutes, it will say "Hey, Sk'voryk! I can't work peacefully in pieces!", and will repeat this at 5 minute intervals until at least one limb has been attached. If the automaton is fully assembled, and is not given the book within 5 minutes of the completion of assembly, the large slab door will begin closing (it can be reopened by the original method employed), and the automaton will go on a rampage of destruction. If given the book, it will open a panel in its chest, and place the book there for safe keeping; from that point, it will accept any orders which do not take it out of the tomb.

As various limbs are attached, various doors will open, providing assorted paths around the back area of the tomb:

Arms only
 Left arm - from A to D Right arm - from B to D
 Both arms - from A to B or B to A

Legs only
 Left leg - from D to A Right leg - from D to B
 Both legs - from D to both A and B

Other combinations
 Both arms and right leg - from A to C to B
 Both arms and left leg - from B to C to A
 Both legs and right arm - from A to C to B
 Both legs and left arm - from B to C to A

When both arms and both legs have been attached, the path from D to E will open; however, it still requires the automaton to open the door to the treasure chamber.

Point C is a length of the corridor which passes over the treasure chamber; it is guarded by a bronze railing. The immense fortune of the scholar can be seen from this area. It is not possible to attain the actual interior of the chamber from this balconied stretch; among other things, there is a layer of Disintegration

about 12' off the floor of the chamber - anyone diving, or otherwise attempting to reach the floor of the chamber from the viewing area, will simply disappear (permanently).

The Treasure Chamber

What the Players See:

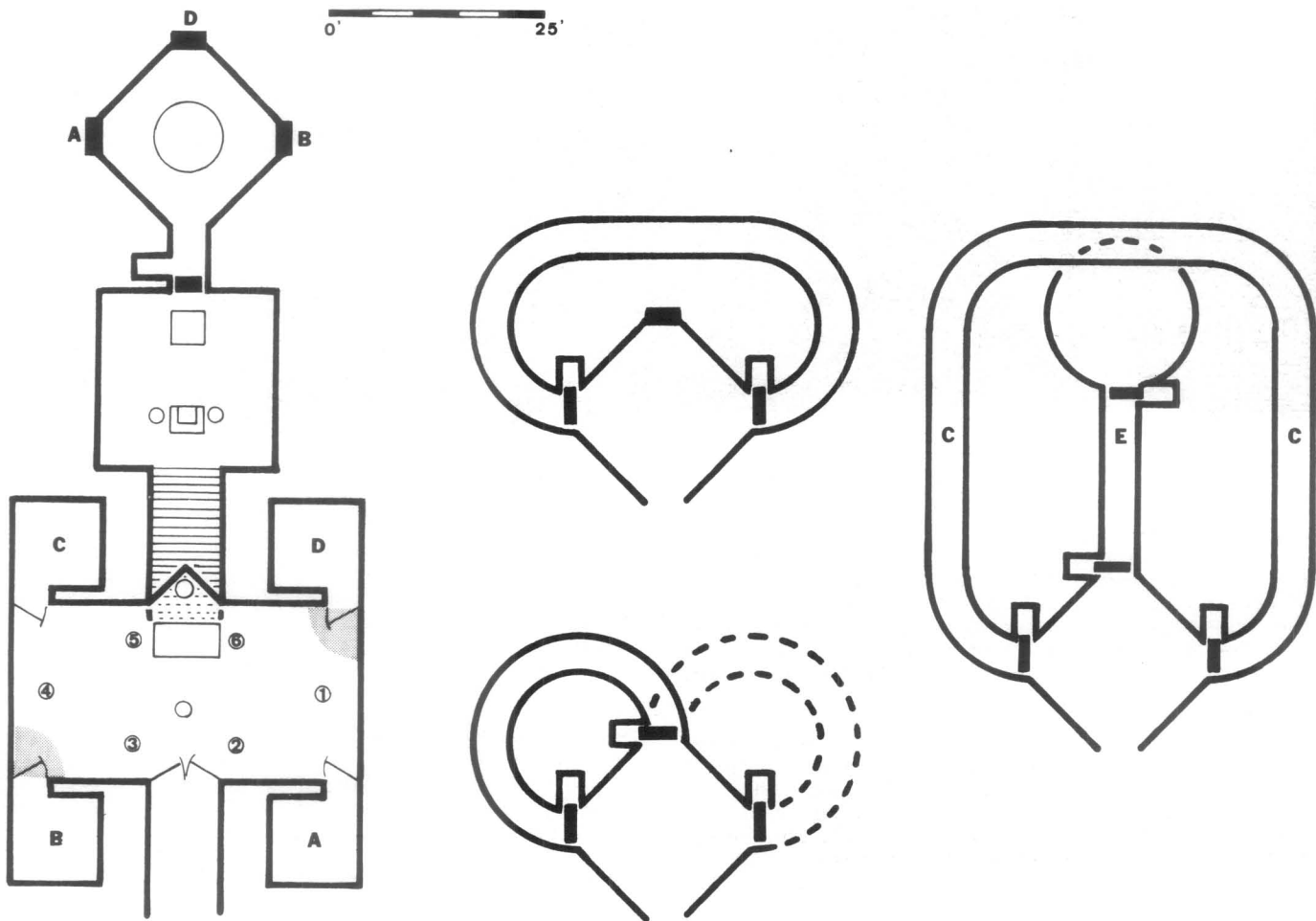
The room is hemispherical, some 15' in diameter, with a guard-railed balcony to be seen high on the back wall. There is immense treasure in coins, gems, and jewelry here, as well as other items of value. The ceiling casts a brilliant light over the entire assemblage.

GM's Description:

There is some 1,000,000 GP in pure valuta here, in addition to 3D4 magic items from the list at the back of "The Tombs of Shale-Chuun" in Thieves' Guild II. There are also numerous bolts of fine cloth, and other luxurious items, which the GM may draw from the many descriptions of the items in the hoard of Hranugh in the same source book.

CHARACTER DESCRIPTIONS FOR THE TOMB

Name	Character Notes	Class	Requisites						Weapon	Combat		Armor Class	HTK
			ST	CO	RF	SM	IQ	MR		HAC	Ø		
Automaton		VET AU FTR	60	8	13	90	5	23	FISTS	8		6D4	MET 16 100



CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

A. HELIGOR'S

In the great trade city of Haven, just south of the Plaza of Troubadors, there exists a byway known as the Street of Silk Veils, where the women are fair (and so are their prices). Though the street lies at the mouth of the Labyrinth, that teeming den of thieves where no sensible businessman would walk unguarded after dark, the traffic flows along Silk Veils in a steady stream from noon to the midnight watch (and frequently beyond), and includes both peasant and princeling, the warrior just returned from distant battles, and the local merchant thankful for a peaceful afternoon of dalliance, far from the attentions of a shrewish wife.

Yes, the lovely ladies of the Street of Silk Veils are a treasure to many. But, as is often the case, these flesh-and-blood jewels yearn to have their beauty augmented by emeralds, rubies, silks, and pearls. Many lovers are eager to indulge the whims and caprices of their paramours, and frequently bring a gift when they come to call. Heligor, an elderly human merchant, has a shop strategically located not far from the northern end of Silk Veils, designed to cater to this trade. He sells a variety of jewelry items - necklaces, bracelets, rings, and the like - and keeps a fairly large stock of goods in his shop. Although he has lived and worked in the same simple two-story wood structure for over 25 years, there are abundant rumors that he hoards a vast treasure somewhere on the premises.

The objective of this scenario is to commit a successful burglary of Heligor's jewelry shop, in a manner that avoids detection and provides maximum profit to the player characters. It is designed for a party of 2 to 5 thieves of beginning or intermediate level. In preparation for the burglary, the thieves will need to observe the habits of Heligor, his family, and

staff, as well as the life styles of the other denizens of the Street (to obtain information in this manner, thieves may want to utilize the Disguise Rules outlined in Section I, Chapter 2, of this book).

On the next few pages, a GamesMaster will find charts, descriptions, and suggestions for construction of a thieving adventure in an area where the law is not as strongly or fastidiously observed as it might be in others. These aids allow a great latitude in the planning of such a playing session, and it is not expected that any two GMs will run the scenario in precisely the same way. If the players read these sections, it will greatly diminish the enjoyment they will be able to reap, since they will lose out on the entertainment of figuring out everything for themselves.

LIFE ALONG THE STREET OF SILK VEILS

There are two distinct pricing alternatives for those seeking adventure on the Street of Silk Veils (so-called because of the custom that a woman seeking to earn a little extra income in an easy and pleasant manner usually dons silk veils to advertise that fact - woe betide the man who propositions a bare-faced woman). Men of means can go to any of 6 large bordellos located towards the northern end of the Street, one of which, the Blue Lantern, stands 2 doors south of Heligor's. These 6 larger establishments try to maintain regular patronage by offering security and comfort, as well as pleasure - they provide meals for their patrons, a well-lit and decently furnished common room for drinks and conversation, and strictly enforce prohibitions on pickpocketing by their girls. These perfumed palaces normally open about an hour before dusk, since the heaviest traffic arrives between 6 and 10 in the evening, and a reasonable fraction of the men stay as late as 2 to 4 in the morning.

For those with but a few silvers to spend, there are a plentitude of independent young businesswomen and happy amateurs. Their quarters usually consist of a straw mattress and a candle in one of the many rooming houses near the southern end of the Street, and in these surroundings, a man must often keep a wary eye on his sword, and a hand on his purse (a position hardly conducive to the pleasure one was seeking). Because of the greater risk, most of the trade with the streetwalkers takes place between noon and dusk.

The Street is patrolled erratically, if at all, by the local constabulary. As is the case with most of the byways bordering the Labyrinth, regular patrols seldom pass through the area. However, more than a few members of the various companies of the city guard have a lover or mistress on Silk Veils, and they will occasionally stop by to check things out when they have an opportunity.

The tables on the following page indicate the percentage chances that the thieves will encounter non-player characters while they are on the Street of Silk Veils, and provide a guide to an NPC's probable reaction to people they encounter in the course of play. Reaction dice results in particular should be adjusted by the GM if the thief player-characters are acting in a sage, or indiscreet, manner.

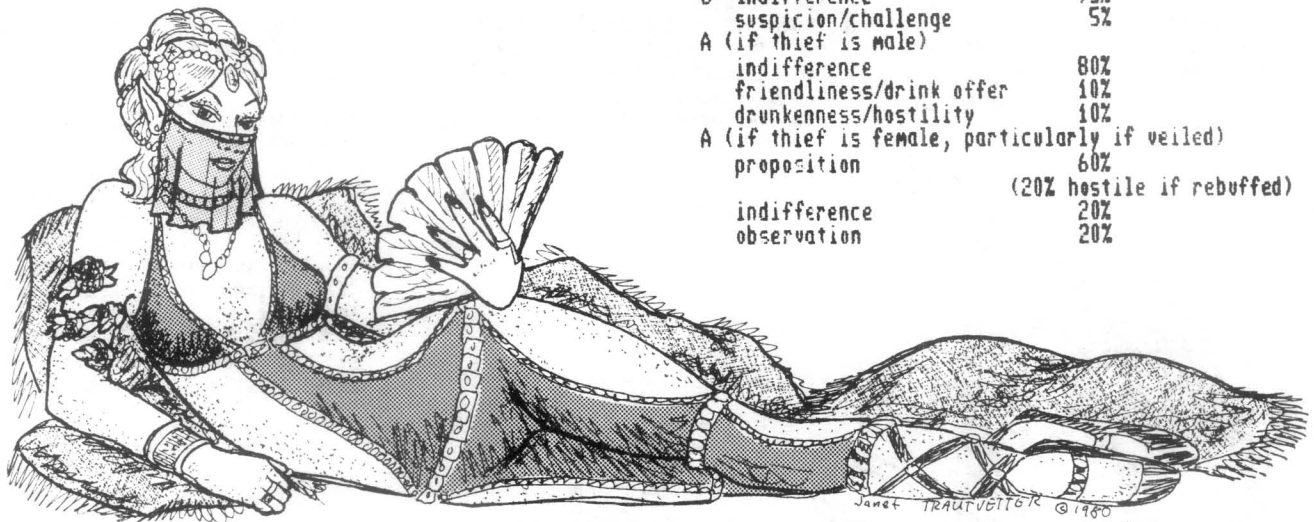




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RANDOM ENCOUNTERS ON THE STREET OF SILK VEILS

POPULATION				REACTIONS		
(C = presence of a companion of the opposite sex.)				Reaction	Streetwalkers	House Girls
Hours	Streetwalkers	House Girls	Customers			
4am - 12noon	0% C	10% C	0% C	C indifference	80%	70%
-	10% A	10% A	2% A	observe	20%	30%
12noon - 4pm	30% C	5% C	20% C	A indifference (if female)	50%]	20%]-
-	15% A	10% A	10% A	invitation (if male)]]
4pm - 8pm	25% C	5% C	20% C	indifference		40%
-	15% A	5% A	30% A	observe	20%	30%
8pm - 12mid	10% C	65% C	10% C	suspect/follow	15%	
-	20% A	0% A	20% A	fear/run	15%	10%
12mid - 4am	5% C	20% C	2% C	CUSTOMER REACTIONS		
-	5% A	0% A	5% A	Reaction	Everyman	
				C indifference	95%	
				suspicion/challenge	5%	
				A (if thief is male)		
				indifference	80%	
				friendliness/drink offer	10%	
				drunkenness/hostility	10%	
				A (if thief is female, particularly if veiled)		
				proposition	60%	
					(20% hostile if rebuffed)	
				indifference	20%	
				observation	20%	



CONSTABULARY

5 daily patrols are scheduled to pass through the northern blocks of the Street of Silk Veils - at 1pm, 4pm, 7pm, 10pm and 1am. In actuality, only the first 3 of these appear with any regularity (90% chance that the patrol will appear as scheduled). There is only a 60% chance that the 10pm patrol will show, and a mere 25% chance that the 1am patrol will make its appointed round.

Other than these 5 scheduled rounds, there is a 5% chance that a lone constable or guardsman will be somewhere along the street, at any given time. Check no more often than once each half-hour of game time.

CONSTABULARY REACTIONS

indifference	50%
stop/question	20%
suspect/follow	15%
observation	15%

LANDMARKS ON THE STREET OF SILK VEILS

In the diagrams at the end will be found a map of the Street of Silk Veils, and a set of floor plans for the jewelry shop. While players should be allowed free access to the map of the landmarks on the Street (since this information can be easily obtained through casual observation), they should know nothing about the inside of the shop initially, and should garner as much knowledge as possible themselves by infiltrating the shop and spying out "the lay of the land". Overly suspicious behavior will probably warn the shopkeeper or his assistants that something untoward is afoot, but casual observations made in the process of purchasing a piece or two of costume jewelry will provide a reasonable source of information.

Some of the major points of interest on the Street are (refer to the map for key-lettered locations):

- THE TROUBLED TROUBADOR - is a pawn shop; many a man has left his harp at the top of the Street of Silk Veils to get the money to go down the Street of Silk Veils.
- KARKI'S SWEETS & FLOWERS - Karki lives in a house across the plaza; his shop is open from noon to 10pm, and prices are reasonable.
- BURGALLO'S APOTHECARY - he sells hairs of the dog, minor medicines, and many cosmetics for the girls; a bell hangs near his front door to summon him in emergencies. It could also be used to sound an alarm (maybe someone will answer).
- HELLIGOR'S - more later.
- BETTINA'S - does seamstress work, and clothes design and fitting, for many of the girls of Silk Veils; she stays out of the affairs of others.
- MAMA ROSA'S ROOMING HOUSE - is a cut above the normal for the girls

of the Street; it is clean, and relatively wholesome, since Rosa will take a broom to whomsoever makes a disturbance in her home; at present, eleven girls (just short of house girl class) live and work there.

(g) THE BLUE LANTERN - is one of the 6 major pleasure palaces on the Street.

(h) ENOS' LIVERY AND SMITHY - caters to the carriage trade on the Street; Enos is a rock of a man who works from shortly after dawn til dusk, and who will usually answer a call for help with sledge-hammer in hand.

(i) THE FOX AND GOOSE - is a bustling tavern considered safe and pleasant for a quiet flagon with one's amour.

(j) WENCHES' WALK - is a "quiet" and shady resting spot for working girls with sore feet.

(k) THE RED ROOSTER - another of the 6 major establishments.

(l) HEAVEN'S GATE - a competitor of the Red Rooster, is favored by Samurai for the delicious teas they serve their customers.

(m) AVRODEL'S WINE SHOP - carries many wines, and even some brandies, priced from as little as 3 coppers the skin (a medieval equivalent to Dago Red) to as much as 500 gold the bottle; the shop is open from about noon til nearly 2am.

(n) THE BLACK WHIP - is an establishment (not one of the 6 majors), about which little need be said.

(o) THE MUSTARD AND FENNEL - is a very seedy bar.

(p) AMBROSIA - is probably the oldest of the major establishments, having supplied the Street of Silk Veils with a luscious portion of its reputation for over 300 years;

there is a rumor that the madame who currently runs it, is the same woman who originally founded it.

(q) THE PERFUMED GARDEN - is almost as old as Ambrosia; it is renowned in even far lands, for both the beauty of its walled garden, and the beauties within.

(r) MADAME RUTH'S - is run by a gypsy with a gold capped tooth; for a price, she will provide any of 9 love potions.

(s) THE SILKEN CHAIN - has been run by Potiphar the Phat for nearly forty years; early in life, he suffered a misfortune which makes him useless to women; consequently, he cares little for them, but much for the profits they can bring.

(t) POTIPHAR'S HOUSE - is filled with many valuable items, and many very deadly traps for those unfamiliar with the inside; he guards the collections which are his pride and joy with the best which the money his girls earn can afford.

(u) THE HOUSE AND SURGERY OF MORDECAI, HEALER - is available at any hour to those who have been injured in one of the many loud "discussions" which break out on the Street of Silk Veils.

(v) THE LOVER'S NOT - is, as the name suggests, a hang-out for those whose quest has been unsuccessful.



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- (w) THE VIRGIN'S FLUTE - opens out onto the Plaza of Troubadors.
- (x) VARIOUS SEEDY TO NOT-SO-SEEDY CRIBS AND ROOMING HOUSES - are scattered along the Street, and its offshoot alleyways; the closer to the north end of the Street, the cleaner and less risky they tend to be; chances for being mugged, robbed, and/or murdered vary from 99% (1am at the south end) to as little as 3% (4pm at the north end), depending wholly on time and location.
- (y) FROD'S THEATER - is an imposing edifice which provides culture and entertainment for the denizens of the entire surrounding area (currently playing is a sparkling comedy entitled "Our Murkin Cousin"); it lies just at the entrance to the Street of Silk Veils, and it is not uncommon to see a stately and beautiful haetera being escorted here by one of her favored customers.
- (z) THE BLUE HARPER - is not actually on the Street of Silk Veils, but is well known throughout the city as a quiet place for an excellent meal. Part of its appeal lies in the wide and airy balcony which overlooks the Plaza of Troubadors. Patrons may dine and drink here while being entertained by the jugglers and jongleurs who ply their trade in the spacious Plaza below.

HELIGOR'S SHOP

PEOPLE

There are 7 individuals found during various parts of the day or night in or around the 2-story wooden building housing the shop and Heligor's home - Heligor, his wife, 2 children (a girl of 16, who is practicing studiously, in the hopes of getting a place in one of the grand establishments on the Street, and a boy of 9, who is a typical street urchin, but very handy with a

knife), 2 assistants, and a middle-aged warrior who acts as a mild deterrent to the petty criminals of the area.

Heligor is in his late fifties, having married late (one of the girls from the Blue Lantern), and is in no particular condition for combat. He is intelligent, and is a sharp bargainer, who will usually price items at 150% of their value, to let himself be haggled down to 100%; only rarely will the final price dip to even 95% of the value of the piece. The hours of major business for Heligor are between 4pm and 2am, and this is when he will be found downstairs in the shop. Heligor is a relatively sound sleeper, but advancing age has weakened his kidneys, and there is a 15% chance he will awaken to use the chamberpot while someone is in the room. His main defense consists of a loud bellow (he hopes his assistants will awaken and hear) and cowering under the bedcovers thereafter.

His wife, Marushka, is a sound sleeper who will probably not awaken under most circumstances (10% chance, if there is much noise, none otherwise). She is almost never found in the shop, and makes her exits from, and entrances to, the upstairs living quarters via the back steps into the small alleyway which runs behind the building.

The boy-child sleeps the sleep of the innocent, like a log. However, if he is awakened (10% chance), he may elect to throw knives (65% chance), with which the little beggar is distressingly quick and accurate, particularly at close ranges.

The daughter, Marissa, is a light sleeper, and will wake up (85% chance) at virtually any noise on the upper levels of the house. However, she is easily attracted to most men,

and there is a 2% chance per point of a thief's MAG and APP that she will attempt to seduce a male intruder. If she does, there is also a 35% chance she will help him to escape.

The older of the 2 assistants, Fergus, has strong desires for Heligor's daughter. This is the only reason he stays on here, since he considers that he has learned "everything that old fool Heligor could possibly know". If the daughter screams, there is a 60% chance he will wake up, grab a club, and charge up the stairs to her rescue. He works primarily from 8am to 6pm, although he is frequently around in the evening mooning over Marissa (as it happens, Fergus is not one of the "most men" Marissa is attracted to). He is a reasonably sharp bargainer, although nowhere near the class of Heligor, regardless of what Fergus thinks.

Halley, the other assistant, works from 4pm to 2am, with Heligor, and is genuinely interested in the jewelry business. Unfortunately, he is basically unsuited for almost any business career, being possibly the worst haggler in the known world. If one approaches him for a price and bargains well, there is a 35% chance of getting a piece at a price only half its value. Heligor knows his tendencies, and seldom lets him work with any jewelry of real value.

The warrior-guard, Marius, is an old campaigner, who took this job to be near a young lovely who works on the street. He considers the work ideal since it leaves him mornings and/or evenings free to pursue his damsel fair. However, Marius is an extremely honest man, and will defend his employer to the death, feeling duty-bound since he has been paid. Marius works from midnight to about 8am, when Fergus opens the shop.

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF HELIGOR'S

NAME	CHARACTER	CLASS	ST	CD	RF	SM	IQ	MP	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Heligor		VET HU TRD	10	11	8	13	16	12	POT	12	1D3		NON 0	22
Marushka		INT HU HET	9	13	10	12	12	10	POT	10	1D3		NON 0	16
Boy		GR HU NON	7	14	19	8	10	16	KNIFE THROW	4 -3/1/5	1D6 1D4		NON 3	9
Marissa		GR HU HET	9	13	12	15	7	8	PIN	11	1D4		NON 0	16
Fergus		INT HU TRD	14	11	11	9	14	12	CLUB	7	1D8		CLO 2	23
Halley		GR HU TRD	11	9	7	10	8	14	CLUB	8	1D6		NON 0	19
Marius		VET HU FTR	13	14	10	16	11	10	BDSWDe	3	2D8		CHN 6	31

ROOM DESCRIPTIONS

Four types of information are provided in the area descriptions that follow:

- 1.- What the player sees,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any.

Furnishings and their arrangement seldom change, but the population of an area normally changes with the hours, and is so noted.

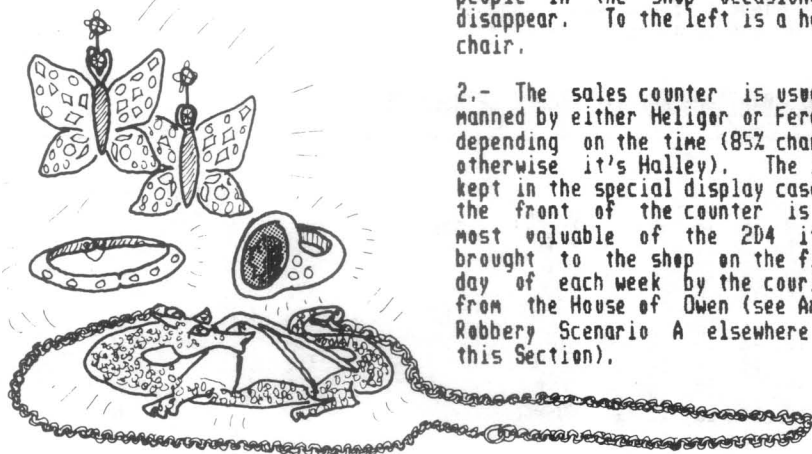
A.) Entrance and Displays

1.- Double doors lead into a room 20' wide by 25' long. There are 2 long open topped velvet lined cases, one running 18' down each side wall from the front wall, with many rings, brooches, necklaces, etc. set out. 2-8' cases in the center appear to have slightly more valuable trinkets in them.

2.- This is the main display area of the shop. Most of the trinkets and baubles immediately visible are of small value, although a large number of them could produce a tidy sum. There will 1D6x50 items in the 4 front cases. The 2 cases in the center contain those items of more value (above 25 GP), and have glass tops and a complexity 1 lock. The 2 cases along the walls contain nothing worth more than 50 GP (rarely), and most prices are marked at 150% of value.

3.- Items are valued by type:

1(D6) Bracelet	1D20
2(D6) Ring	1D100
3(D6) Earrings	1D10
4(D6) Necklace	1D100
5(D6) Anklet	1D10
6(D6) Brooch	1D20



4.- Traffic through the main sales area ebbs and flows substantially during the course of the day. Check for each type of occupant by chance if the thieves are in the shop during the given time period.

8am to noon	100% Fergus
100% streetwalker	
100% constable	
5% 1D2 couples	
100% Fergus	
noon to 4pm	5% streetwalker
5% constable	
15% 1D3 couples	
100% Fergus	
4pm to 8pm	100% streetwalker
2% constable	
100% 1D4 couples	
50% Fergus	
50% Halley	
50% Heligor	
8pm to mid	5% 1D2 streetwalkers
10% constable	
100% 1D3 couples	
75% Halley	
75% Heligor	
mid to 4am	1% streetwalker
10% constable	
25% couple	
50% Halley	
50% Heligor	
100% Marius	
4am to 8am	100% Marius

B.) Sales Counter and Displays of Valued Items

1.- There is a heavily built counter stretching 10' across the back of the shop, about 3' from the wall. In the counter is a special case, in which is kept the most valuable item currently in the shop. In the case across from it are kept other special items of jewelry. There is a curtained door, through which the sales people in the shop occasionally disappear. To the left is a heavy chair.

2.- The sales counter is usually manned by either Heligor or Fergus, depending on the time (85% chance, otherwise it's Halley). The item kept in the special display case in the front of the counter is the most valuable of the 2D4 items brought to the shop on the first day of each week by the couriers from the House of Owen (see Armed Robbery Scenario A elsewhere in this Section).

3.- The items of jewelry in the shop at the beginning of the week may be randomly determined by the roll of a D20:

- 01) A golden dragon with emerald eyes and lapis lazuli inlaid body, on a chain of small golden links - 2500 GP
- 02) A silver tiara with a spray of golden spikes set with diamond chips - 1000 GP
- 03) A silver pendant of a griffin's head upon a heavy silver chain - 250 GP
- 04) A pair of earrings in the shape of butterflies with wings inlaid with tiny rubies - 850 GP
- 05) A golden ring with a setting of jet (the stone lifts to reveal a small cavity) - 450 GP
- 06) A carved rosewood jewelry chest, the top and front of which are inlaid with mother-of-pearl in floral patterning - 1200 GP
- 07) An ankh (looped cross) of beaten gold on a heavy chain - 300 GP
- 08) A ring of carved white jade with the silhouette of a maiden's profile inset in green jade - 3000 GP
- 09) A set of 3 silver hair combs, set with chips of sapphire - 600 GP
- 10) A collar, comprised of many linked squares of finely beaten gold; on the central squares, the shape of a phoenix in flames is set in opals, rubies, and amber chips - 8500 GP
- 11) A triple strand of size-graded, matched pearls, which have a delicate rose tinge - 1900 GP
- 12) A set of golden "slave chains", with collar and key - 800 GP
- 13) A pair of matched filigree bracelets in silver, each with an inset of polished rose quartz - 400 GP
- 14) A heavy platinum chain with a pendant of a teardrop in scarlet crystal - 750 GP
- 15) A stiletto with a silvered blade, golden wired hilt, and small gems set into the guard - 500 GP
- 16) A golden signet ring inset with an emerald carved as a wolf's head - 2000 GP
- 17) A ring in white gold, inset with ruby chips in the shape of flames - 1000 GP
- 18) A massive silver ring - 200 GP
- 19) A set of spiked cesti (knuckledusters) in gold - 300 GP

20) A tableau of a faun and a nymph gambling over sword of emeralds, near a pool of turquoise - 15000 GP

There is an 80% chance that one (1!) of these items is sold each day after it is delivered; consider this as GM, when indicating the actual number of items in the shop at any given time.

4.- As for area A, but with additional chances for both Heligor and Fergus as noted above.

C.) Heligor's "office"

1.- An alcove 5' wide and about 8' deep contains a solidly built desk, and a sturdy chair. The desktop is covered with papers and ledgers, which appear to be arranged into 2 piles, one held down with a lump of dullish looking lead, the other with a chunk of clear crystal shot through with golden veining and small glints of red and blue. There are 2 drawers, one on either side of the desk.

2.- In this area, Heligor does his bookkeeping. Books, ledgers, and various business papers make up the 2 stacks upon the desk. The lump of leaden metal is a souvenir of bygone traveling days, as is the crystal; they both have value to Heligor, other than as paperweights, but one is of real value.

3.- The crystal looks immensely more valuable than the lump; however, while the crystal is a pretty gewgaw (simply pyrites) which should be described in glowing terms as if it were really worth something, the lead lump is a 3 pound chunk of mithral, worth about 15,000 GP, and should be mentioned only in passing, as if for color in the description of the desk. Between the hours of noon and midnight, the lefthand drawer of the desk contains a cashbox, in which will be found 1D100x10 GP in small coins and gems. In the papers on the desk can be found 1D4 letters of credit or sight drafts (the equivalents of cashier's checks), worth 1D100x25 GP each.

4.- Heligor will be found here 25% of the time between 4pm and midnight, and 75% of the time from midnight to 3am. There is a 10% chance that Halley will be hanging about Heligor's shoulders, trying to "learn the business."

D.) Assistants' living area

1.- As one enters through the curtained door, there is a table with 2 chairs to the immediate left, along the wall. A hearth and fireplace, with a kettle crane (from which hangs a kettle, usually with boiling water in it), occupies a goodly portion of the lefthand wall. At the rear of the area can be seen a stairway ascending to the upper floor. On the right hand wall of the area is a door. The area is 10' wide, and 15' to the stairs, which are 5' wide.

2.- In this area, Fergus and Halley take their meals, and do their normal everyday activities. The kettle of boiling water allows Heligor to offer a friendly mug of tea or coffee to a prospective big



spender. There are a number of ceramic mugs and steins on the mantel of the fireplace, along with an old sword in its scabbard, which is hung on the stone facing of the chimney.

3.- The sword is dull, the edges of the blade chipped and broken; it appears to be totally worthless, and it is; it's an old souvenir that Marius gave Marissa, and she hung it on the fireplace chimney "to give the room some character"; the sword is so badly preserved it has a penalty of 6 on hit prob, HAC0 14. If used properly and carefully, the sword may succeed in cutting soft butter.

4.- From 8am to 6pm, Fergus is found here 15% of the time; from 6pm to 2am, about 60% of the time. Halley is found here 40% of the time between 8am and 2am. Heligor will be sitting at the table, drinking with a customer, about 10% of the time from 4pm to midnight. There is a 15% chance that Marissa will be teasing Fergus (provided Fergus is present), and if so, a 75% chance her brother will be sitting on the stairs watching.

E.) Assistants' sleeping quarters

1.- The entryway to this room opens out into the living area. There is a chest of 4 drawers on the left wall, and another door just beyond that, which opens into the room. A pair of bunks occupy most of the right wall. The top bunk is made neatly, but the bottom is a welter of rumpled blankets. A heavy cudgel lies atop the dresser.

2.- The top bunk is Halley's; Fergus is a slob. The cudgel belongs to Fergus, and is the weapon he will grab if trouble brews. The other door leads to a catchall closet, which extends under the stairs, and is a jumble of odds and ends in which live a number of rats (these bite on HAC0 4 [for surprise], but take only 4HTK each, AC6). There is only one thing of real value in that closet, a book with a story of a great treasure and an accompanying map; there is a 35% chance of noticing the book on a casual glance, and 100% if the closet is searched (it's the only thing that could possibly have any value). The book is sitting on the top of one of the piles of accumulated life's history (archeologists would love this closet, pot-sherds and all), and is totally visible; the book is slightly rat-nibbled, but still

legible, and the map is partially water-stained and only half-legible.

3.- The book tells the story of a great people of days of old, who buried their dead with fabulous treasures of gold, gems and jewelry, and many fine magical devices; the map shows the way to the fabled "Valley of the Dead", although the part that warns about the guardian dragon is where the water damage occurred (these will be covered in a future scenario, "The Tombs of Shalae-Chuun").

4.- The 2 assistants are usually found here between 2am and 8am; Fergus snores loudly.

F.) Family's living area

1.- As one ascends the stairs to the upper landing, a massive hutch can be seen on the left wall. A trestle table with 6 chairs, 2 of which are heavy deacons' chairs (one at each end), occupies the center of the area; 2 smaller chairs and a parson's bench complete the arrangement. The hearth and fireplace are to the far right, and extend along most of that wall. There is an oven door built into the stone facing on the right of the fireplace, and 2 kettle cranes attached to the sides of the fire pit. On a flat iron griddle built into the left side sits a teakettle (full of hot water and whistling merrily during any time members of the household is in the area). A large lupine dog lazes about on the rug (a braided rag oval) whenever members of the family are present, and appears to tolerate a second dog (a small yappity ball of white fluff that constantly harasses his feet and ears). 2 padded-top chests sit one on either side of a door in the opposite wall, to the right of an opening which appears to lead into a hall. The stair-well is guarded by a solid yet ornamental railing, and there is a door on the back wall, which appears to lead outside.

2.- Heligor's family is frequently found in this area. The large wolf-like dog, whose name is Wurff (Marissa doesn't have much imagination), belongs to the girl body and soul, and will protect her to his death (or more likely, to the death of anyone Wurff thinks is trying to harm her). He is HAC0 2, 47HTK, AC6, and attacks 1D3 times each melee round. He has a 35% chance on his first, and only the

first, attack on any given victim of knocking that victim to the ground. If Wurff scores a critical hit, there is a 50% chance that it will be to the throat (triple normal damage), otherwise as normally rolled. He will accept food only from Marissa, and petting only from the family (Halley is "family"; Fergus isn't - and avoids the dog like the plague). The ball of fluff belongs to Marushka; he's a typical lap dog, all courage and no brains.

3.- In the cabinets of the hutch are kept some of the family's treasures: silver tableware worth 800 GP and a set of embroidered table linens worth 500 GP. On the shelves of the hutch are displayed a set of 8 matched steins with silver handles, worth 50 GP each, and a grouping of a dozen crystal goblets, worth 40 GP each (the entire set is worth 1000 GP, but only if all twelve of the matched goblets are there). There is a 45% chance of breakage of these goblets if not handled with reasonable care, but only 5% if they are wrapped in something soft and carefully treated. The 2 chests contain bedding, including a goose down comforter worth 400 GP, and 2 exquisitely sewn quilts worth 250 GP each.

4.- During the hours from 8am to 4pm, there is a 40% chance 1D3 members of the family, not including Heligor, will be in the living area, preparing meals, doing housework or needlecraft (or stropping knives). From 2pm to 4pm, Heligor will be there for his main daily meal; other than this, he eats down in the assistants' area. There is a 10% chance Halley will be there at any given time during daylight hours. From 4pm to midnight, there is a 60% chance of 1D3 family members, not including Heligor. From midnight to 8am Wurff is there, normally stretched out in front of the door between the 2 chests; occasionally, he will rise and make a patrol down into the shop to visit Marius (15% chance), but these patrols only last 10 minutes or so; Wurff will warn any approaching the door he guards with a low growl, the volume rising with the nearness of the approach - if the approach is within 5' of the door, he will attack with no further warning.

G.) Back entrance and stairs

1.- The door leads to a porch-landing, with a set of stairs

leading to a dirt alley. Across the way is the entrance to a reasonably well kept rooming house. Up and down the alley, which is about 6' wide, can be seen other entrances and occasional sets of steps to second story landings.

2.- The rooming house across the way is Mama Rosa's. There are chances, depending on the time of day or night, that some of the girls who live there and/or their customers will be either at the windows or walking down the alley. If the thieving party is caught attempting to force an entrance to the back door, it is unlikely that the girls or their customers will interfere directly, but the watch will almost certainly be summoned.

3.- There is nothing special here.

4.- From the hours of midnight to 8am, there is only a 15% chance of notice in the alley. From 8am to noon, the chance is 25%. From noon to midnight, the chance of being spotted in the alley if engaged in nefarious activities is 60%.

H.) Bedroom for Marissa and her brother

1.- The door opens into the room; it is 10' deep and 15' wide. Directly ahead is a cedar chest with 2 large cushions on top. To each side is a bed, the left one for the girl; at the foot of her bed is a small vanity with a mirror, the top of which is covered with various small jars and pots of cosmetics.

2.- The boy sleeps in the righthand bed (with 2 knives under his pillow). He sleeps like a log (there is only a 10% chance he will wake in anything less than a general uproar; however, he wakes with a knife in his hand). Marissa sleeps on the left; she is a light sleeper (85% chance she will waken and investigate if Wurff growls), and is attracted to most men (there is a chance of

$(MAG + APP) \times 21\%$

that she will be intrigued by the idea of a thief and will attempt to seduce him. Refusal of seduction will bring screams of feminine rage and an attack with a hatpin; if the thief allows himself to be seduced, there is a 35% chance Marissa will conceal him if trouble erupts and attempt to smuggle him out at a later time. If Marissa is not intrigued in the first place, she will begin to scream immediately; in all cases, if she screams, Wurff will attack).

3.- Only Wurff thinks there is anything of value in the bedroom, and only if Marissa is there.

4.- During the hours from 8am to midnight, there is a 15% chance Marissa will be at her vanity primping; otherwise the room is usually untenanted. From midnight to 8am, both beds will be occupied (occasionally Marissa's will have 2 people in it, when she sneaks a lover in through the back door).

I.) Bedroom for Heligor and Marushka

1.- A 10' hall leads to the bedroom, which is 15' deep and 20' wide. Along the left wall is a large mirrored vanity, the top of which is covered with a litter of cosmetic pots and bottles. There is a large wooden jewelry chest on the right end of the vanity; its lid is lifted to reveal a number of pieces of jewelry. Immediately beyond is a wardrobe cabinet, along the opposite wall, facing the door. To the immediate right is a long, but very low (2.5'), dresser. A very large 4-poster bed is centered on the right-hand wall, upon which is painted a mural of a street scene leading to a wall centering a gate; tree limbs hang over the wall shading the gate which has a small lock on it. The mural covers the entire wall. In the far right corner is a chair. On the opposite wall, centered, are glass-paneled double doors, which lead to a balcony. There is a large blanket chest with a padded top at the foot of the bed.

2.- The mural conceals a secret hiding area in which Heligor hides the special items and the cashbox each night when he closes the shop; the area is about 1' thick, but due to the mural the room appears to be a full 20' across. The secret panel is concealed as the third window on the first floor of the second building on the left side of the street; the catch looks like a small cat sitting on the windowledge (since it would be a dead give-away to describe the mural in detail at the beginning, it is suggested that it simply be mentioned, as described above; if the players ask specific questions, use the full description which follows). The mural shows a street which has 4 buildings on the left side of 3 stories, 1 story, 3 stories, and 2 stories, and 5 on the right of 4 stories, 3 stories, 3 stories, 4 stories, and 2 stories. There are 14 figures of people and animals included in the

scene, including a vendor with a wagon full of flowers and 3 customers, 2 children playing a game of marbles, a pair of young lovers in a doorway, and an old man hobbling along with a cane. The street leads to the wall of a garden, over which hang the limbs of a tree; in the wall is a gate, which conceals an additional secret panel which is a trap for the unwary - this panel is relatively easy to locate (there is a 15% chance of it being spotted by a person who is looking at the mural, rather than simply glancing, and a 80% chance of it being found by a casual search), and the catch is concealed as the lock on the garden gate. If a person reaches his hand into the cavity behind this panel, it requires a 4 die saving throw against reflexes to remove it before the razor sharp blade concealed in the cavity amputates that person's hand at the wrist. There is a small box concealed within this panel which contains 250 GP in small coins and gems; Heligor maintains this as a ruse, hoping to convince thieves and burglars that they have found whatever they were seeking (he has been robbed, burgled, and held up on an average of once a year for the last 15 years). The actual hiding place is much more difficult to locate; there is only a 1% chance of noticing it, and searching has a 20% chance. Heligor has been tortured by robbers twice in the past; both times they concentrated on Heligor himself, and learned nothing except that Heligor faints easily. However, if Marushka is tortured (actually, not simply a threat), Heligor will reveal the hiding place (first the fake one, if it has not already been found, then the real one).

3.- In Marushka's jewelry case are a number of decently valuable items, which she keeps in the bottom; in the top are kept some lesser pieces, which she wears on a regular daily basis. The bottom contains a 5-strand pearl necklace (1400 GP), matched golden coiled snake armlets with emerald eyes (800 GP), a single sapphire in a silver setting on a chain (2500 GP), a pair of haircombs in silver with carved ebony handles and the initial "M" inset in mother-of-pearl (600 GP), and an 8-strand gold chain set (400 GP). The minor pieces include a representative selection of upper

valve rings, bracelets, necklaces, etc. from the shop's stock. In the chest at the foot of the bed can be found a blue velvet cloak with light blue satin lining (400 GP), 12' of Tyralian lace (1200 GP), and a bolt of light green silk (350 GP).

4.- From 2am to 10 am, Heligor and Marushka will be found here, sleeping. Marushka will be found here 25% of the time from 10am to noon, straightening up, or primping at her vanity. There is a 40% chance that the yappy ball of fluff will be here during daylight hours; if anyone enters, he will attack (worrisome only, not dangerous), and bark at a furious rate. During the night, the little dog sleeps between Heligor and Marushka, and will awaken only if both Heligor and Marushka are awakened.

J.) Balcony

1.- Seen from the street, the balcony is semicircular, 5' radius, with a iron railing following the circumference. Glass-paneled double doors lead into the house.

2.- This balcony is easily reached from the roof, and the doors are not particularly well locked (a dagger slipped between the 2 doors will lift the latch on the inside with hardly any effort).

3.- Anything of value here would be totally visible from the street.

4.- People on this balcony are completely visible during daylight, but those in the street below will seldom pay much attention, unless the people on the balcony are being loud and/or acting suspiciously. Marushka puts in a daily appearance on the balcony at about noon, to survey the action on the street below.

ADDITIONAL PERSONNEL

There are a number of additional people who may or may not get involved in the scenario. These include Enos, the blacksmith, who is up and working at his forge (just a short ways down the alley from Heligor's) by 5am each day, Lefty, the one-handed pickpocket, who circulates through the street mainly during the busy hours (he has a 60% chance of picking pockets or cutting purses, but otherwise functions as a 4th level thief), and Murfi, the trickster, who wanders down from the Plaza of Troubadors to do juggling and other prestidigitative tricks (he's actually a 6th level mage with a penchant for the stage), and the 8 assorted constables who occasionally appear on the Street of Silk Veils.

Enos will, if he's up and around, respond to any cry for help that he hears. He arrives clad in leather apron, and carrying a length of hot iron and a 9 pound sledge.

There is a 15% chance that a player will be one of Lefty's attempted victims, if they are on the street between 2pm and 2am. Lefty is a speedster, and is quite capable of outdistancing any pursuit. If caught in the act, he will break and then run for the nearest alley.

Murfi simply likes to show off, and enjoys the applause he receives for his tricks. However, if he is bothered to excess by a given person, he is quite likely to put that one to Sleep; if he is attacked, he is capable of delivering 2 blasts of Thunderbolt, each doing 4D8 damage.

The constables are generalized representatives of the guard forces of the city. This is by no means a plum of a patrol route, given the high incidence of violence and crime. Consequently, unless a constable has a special paramour on the street (20% chance), he is likely to be somewhat lax in his peace-keeping efforts while in the area.

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF THE STREET OF SILK VEILS

NAME	CHARACTER	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HAC0	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Enos		VET HU FTR	20	12	11	14	10	9	MAULe	2	2D8		LTH 4	42
Lefty		EL /O THF	10	16	18	11	12	13	POKER	10	1D10			
									DGRe	3	1D6		NON 0	20
									THROWe	-1/3/7	1D6			
Murfi		VET /E MAG	12	13	14	14	16	19	SPELLS				NON 8	29
									DGRe	9	1D6			
									THROWe	1/5/10	1D5			
Constable 1		VET DW FTR	14	12	13	12	8	10	SHSWDe	5	1D10		CHN 6	19
Constable 2		VET HU FTR	13	14	9	12	9	15	BDSWDe	4	1D10		CHN 6	25
Constable 3		INT /E FTR	11	13	14	11	11	8	BDSWD	7	1D10		CHN 6	17
Constable 4		INT EL FTR	14	11	11	14	9	7	SHSWDe	7	1D8		CHN 6	20
Constable 5		INT HU FTR	13	12	15	11	12	13	SPEAR	5-8	1D8		LTH 4	19
Constable 6		VET HU FTR	10	13	11	15	10	12	SPEARe	3-6	1D10		LTH 4	28
Constable 7		VET /O FTR	12	14	9	15		9	HLBRDe	3-6	3D8		CHN 6	17
Constable 8		INT HU FTR	13	10	13	14		12	HLBRD	5-8	2D8		CHN 6	22

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

B. MAGIC BOOKS & SCROLLS

A few blocks to the north and west of the Street of Silk Veils lies Magic Street. By day, this colorful lane is a bustling center of commercial activity, where many exotic, fantastic, and diverse enchantments are displayed and sold. The clientele of the shops on Magic Street are also quite varied, ranging from middle-aged merchants seeking "medicines for melancholy" to adventurers covetously eyeing the latest in magical dungeon aids (cloaks of invisibility, rings of shape seeming, and the like), and will occasionally even include the spurned lover seeking some diabolical device capable of wreaking a suitable revenge. All serious shoppers are men and women of means, however, for

magic items are not priced cheaply, and wizards are notoriously impatient (and dangerous) creditors (the number of well-dressed toads seen in the sewers near Magic Street is incredible).

After nightfall, Magic Street is rarely traveled by outsiders. Many woges spend their evenings engaged in research, experimentation, or potent conjuration (occasionally with disastrous results), in their personal laboratories; these individuals tend to become rather testy if disturbed. Those not so closeted may often be found in the local taverns, where an unwary onlooker may become the target in a contest of spell-casting prowess or the victim of a sorcerous practical joke.

Magic Books & Scrolls is a well established shop which lies midway along the left side of the first block north of Caravan Street, the great east-west thoroughfare that extends the full width of the city. It has been in existence for over a century, and is well known for the quality and accuracy of its transcriptions and translations. Just across the street lies Enchantments, Ltd., the largest item creation and sales emporium in the city, with which MB&S does much business; it is rumored that the shop is better protected in arcane fashion than most others in the area, because of that business connection.



YOUR MISSION (SHOULD YOU CHOOSE...)

In this scenario, the objective is to penetrate the MB&S shop, and successfully make off with as many valuable books and scrolls as possible. This attempt presupposes some experience on the part of the group of thieves so engaged, as the scenario is designed for thieves of intermediate to high level (5th to 9th levels of experience). No player should believe that this will be a simple break and enter; after all, the shop is located in the middle of one of the most sorcerous streets in all the wide world, and it would be foolish to suppose that the owner has not availed himself of some of the magical help available in the area for protective purposes.

In the next few pages are charts, descriptions, suggestions, and even some magic scrolls and spells to help the GM develop an interesting, possibly profitable, and definitely dangerous adventure for his players. There is a wide range of discretion available to the GM, and he can make the venture as easy or as difficult as he wishes. It is suggested, however, that a median difficulty will prove to be the most fun for all concerned.

RANDOM ENCOUNTERS ON MAGIC STREET

The practice of magic is officially sanctioned by the High Counselors of Haven, so that wizards tolerate and are tolerated by their fellow townsmen to a greater extent than in many smaller villages. Nonetheless, mages in general come by their reputations for eccentricity honestly, and as a result their reactions during encounters with player characters or other NPCs may not follow normal expectations. All NPCs encountered on Magic Street have separate reaction patterns when magic-users are encountered (if the thieves are reconnoitering the Street in the guise of magic-users, and have been moderately successful in their impersonations, use the magic-user column for determining the NPC's responses).

CONSTABULARY

Magic Street and its environs are well-patrolled by the local guard both day and night. Patrols consisting of 3-6 guardsmen appear at the southern end of Magic Street every 90 minutes during daylight hours, starting at 7am, and every 2 hours between 7pm and 7am. There is

a 10% chance that a patrol will not appear at all, and an additional 15% chance that it will appear 3D12 minutes later than scheduled.

CONSTABULARY REACTIONS

indifference	10%
stop/question	10%
suspect/follow	15%
observation	60%
detain/arrest	5%

In addition to the city's guardsmen, Magic Street is protected after dark on a rotating schedule by one of several high level "watch-mages". These people are provided with a number of items which will aid them in the capture of those attempting crimes along the street (the Council of Mages prefers to make "horrible examples" of those unlucky enough to survive being caught in the act on Magic Street), so the "watch-mages" will at first attempt to sleep, immobilize, or otherwise entrap. If the prey appears to be in process of escaping, however, they will "shoot to kill" with whatever implement or spell of destruction is at hand. More detailed descriptions of these characters are provided at the end of this scenario.

RANDOM ENCOUNTERS ON MAGIC STREET

Encounters (% chance of encounter each 10 minute period)

Time \ of day	Buyer	Magic Seller	Non-merchant Magician	Other NPCs
8am-11am	25	15	10	10
11am-5pm	50	10	15	10
5pm-8pm	20	15	25	5
8pm-12pm	5	--	10	--
12pm-8am	--	--	5	--



Reactions of Encountered NPCs 1. to Magicians

Reaction \	Buyer	Magic Seller	Non-merchant Magician	Other NPCs
Indifferent	--	01-15	01-30	01-10
curious	01-20	--	31-45	11-30
friendly	21-40	15-75	46-85	31-50
hostile	41-50	76-80	86-90	--
barter	51-00	81-00	--	--
deferent	--	--	--	51-90
fearful	--	--	91-95	91-00
attack	--	--	96-00	--

2. to non-Magicians

Reaction \	Buyer	Magic Seller	Non-merchant Magician	Other NPCs
Indifferent	01-60	01-25	01-40	01-70
curious	61-70	--	41-50	71-80
friendly	71-80	26-45	51-70	81-90
hostile	81-00	46-60	71-80	--
barter	--	61-00	81-90	--
fearful	--	--	--	91-00
attack	--	--	91-00	--

LANDMARKS
ON
MAGIC STREET

In the maps in Section III, a diagram of a goodly portion of Magic Street will be found (it runs up into the Dwarven section of Haven, but only the blocks near Caravan Street are important in this adventure); there also will be found the floor plan for MB&S. Free access to the map of the street landmarks should be allowed the players, and they may wish to enter the shops to reconnoiter. Remember that magic items are quite expensive, and that loitering inside the shops, particularly by rag-clad beggars, would not only be frowned upon, but would likely cause a summons for the Guard to eject such undesirables from the premises.

The major points of interest of the lower sections of Magic Street are (refer to the map for the locations which are key-lettered):

- (a) MYSTIC VALLEY TAVERN AND INN - is a popular eating and drinking establishment facing the Street of Caravans. Downstairs in the tavern, the gambling and song often last until dawn. The weary can retreat to the inn; the public rooms downstairs cost 5 SP/night, while private chambers upstairs (shaded portion of building) cost 3-5 GP/night.
- (b) GROUNDSKEEPER'S COTTAGE - is the residence of a young deaf and dumb lad, called William by the local folk; he tends the grounds of the tavern and public square for his room and board. He wandered into the tavern one day five years ago; no one knows where he came from...
- (c) PUBLIC SQUARE - is a small park, used as the site for local civic functions. On a raised platform in the forefront, captured wrongdoers are displayed as a grim example of the price of unsuccessful crime on Magic Street. Few of these hapless rogues die from the punishment inflicted (but many wish for death before they are freed).
- (d) YE APOTHECARY SHOPPE - is a one-man operation run by a human alchemist named Thaddeus Chiselwick. The sales area in front is primarily stocked with potions in various sized bottles, but dried herbs and spices are also available. In the back room is a well-outfitted laboratory, where Chiselwick works extensively after closing hours.
- (e) MAGIC BOOKS AND SCROLLS - is the target of this adventure, about which much more will be said later.

- (f) FARSPEAKER'S - is a shop specializing in magically sending and receiving messages to and from nearby towns (serving as a sort of medieval wireless service). The cost of sending such a message is substantial (200 GP and up), but the rate of successful transmissions is very high (>90%).
- (g) THE PENTACLE - is a burned-out shell of a building. The charred sign is barely readable; beneath it a new sign has been tacked up:

PROPERTY TO LET.
EXCELLENT LOCATION.
CHANCE TO RENOVATE
AS YOU WISH.
CONTACT R. THOR GOFREE,
18 RUNE LANE.

It is common knowledge that this was the former workplace of a trio of demonologists, now (hopefully) deceased.

- (h) EYE OF NEWT - is a spell ingredient store, for those who still use ancient ritual in their enchantments. Older mages can often be found on the premises sitting and swapping stories around a huge, simmering cauldron in the back of the shop.



- (i) STARKINDLER - is a tavern frequented by mages, particularly the young students from the nearby College of Mystic Arts.
- (j) ILLUSIONISTS' PARK - is a small triangle of landscape in which the laws of reality are permanently revoked. A popular resting place for visitors, since the water from the fountain changes color every

hour and the statuary frequently stand up to change positions.

- (k) GUILD OF MAGES - is the largest Guild Hall on Magic Street. The guilds serve several purposes - as meeting places, repositories of information, and as suppliers of adjudication in cases of dispute between mages. During the evening, the local watch-mage waits here, monitoring the activities along the street.
- (l) THE COLLEGE OF MYSTIC ARTS - is an establishment for the training of young (1st - 3rd level) magic-users. The proprietor is a female Elven mage, Zinfandel, who is only a mid-level (7th) wizard, but a natural teacher. Total enrollment fluctuates between 6 - 12 students; the premises include a large lecture hall, and smaller practice rooms and lab facilities.
- (m) THE SCRIBE'S GUILD - is the Guild Hall for those involved in the practice of transcribing both magical and other documents. In the rear of the building, a small papermaking shop (Rapallo's) is operated to defer maintenance costs for the Guild Hall.
- (n) THE INVISIBLE SHOP - is appropriately named. Window shoppers peering into this corner store are frequently astounded -

for although the clerks here seem to be doing a brisk business, the shelves that line the shop walls appear totally empty! The shop deals solely in invisible items of all types - from the sublime (weapons and cloaks) to the ridiculous (teacups, ashtrays, etc.). The apprentice clerk in the shop occasionally switches the contents of the shelves around, so

that a buyer can never be quite sure of what he has actually purchased.

- (o) **THE ENCHANTERS' GUILD** - is the Guild Hall for the Enchanters, a sub-class of magic users that may only cast spells through the use of pre-enchanted items (wands, scrolls, etc.). As the buying and selling of magic items is a major industry in Haven, the Guild Hall is a fairly busy establishment.

(p)

R. THOR GOFREE
TALENT SCOUT

is what the notice on the door says; Gofree is a schemer who tries to get a cut of every possible monetary transaction on Magic Street. Principally, he looks for people with high magical aptitudes (TAL > 12) and attempts to convince them to enroll in the College of Mystic Arts, which pays Gofree a commission on each student brought in. He employs a band of local urchins as information gatherers, and does have some latent psionic ability. Gofree also buys up vacant properties on Magic Street for resale.

- (q) **PIPER'S** - is a shop that sells musical instruments embedded with Charm spells; these items are very expensive.

- (r) **THE HOUSE OF ILLUSIONS** - is so named because the exterior of the shop changes appearance every day. Inside, the two female proprietors, Melisandra and Cara, sell sleights-of-hand, perform shape-seeming transformations, and can be contracted to construct major illusions at sites selected by the buyer.

- (s) **EMPTY SHOP** - has a sign above the door:

FERDINAND'S
FINE MAGIC ITEMS
ALL WORK GUARANTEED

which has been whitewashed out and is hardly (just only barely) legible. The interior of the shop is a shambles, with shattered glass display cases and the ashes of a bonfire in the center of the floor. A card tacked to the door reads:

PROPERTY TO LET.
ESTABLISHED CLIENTELE
WAITING TO BE SERVED.
CONTACT R. THOR GOFREE
18 RUNE LANE.

- (t) **UNUSUAL PETS** - is a favorite of characters stocking dungeons. The shop offers young griffins, shimmerkittens, and other rare beasts.

- (u) **HIRE-A-MAGE** - rents the services of over 50 wizards for jobs ranging from fireworks displays at parties to major house cleaning ("Tell me, sir, just how big is the Balrog in your basement?"). The shop will on occasion provide recruits for dungeon expeditions (but only to parties with a good reputation for survival).

- (v) **ENCHANTMENTS, LTD.** - is owned and run by Lady Rowena Geronde, a wily 11th level enchantress who combines business sense with magical ability. Housed in a large former warehouse, this firm provides the majority of the magic items (about 65%) produced and/or available in Haven.

- (w) **THE HOUSE OF HEALING** - is a large monastery-like residence whose inhabitants provide medical assistance to all who come to their doors, under two conditions:

- 1) No weapons are allowed on the premises, and
- 2) A donation for services rendered is required (however, no amount is specified)

The healers residing here can repair even mortal damage, if they can be reached in time. Characters are welcome to stay in a semi-private room on the second floor of the structure during their period of convalescence; however, attendance in chapel is mandatory...



- (x) **WEAVER'S PLUS** - sells garments embedded with magical qualities. Items containing Shield or Limited Invisibility (invisible while stationary) spells are usually available (although most items

contain only a few uses of a spell rather than being permanently enchanted).

- (y) **HECATE'S CIRCLE** - A wild tavern frequented by magic-users of all types. The outer building surrounds a circular, open-air garden, where Bacchanalian parties are frequently thrown.

- (z) **HOME OF THADDEUS CHISELWICK** - The residence of the alchemist who owns Ye Apothecary Shoppe. As mentioned, he is seldom at home before midnight, for he spends long hours working in his lab. While in the lab, he will seldom notice external disturbances (like noises in the alley). However, when at home, he sleeps lightly, and is watchful of potential danger.

- (aa) **HOME OF COLCHESTER TIBBITS** - Tibbits, a human mage, is a genial man and a pillar of this community. He has two live-in apprentices, Carmella (human female) and Verdian (half-elf male). Between the hours of 9pm-2am, there is only a 30% chance that he will be home (since he is a regular customer of Starkindler's); if home, however, there is a 70% chance that he will notice any peculiar activity around the shops on his block, and investigate. At other times of the day these chances are 60% and 30%. The apprentices can be found at Tibbits' home 80% of the time. If Tibbits is not home, there is only a 15% chance that they will note and investigate a local disturbance of the peace; if Tibbits is home and alerted, they will accompany him 80% of the time.

- (bb) **HOME OF ARTEMUS FARADAY** - Faraday, a human mage, is a recluse who virtually never leaves his house. He spends most of his time in his raised tower, working on experiments to grow strains of intelligent plant life. Faraday has a man-servant, Lukas, who runs errands, purchases supplies and keeps watch over the premises. Lukas is not interested in traffic along Magic Street unless someone trespasses directly on Faraday's property.

- (cc) **MISCELLANEOUS SHOPS** - A collection of small shops selling non-magical, essential goods. On this block, shops include a green-grocer, a blacksmith and carriage-maker, and a candle-maker.

- (dd) **PRIVATE RESIDENCES OF VARIOUS MAGES** - are a miscellaneous collection of 1-, 2-, and 3-story buildings of incredibly mixed architectural styles and periods.

THE MAGIC BOOKS & SCROLLS SHOP

PEOPLE

There are 15 employees of the Magic Books and Scrolls shop, who are usually there during business hours, 9am to 6pm. The owner, Alarkon, will sometimes accept orders from very important clients between 6pm and 8pm (15% chance). None of the junior scribes are allowed to remain after normal closing hours; on rare occasions, when a special order must be rapidly completed, one of the senior scribes may continue working until 11pm (3% chance). No employee is ever in the shop between 11pm and 9am.

Alarkon, a human, is the current owner. He served as Master Scribe under the previous owner, and purchased the shop after the latter's demise. He no longer performs inscription work himself, and spends much of his time cultivating contacts with the local nobility. His knowledge of the behind-the-scenes manipulations occurring in the corridors of power is surprisingly extensive, and it has been suspected by his competitors that he may be aware of the skeletons hiding in the closets of several high public officials (since he receives a regular flow of official and ceremonial inscription work). In the shop, he makes sure to personally attend to customers with special orders.

Two young humans, Joban and Mikal, assist Alarkon in the client area. They normally serve as clerks, taking common orders, keeping the supplies of parchment, pens and ink well-stocked, etc. Occasionally, they function as delivery boys, taking finished items to customers or receipts to the banking-house. Neither is particularly known for his perceptiveness.

Harrow, a half-elf, and Ingtaal, a dwarf, are the senior scribes of the firm, responsible for producing special orders and for maintaining discipline among the junior scribes. The two are fierce rivals, each seeking to curry Alarkon's favor. Both are quite proud (and perhaps justifiably so) of their abilities, and will undertake difficult translation and transcription tasks. Between the two, there is an 85% chance that they will recognize any written dialect, no matter how obscure. Because they usually push themselves to and over the limit

professionally, they are somewhat lax in enforcing order in the junior scribes' room, with discipline usually consisting of periodic bellows of "Pipe down", and an occasional tongue lashing to anyone who fails to complete an assignment on time.

A hobbit, Peregrine, is the Master Scribe who serves as the librarian for the shop. The waste basket next to his desk is filled with empty food wrappings, and the bottom drawers of his desk are crammed with a weeks supply of snack foods. Peregrine has charge of the supply room and library, and keeps both facilities in a neat well-organized state. He keeps a written key to the library contents in coded form in a ledger kept in the top left-hand drawer of his desk. Occasionally Peregrine is called upon to work on super-special custom ordered books, tomes, and scrolls. Otherwise, he spends his work hours between library requests trying to perfect an alchemical formula for turning water into puddings.

Hankar is shunned by the rest of the junior scribes, and is suspicious of most strangers he encounters. Blohr is a heavy drinker, a frequent inhabitant of the nearby pubs, who knows some details about the traps that are set in the main shop areas (though not about the traps set on the vault), and will brag about this knowledge if his tongue is well-oiled. Krannok and Pilar are conducting a covert affair outside the office, and hope to marry.

Alarkon, Harrow, Ingtaal, and Peregrine all wear amulets of onyx strung from a bronze chain that contain null-magic spells. Only Alarkon wears his outside the office; the others deposit their amulets in a drawer beneath the main service counter when they leave for the evening. Of the employees, only Ingtaal, Hankar, Lurin and Pilar have had training in weapons use. Ingtaal carries a hand-axe when he travels to and from work (HAC0 on 5, 1D6 damage). Hankar and Lurin know club (HAC0 on 8, 1D6 damage); there are cudgels kept in the sales room in



There are nine junior scribes who work in the shop:

- Vero - human male
- Astrid - elven female
- Hankar - half-orc male
- Pilar - human female
- Lurin - human male
- Krannok - human male
- Blohr - half-elf male
- Tremayn - human male
- Ginzy - goblin female

These young journeyman scribes are responsible for making most of the standard scrolls and books. Vero has secretly stashed copies of 8 scrolls in a compartment under his desk, but has not yet figured a way to smuggle them out of the shop.

case customers get out of hand, but neither carries a weapon outside of work. Pilar, in her younger days, was quite an efficient cutpurse, and has considerable skill with both throwing knife (HAC0 on -3/3/7, 1D10 damage) and dagger (HAC0 on 6, 1D5 damage). For potential encounter purposes, treat all other employees as having racial average attributes and an IQ, TAL and MR of 14 each. Requisites for the four weapon trained employees are:

PERSON	STR	CO	REF	STM	MR	HTK
Ingtaal	13	11	13	16	17	34
Hankar	15	10	9	10	10	20
Lurin	10	13	13	13	13	22
Pilar	8	18	16	12	14	18

ROOM DESCRIPTIONS

In the descriptions of rooms and areas that follow, information is provided in the order:

- 1.- What the player sees,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any.

Furnishings in rooms and their arrangement seldom change, but the population of an area may change according to the hour, and is so noted.

A.) Entrance and Window Displays

1.- The front entrance to the shop consists of a single thick oaken door, with the name Magic Books and Scrolls emblazoned on a bronze placard in five languages (Common, Enochian, High Elvish, Khuzdul, and Goblin). Above the door, a heavy silver bell hangs. On both sides of the door, window displays show off some of the shop's finest craftsmanship, against a background of thick satin curtains of scarlet.

2.- During business hours, all traffic passes through this entrance, greeted only by a gentle clang of the bell. If the front door is opened while the shop is closed, a Tanglefield spell is activated in the 10' square area immediately behind the door (all entering must make a MR saving roll-4 or be immobilized for 10 melee rounds. Opening the door during off-hours also sets off the bell above the door, which peals a loudly clanging alarm.

3.- The left-hand display case contains an opened scroll, beautifully calligraphed on a fine vellum and laying alongside a gold scroll case inlaid with emeralds (together worth 1600 GP); and a thick tome on resurrection written in an obscure demonic dialect (worth 10,000 GP to the right buyer, however, only about 50 wizards in the entire world can read this text). In the right hand case, an open locket reveals a tiny slip of parchment containing three 4th Level spells, written in an extremely small but legible script (worth 5000 GP) and some restored fragments of text from an ancient and waterlogged manuscript (worth little in its current state, but potentially worth thousands if completed).

4.- There is a 20% chance that someone will be stopped in front of the shop, admiring the display, at any point between 9am and 7pm. Otherwise, no one will be in the area.

B.) Customer Service Area

1.- The front door opens into a 20' x 35' room. A pair of rough wooden benches are set against the southeast wall, while a large L-shaped counter occupies the left rear corner of the room. A door is visible that leads to a walled alcove within the service area, and a thick velvet curtain hangs behind the counter.

2.- In the main service area, customers bringing new business into the shop stand in line at the counter until they are served. The benches serve as a waiting area for those waiting to privately see Alarkon or to pick up previously contracted items.

3.- Behind the counter there are a number of shelves and a locked, two-drawer cabinet. The shelves contain a supply of small sheets of parchment (used for order forms and receipts), a half-dozen ink bottles, a dozen quill pens, and a cash box containing 200 GP in gold, silver, and copper coins. The top cabinet drawer has a Level 1 lock and the bottom drawer has a Level 3 lock installed; Alarkon and Peregrine have the only two keys to the cabinet. The top drawer contains the weekly cash receipts of the firm, if in the shop (there is a 15% chance that this is the day the receipts have been taken to the banking house; otherwise, receipts in the box equal a D6 x 2020 x 50 GP). The bottom drawer, during off-hours, contains the three null-magic amulets worn during the daytime hours by Peregrine, Harrow, and Ingtaal.

4.- There is a 70% chance that Joban and/or Mikal will be behind the counter taking orders; if neither is present, Alarkon will be manning this station and in an agitated state. Otherwise, there is only a 10% chance that Alarkon will be in the main service area at any moment. There is an 80% chance that there will be 108 prospective buyers in the shop at any point during business hours; in addition, there is a 40% chance that 104 non-merchant magic users will be in the shop.

C.) Alarkon's Office

1.- This partially enclosed area contains a heavy mahogany desk set (desk, chair, and matching cabinet) and two upholstered chairs. Bookshelves are built into the eastern wall of the room, and they are crammed with volumes.

2.- During business hours, Alarkon will take special orders in this area. Only Alarkon and his clients are normally permitted in the area; staff enter here only when summoned, and Joban and Mikal never allow anyone within while Alarkon is not present. If entered during off-hours, the top of the desk is usually clear; during the business day, it is usually covered with papers.

3.- The four bookshelves contain these types of volumes:

- a.) business ledgers for the last ten years of operations,
- b.) more ledgers, plus technical tomes on ink- and papermaking, calligraphy, and bookkeeping (each of these tomes, if read completely, will provide the reader with a normal level of expertise, or mastery if already known, in the training field represented),
- c.) six heavy scholarly tomes on linguistics, and a number of older books written in ancient or unusual dialects (these older books will be nearly incomprehensible to non-scribes, and are not magical),
- d.) two books of magic spells, containing 7 and 4 spells respectively (see the spell roll-up chart listed at the end of this scenario).

Spell books are valued at the total of

100GP x level of spell squared
thus a spell book containing a 6th, a 4th, and 3 3rd level spells would be worth 7900 GP (3600 + 1600 + [3 x 900]); the other books, while having some minor sentimental importance to Alarkon, have marginal market value (maximum 50 GP each, even to a scholar on the subjects covered). Alarkon's desktop will be cluttered with papers during the business day. If a player-character gains access to this room by posing as a client, he may have a chance to observe some items of value in the pile of papers. There is a 20% chance that he will glimpse a letter of credit among these papers and a 5% chance that he will notice a piece of

"politically highly sensitive" correspondence. At night, the papers are filed away in the three drawer cabinet behind the desk. The first two drawers have Level 2 locks, and the third a Level 3 lock; only Alarkon has copies of the keys. Contents are as follows:

Drawer 1

contains general correspondence received by the firm, in the form of compliments, complaints, requests for information, etc. (no value to players).

Drawer 2

contains financial instruments - promissory notes (total value 900 GP), bills from suppliers (total value 1200 GP), and letters of credit (total value 4600 GP). The letters of credit can be used by the players to obtain ready cash; however, there is a 50% chance that they will be challenged if they attempt to redeem the letters in the city of Haven, where Alarkon is well known, and a 15% chance they will be challenged if the letters are redeemed within 20 miles of the city limits.

Drawer 3

contains copies of personal correspondences made by members of the local aristocracy and other prominent civic figures. These "politically sensitive" letters reveal mistresses, conspiracies, or other equally damning secrets of six local citizens. These documents offer potentially lucrative blackmail opportunities that could be explored in a later adventure.

4.- There is a 50% chance that Alarkon will be present in this area during the hours of 9-12am and 4-6pm. During the hours of noon to 4pm, he is here 30% of the time; between 6-8pm he is here only 5% of the time. There is a 5% chance that Harrow or Ingtaal will be present, but only if Alarkon is in. Similarly, there are the following percentage chances that a client will be meeting with Alarkon: 9am to 4pm, 25%; 4-6pm, 50%; and 6-8pm, 100%. No one will ever be present in the room between 8pm and 9am.

D.) Passageway to Scribes' Workrooms and Library

1.- A thick red velvet curtain hangs behind the counter area. Through a slit down the center, a passageway is visible.

2.- This curtain separates the sales area from the rest of the shop, and muffles some of the background noise arising from the customers. Anyone passing through the curtain while the office is closed must make a MR saving roll-3 or be affected by a Sleep spell (sleep 2D6 hours if not revived by water or physical force - treat as 1D3 points of damage, armor does not absorb). On the north side of the curtain, another Tanglefield is set off - players entering the area must make a MR saving roll-5 or be immobilized for 10 melee rounds. If anyone becomes trapped in the activated tanglefield, the front door alarm bell is set off.

3.- No contents in this area.

4.- There are normally no occupants in this area.

E.) Central Passageway

1.- The passageway before the players is 5' wide and leads to a rear door. There is one opening 5' down the hall on the left hand side of the corridor, and two closed doors 5 and 20' down the right hand wall of the corridor.

2.- Any player entering any of the four 5' x 5' shaded squares marked on the GM's map must make a MR saving roll-3 or be trapped in a Tanglefield spell. Since each Tanglefield spell was embedded by a different magic-user, a player walking the complete length of the corridor would have to make four separate MK saves to be unaffected by these traps. As in area D, the alarm bell is activated if anyone becomes trapped in a tanglefield; unlike area D, these traps remain set all day as well as all night.

3.- No contents in this area.

4.- No regular occupants in this area.

F.) Rear Entrance

1.- The rear door is made of thick oak, and opens out into the alleyway behind the shop.

2.- This door is virtually always locked; it serves principally as an entryway to the building for Harrow and Ingtaal (both of whom, along with Alarkon, have keys). Anyone passing through this doorway in either direction without magical

protection must make a MR saving roll-4 against an extremely potent Sleep spell (sleep 4D6 hours if save missed, must use double normal efforts to awaken a character affected by the spell).

3.- This is your average doorway. If I were you, I wouldn't bother to steal it, but...

4.- No occupants save an occasional termite.

G.) Junior Scribes' Office

1.- There are nine chairs and desks crowded around this 15' x 20' room. A long, low table in the center of the room serves as a repository for reference books.

2.- The junior scribes work here during normal business hours. Each desk contains writing materials and blank parchments; there will also be 1D6 unfinished 1st level magic scrolls on various desks. There is a 30% chance that an original copy of the spell being copied will also be present in the room (on the same desk, or on the long table). Each desk has a single unlocked drawer.

3.- Five of the desk drawers are empty; three (1, 2, and 3 on the GM's map) contain reference books on translation that would be worth 150 GP each to a scholar in linguistics or another scribe. Desk 3 also contains a packet of love letters signed with the initial K (for Krannok). The drawer in desk 4 appears empty, but has a false bottom (10% chance that this will be spotted during a rapid search, 40% during a careful search, otherwise players must cast a Detect Secret Doors spell or make a sense secret doors ability roll to discover). Beneath the false bottom are 8 completed magic scrolls - 2 Heal Light Damage (1D6 hits), 2 Hotshots (1D6 points damage each), 1 Read Magic, 1 Charm Humanoid, 1 Sleep, and 1 Shape Seeming spell.

4.- There is a 90% chance that any junior scribe will be present between 9 and 6. During these hours, there is also a 10% chance that Harrow and/or Ingtaal will be present, and a 5% chance that Peregrine will be in this room. Between 6pm and 9am, the room is never occupied.

H.) Senior Scribes' Office

1.- This is a 10' x 15' room containing two larger desk sets, a three drawer cabinet, and a long table. On the table there are a pair of large jade bookends with seven books between them.

2.- Harrow and Ingtaal, the senior scribes of the firm, work here. The south wall of the room has a permanent Magic Mirror spell placed on it, providing a continuous picture of the activities taking place in the junior scribes' office (it functions as a one-way looking glass). On any day, there is a 40% chance that each scribe is working on a magic book consisting of 1D12+1 spells. If not working on a book, there is a 60% chance that the scribe is attempting to translate a document written in a strange tongue. If a scribe is not performing either type of special assignment, he is working on a scroll containing a high level (7th-10th) spell. During the day, all copies and original texts will be visibly displayed in the room; during off-hours, these materials are stored in the cabinet drawers, which are protected by Level 3 locks (Exception - high level scrolls are returned to the vault in the library each evening). The books on the long table are linguistic reference books on the Dwarven, Elvish, Centaur, and Dragon tongues. At night, a Sleep spell set on the doorway is activated (MR saving roll-2 or sleep 2D6 hours). Also note that the northern wall is 3' thick stone. Those hoping to gain entry bypassing the rear door will likely be disappointed, since 50 points of damage must be inflicted at a single point in this wall before it is breached, and an additional 150 points inflicted before a hole large enough to crawl through is opened (this process would likely make enough noise to raise the dead, let alone the local watch).

3.- If a scribe is producing a spell book, roll percentile dice to determine the portion of the book that has been completed; then roll a D10 for each spell to determine its level (1-5 = 1st level, 6-8 = 2nd level, 9 = 4th level, 10 = 6th level). If the current job is a translation, there is only a 10% chance that the text is magical; otherwise it is a diary (30%), religious book (40%), or history (20%). Unless magical, the text will be of no monetary value to the thieves. The books on the long

table are worth 300 GP each to linguistic scholars or other scribes; the bookends themselves are worth 75 GP.

4.- During the hours of 9am-6pm, there is a 75% chance that Harrow and/or Ingtaal are present, and a 10% chance that Peregrine is in the room. On rare occasions (3%), the senior scribes may be called on to work late (until 11pm). No one occupies the room between 11pm-9am.

I.) The Library

1.- This 15' x 25' room contains a single desk, located to the immediate right of the doorway, and a series of long open case, each with three shelves. The shelves are lined with rack after rack of parchments and thick books.

2.- The shop's library serves as the repository for the magic books and scrolls accumulated by Alarkon and his predecessor. The shelves contain some reference books and all 1st-6th level spells not currently being used for transcription. Copies of higher level spells are kept in the iron vault in the northwest corner of the room. This area is the personal preserve of Peregrine, the hobbit Master Scribe whose desk sits in the entryway; even Alarkon does not know how his stock of information is stored. During night hours, and whenever Peregrine is away from his desk, a button hidden under the desk is activated to set an invisible light beam in the doorway that, when broken by any object or person, will trigger the front door alarm. In addition, a potent Sleep spell (MR saving roll-6 or sleep for 2D6 hours) is permanently set day and night on the portion of the library floor plan marked on the map key. The only way to avoid passing through the sleep spell is to vault or climb over the hobbit's desk.

3.- The principal contents of Peregrine's desk are identified in his personal description above. The coded key kept in his desk, if found, may be figured out by anyone who can roll 4D12 under his intelligence (3D12 if the player is a hobbit, for the entire race has a fondness and a natural aptitude for such puzzles). The key, if deciphered, would reveal that the stacks are cross-referenced by racial language and spell level as follows:

a) The first case - contains scrolls and books written in the dwarven (Khuzdul) tongues. Shelf 1 (top) holds 4D12 1st level scrolls, 2D20 2nd level scrolls and 2D10 3rd level scrolls (see the spell roll-up table at the end of this scenario to determine the actual spells available). Shelf 2 holds 1D12 4th level scrolls, 1D8 5th level scrolls, and 1D4 linguistic guides to the various dwarven dialects. Shelf 3 holds 1D6 6th level spells and there is a 50% chance that 1D3 magical books (each with 1D12 spells inside) are also present.

b) The second case - contains spells and other documents written in elvish. Shelf 1 holds 3D10 1st level scrolls, 2D12 2nd level scrolls, 2D8 3rd level scrolls, and 1D12 4th level scrolls. Shelf 2 holds 1D4 5th level and 1D8 6th level scrolls. There are also three reference documents on naming conventions and a scholarly tome on the peculiarities of pure high elvish speech (which none but the Noldor nobility are ever taught). Shelf 3 holds 2 spell books; one contains healing and clerical spells (1D8 + 2), while the other contains spells suitable for dealings with woodland creatures (2D3 spells).

c) The third case - contains magical texts in two tongues: Kentaree (the language of the centaurs) and Enochian (the written language used by human mages). Shelf 1 holds 1D6 1st level, 1D8 2nd level and 1D6 4th level scrolls in Kentaree; there is also a 65% chance of 1D4 small books containing 2D3 spells each. Shelf 2 holds 2D12 1st level and 2D10 2nd and 3rd level scrolls in Enochian. Shelf 3 holds 1D12 5th level and 1D8 6th level Enochian scrolls, a reference volume on the variant dialect of the Island Peoples (worth 300 GP to a historian), and a volume on demonology (intermediate level, worth 1000 GP).

d) The fourth case - contains only a few items, written in less common magical tongues (Dragon, Sea Tongue, Giant Speech). There is only a 10% chance that a thief will be able to read any of these languages. Shelf 1 holds items written in Dragon: 1D10 2nd level scrolls, 1D10 + 2 4th level scrolls, and 2D4 5th level scrolls. Shelf 2 holds scrolls

written in Giant Speech: 1D6 1st and 2nd level spells, 1D8 + 1 3rd level spells, and 2D6+2 6th level spells. Shelf 3 holds a matched pair of volumes on offensive and defensive magic (2D8 scrolls in each, plus discussions of tactical options, sample combat examples, etc.). The two texts are written in Sea Tongue, and are samples of the curriculum that was offered at the New Atlantean School for Wizards.

4.- There is a 60% chance during business hours that Peregrine will be either at his desk or somewhere among the stacks. There is also a 5% chance that one of the junior or senior scribes is present, making a request for (or returning) a library document. Alarkon, if not busy with a client, enters at precisely 6pm and turns on the traps guarding the building. If Alarkon is otherwise occupied, Peregrine will activate the traps and wear his protective amulet home with him.

J.) Supply Room and Storage Area

1.- An opening in the south wall of the library leads into a 5' x 10' room. Two long tables occupy the center of the room; one contains equipment and tools for bookbinding, the other a variety of book covers and scroll cases. A medium-sized three drawer cabinet is centered along the south wall; in the northeast corner there is a neat pile of 1D10 scrolls and 1D4 books. All passing through the opening to this room must make a MR saving roll -2' versus a sleep spell.

2.- This area serves as a general storage area for materials and finished products. Peregrine works when necessary at a high stool set between the two tables, assembling the freshly copied pages of parchment into book form or rolling them and enclosing them in scroll cases. The covers and cases visible in the storeroom vary greatly in quality - about 80% are plain and functional (cloth, leather, wood, or brass) while the rest have some decorative features added (e.g., mother of pearl inlay, use of more precious materials like silver, gold, or velvet). The pile in the corner are completed products (books contain 1D8 spells each; roll up the spells contained from the table provided at the end of this scenario). On the western

wall, there is a secret panel that conceals the mechanisms for activating and deactivating the traps in the shop. The panel can only be located by a deliberate attempt to locate secret doors. If the panel is opened, six buttons are revealed; if pressed, they will deactivate these traps, respectively:

Front door - alarm
Front door - Tanglefield
Curtain area - Sleep spell
Curtain area - Tanglefield
Senior's Office - Sleep spell
Storage area - Sleep spell

A separate search for secret doors must be made to locate a small latch that reveals a seventh button, which, when pressed, deactivates the Noose of Flesh spell placed in the vault area. Only Alarkon is aware of the existence of this switch.

3.- The bookbinding equipment on the first table is worth 200 GP. The unadorned book and scroll coverings on the table are worth only a few silver pieces each, while the more ornamental pieces are worth 10 to 100 (D10 x 10) GP each. There are 4D12 covers on the second table, 20% of which are decorative. In the first two cabinet drawers are a stockpile of inks, pens, and parchment; in the third, 1D6 elaborately adorned coverings (like the one shown in the left-hand display case in front of the shop) are stored. Each item is worth 1D20 x 150 GP. The finished goods in the corner can be identified in the following roll-up procedure:

- 1) Roll D100 for type of item - 75% scroll, 25% book.
- 2) Roll D100 for type of covering - 80% plain, 16% some minor ornamentation, 4% very extensively adorned.
- 3) If book, roll D8 to determine number of spells contained.
- 4) For each spell (scrolls and books), roll D100 to see general skill level (90% 1st - 6th level, 10% 7th - 15th).
- 5) Identify actual spells contained according to the appropriate chart from the end of this scenario.

4.- There is a 20% chance that Peregrine will be present in this room during normal business hours. Otherwise, the room is unoccupied.

K.) The Vault

1.- In the northwest corner of the library, a 5 foot square area has

been blocked off for a thick iron vault. The door handle is centered on the east side of the vault.

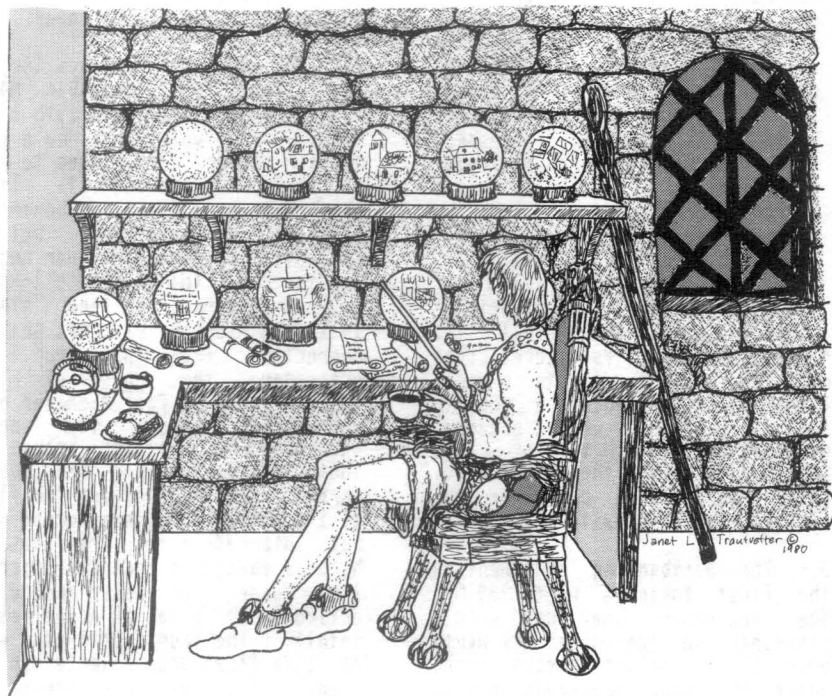
2.- The vault is the repository of the shop's most valuable magic texts (containing 7th to 15th level spells). The walls are over a foot thick, and are impervious to even repeated weapons assault. It is protected by a potent enchantment, a Noose of Flesh trap, that is activated whenever the door handle is touched. (Note: The null-magic amulets worn by the staff, including Alarkon, will not protect characters from this trap.) If activated, the Noose of Flesh appears in a 10 foot diameter area immediately before the vault, encircling all living beings in that vicinity (no REF saving throw). The trap devours the flesh of its victims, and even armor does not intercede - the trap does 6D6 hits of damage to each character in its range per melee round of activation (up to 10 melee rounds total). The trap deactivates when no life forms are detected in its area. The victim's bones and possessions will be left behind if that's any consolation.

3.- The vault contains 35 copies of high level scrolls (use advanced spell roll-up table at end of this scenario to determine exact types available). There is also a glass case containing a few fragments of a tattered scroll in an ancient script (no monetary value).

4.- No, there isn't an invisible stalker in here waiting to pounce. If your players have gotten this far, they deserve the reward. Of course, they still have to get back out, and they may no longer be alone...

GUARDIANS

The scheduled timetable for the local guard rounds was indicated earlier in this scenario. If the alarm bell rings or other signs of disturbance in the shop occur while the guards are on Magic Street, there is an 80% chance they will investigate. If more than three guards are in the patrol, they will split up and try to cover both exits from the shop with missile weapons; if successful, they will demand surrender. The guardsmen need never make morale checks during normal combat situations; however, if magic is used against them and inflicts damage, there is a 20% chance that they will panic and flee.



The watch-mage on duty normally (85%) waits in the audience room of the Mage's Guild building, monitoring activities along the street through a set of crystal balls endowed with Clairaudience; otherwise (15%) he is elsewhere on the street attending to other disturbances. The mage may become aware of the robbery in progress in two ways. If the alarm bell outside the shop is ever activated for 3 consecutive mr or more, the mage will respond immediately to the alarm. Also, once the alarm bell has been activated, the shop becomes bathed in a blue aura invisible to the naked eye but visible in the magic crystals. The aura remains even after the alarm is turned off (until a Dispell Magic is cast on the building). It will take 1D12 + 4mr for the watch-mage to notice the aura and respond.

The mage serving as guardian is provided with a number of artifacts to assist his efforts to keep the peace. The mage carries the following items:

- a wand of Paralyzation (containing 18 charges),
- a crystal containing Blaze of Noon, and
- a medallion of Shield, +6 (containing 24 charges, used 1 per mr).

The mage will also possess a Sphere of Darkness spell, and a Fireball

spell capable of 4D10 damage (he has sufficient power to throw up to 3 of the latter spells, and can throw up to 6 Spheres of Darkness).

If he appears, the watch-mage will attempt to take the party alive. If his approach is unnoticed, he will begin by throwing a Sphere of Darkness within the shop, to generate fear in his foes. At first, he will remain outside the building, and try to paralyze any that attempt to flee; if no one emerges, he will open the door, reveal the Blaze of Noon, and attack with the wand. The mage will not hurl a Fireball unless his life is endangered by direct assault (he is reasonably sensible of the property of others along the street he guards). MR saving rolls against Fireballs are made at -3; saves against the Paralyzation wand at -6. If the player-characters are wearing any of the null-magic amulets from the shop, they will block the effects of all spells and artifacts except the wand of Paralyzation, but only for the person wearing the amulet.

In addition to these normal guardians of Magic Street, there are a number of additional residents of the area who may become involved in the play of this scenario. These other characters are neighbors of the

MB&S shop, who may become aroused by the activities of the thieves.

Chiselwick the alchemist, as previously mentioned, will be generally oblivious to street noise while he is working in his laboratory (there is only a 10% chance that he will notice even a loud noise outside). While at home after midnight, however, there is a 50% chance he will notice any major disturbance. If so, his actions will be geared toward insuring the safety of his property. If the back alleyway appears empty, he will attempt to return to his shop, carrying a half dozen vials of various sedative potions (if he is surprised while carrying these items, he can throw them at a foe at a HAC0 of 11 - a hit will cause them to shatter, making the victim extremely drowsy and reducing his fighting effectiveness by 1/2). If he sees that he cannot make it to his shop without confrontation, he will set off an alarm bell within his house to try and attract aid.

Tibbits, if alerted, will move quickly to investigate the source of any disturbance; he utilizes the combined effects of Fly and Shrink spells to transform himself into a form in which he can observe others unnoticed. He is not a violent man, and would prefer to subdue rather than vanquish foes; however, he also is a practical joker of some local repute. Consequently, his favorite tactic is to erect a Dimension Door in front of a moving opponent, to transport the latter to some unexpected spot - in this case, directly in front of the nearest Guard House. Characters do not receive a MR saving roll against the effects of a Dimension Door; rather, the spell is cast directly against a given 10' area (earth has a natural magic resistance of 9, wood an MR of 11). Dimension Door spells last for 10 melee rounds, and normally appear as shimmering, portal-sized shapes; Tibbits, however, will cast a Limited Invisibility spell on the door after the first melee round in which it is created, making it undetectable to the naked eye. If Tibbits is seen and becomes seriously threatened by the thieves, he will Shape Change into some sort of monstrous form (GM's choice) to carry out his defense. All saving rolls made against spells cast by Tibbits are at a -2 to normal MR.

Verdian and Carmella, Tibbits' apprentices, may accompany their master, or possibly investigate on their own. In either event, they

will remain outside the MB&S shop, cautiously observing. If the thieves are encountered, Verdian relies principally on a Charm Person spell; Carmella knows and uses Sleep as her primary offensive weapon. If threatened at close range, both apprentices can use Clumsiness or Shield spells against their attackers; however, there is a 40% chance that they will simply panic and try to run away.

Lukas will not make contact with the thieves unless they trespass on Faraday's grounds. In such an event, he will rush from the house, brandishing a huge club and demanding their swift departure. He will not give pursuit, but his bellowing is likely to increase the general watchfulness of others in the area.



CHARACTER DESCRIPTIONS FOR GUARDS AND MAGES

NAME	CHARACTER CLASS	ST	CO	RE	SM	IQ	MR	WEAPON	HAC0	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Constable 1	VET DW FTR	14	12	12	14	13	12	2HHMR THROWN	3 4/8/15	1D8 1D4		CHN 7	36
Constable 2-4	INT HU FTR	13	9	8	12	9	14	MACE	6	1D4		LTH 4	25
Constable 5-6	INT /E FTR	8	12	14	11	10	8	S BOW	6/9 3/7/11	1D8 1D6		LTH 5	17
Watchmage 1	EL HU MAG	10	15	7	11	17	16	SWSWD	7	1D6	(1)	CLO10	32
Watchmage 2	EL EL MAG	11	11	11	13	13	19	SPELLS	7	1D4	(2)	CLO 7	36
Chiselwick	VET HU ALC	8	15	13	12	14	12	DGR	6	1D4	(3)	NON 0	21
Tibbits	VET HU MAG	13	10	11	15	14	16	POTION			(4)	NON 0	29
Carmella	INT HU MAG	6	13	17	10	15	10	SPELLS			(5)	CLO 4	15
Verdian	INT /E MAG	8	12	10	8	12	15	SPELLS			(6)	CLO 2	16
Lukas	INT HU NON	16	8	8	10	7	13	CLUB	8	1D6		CLO 2	26

- (1) In addition to items and spells listed under the watchmage description, this mage knows the following spells (numbers refer to the Spell List below): 1, 2, 11, 13, 15, 30, 38, 45, 63, 67. All MR saving rolls made against these spells are at a -4.
- (2) In addition to items and spells listed under the watchmage description, this mage knows the following spells: 1, 2, 5, 6, 12, 28, 33, 40, 44, 47, 55, 65. All MR saving rolls made against these spells are at a -3.
- (3) Chiselwick has at his disposal inside the shop the following potion flasks that he will use if attacked: Acid (1D8 damage per vial, destroys all armor worn in that body area), Mists of Forgetfulness, Sleep, and Blast (2D10 hits damage per vial, used only as a last resort since it will damage the shop as well). All MR saving rolls at -2.
- (4) Tibbits knows the following spells: 1, 2, 5, 14, 16, 29, 32, 37, 48, 58, 64, and Fly. All MR saving rolls are at -2.
- (5) Carmella knows the following spells: 1, 2, 5, 7, 9, 12, 17, 20, 26, and Clumsiness. All MR saving rolls are at -1.
- (6) Verdian knows the following spells: 1, 2, 3, 5, 6, 11, 18, 25, 31, 34, and Clumsiness. All MR saving rolls are at -1.

SPELLS OF ALL LEVELS

<u>LEVEL 1 (D10)</u>	<u>LEVEL 2 (D8)</u>	<u>LEVEL 3 (D8)</u>	<u>HIGHER LEVEL SPELLS (2D12)</u>
(01) Read Magic (02) Detect Magic (03) Magic Missile (04) Moonlight (05) Shield (06) Voice Toss (07) Find Direction (08) Awaken (09) Read Languages (10) Detect Altitude	(01) Charm Humanoid (02) Detect Life (03) Hold Portal (04) Hot Shot (05) Listen (06) Noise (07) Sleep (08) Protection from Evil Influences	(01) Detect Enemies (02) Detect Evil (03) Detect Good (04) Detect Value (05) Daylight (06) Sense Hidden (07) Limited Invisibility (08) Charm Small Animals	(02) Moose of Flesh[15] (03) Null-Magic Shield[12] (04) Geas[11] (05) Stone to Flesh[11] (06) Hold Animals[10] (07) Heal Wounds[9] (08) Charm Monster[9] (09) Dimension Door[8] (10) Expand[8] (11) Shrink[8] (12) Camouflage[7] (13) See Invisible[7] (14) Uncurse[7] (15) Rapid Growth[7] (16) Shape Seeming[8] (17) Shape Change[8] (18) Summon Monster[9] (19) Timer[9] (20) Teleportation[10] (21) Zombies[10] (22) Transport Object[11] (23) Disintegration[12] (24) Plant Control[13]
<u>LEVEL 4 (D8)</u>	<u>LEVEL 5 (D8)</u>	<u>LEVEL 6 (D6)</u>	
(01) Detect Secret Doors (02) Discern Magic Spell (03) Sphere of Darkness (04) Knock (05) Levitate (06) Strengthen (07) Tanglefield (08) Detect Invisible Presence	(01) Blaze of Noon (02) Bash (03) Haste (04) Hold Person (05) Night Sight (06) Slow (07) Detect Small Traps (08) Locate Large Object	(01) Detect Poison (02) Dispell Magic (03) Full Invisibility (04) Lightning Bolt (05) Missile Repulsor (06) Silence	

SPELL DEFINITIONS AND DURATIONS

- | | | |
|---|--|--|
| <p>[1] <u>READ MAGIC</u> -
will enable the caster to understand magical writing if he can read the language used.</p> <p>[2] <u>DETECT MAGIC</u> -
will detect the presence of magic in an object or a 10' by 10' area.</p> <p>[3] <u>MAGIC MISSILE</u> -
fires a magic bolt as if a +4 arrow shot from a composite bow. Caster may fire (level+1)/2 rounded down bolts per spell cast, but may not direct them at separate targets until 11th level.</p> <p>[4] <u>MOONLIGHT</u> -
will produce a glow equal to the light of a full moon. it will affect any creature affected by moonlight. Lasts 40 hr.</p> <p>[5] <u>SHIELD</u> -
will raise the AC of the caster by 8 for 2 hr or 4 for 4 hr.</p> <p>[6] <u>VOICE TOSS</u> -
allows caster to project his voice up to (90' + 10' per level) away, but not thru solid material.</p> | <p>[7] <u>FIND DIRECTION</u> -
will give compass direction in which caster is facing.</p> <p>[8] <u>AWAKEN</u> -
will awaken any one sleeping being.</p> <p>[9] <u>READ LANGUAGES</u> -
will enable the caster to understand the meaning of any written message except magical runes.</p> <p>[10] <u>DETECT ALTITUDE</u> -
will determine height above sea level.</p> <p>[11] <u>CHARM HUMANOID</u> -
will put any specified humanoid under the control of the caster. May be broken, check every period of time according IQ=3 - one month, IQ=18 - one day and make scale for the rest. Will break if suicide or extreme danger ordered.</p> <p>[12] <u>DETECT LIFE</u> -
will determine if there is anything living in a specified 10' by 10' area.</p> <p>[13] <u>HOLD PORTAL</u> -
will cause a door to be held as if barred by a 1' by 1' cross section of oaken beam.</p> | <p>[14] <u>HOT SHOT</u> -
is a small fireball causing 1d6 of damage.</p> <p>[15] <u>LISTEN</u> -
raises hearing ability by 60% for 4 hr.</p> <p>[16] <u>NOISE</u> -
will create a distracting noise at a distance of up to 300' from the caster.</p> <p>[17] <u>SLEEP</u> -
will cause living beings to fall into a deep, natural slumber, from which they may be awakened by 2 hr worth of shaking. The spell affects 50 + (25 X caster's level) hit points, starting with the lowest hit point being in the spell area.</p> <p>[18] <u>PROTECTION FROM EVIL INFLUENCE</u> -
will increase your saving throws against evil influences or spells cast by evil opponents by 4 or 1/3 your MR, whichever is greater. Lasts 4 hr.</p> <p>[19] <u>DETECT ENEMIES</u> -
will determine if there are enemies present within a range of 100'.</p> <p>[20] <u>DETECT EVIL</u> -
will determine if a specified being or object harbors evil influences.</p> |
|---|--|--|

- [21] DETECT GOOD -
will determine if a specified being or object harbors good influences.
- [22] DETECT VALUE -
will give the exact value of an object 75% of the time, +/-5-30% [5% x 1D6] 20% of the time, and a completely erroneous value (+/-10-1000% [10% x 1D100]) 5% of the time.
- [23] DAYLIGHT -
will produce light equivalent to the light in a shaded room during the day. Will not harm beings who are susceptible to the sun's rays. Lasts 40 mr.
- [24] SENSE HIDDEN -
will determine if anything has been hidden or concealed in a specified 10' by 10' by 10' volume. Does not reveal location or type.
- [25] LIMITED INVISIBILITY -
will render invisible any living being or object, human-sized or smaller. Does not allow movement or attack. Lasts 20 mr.
- [26] CHARM SMALL ANIMALS -
enables caster to charm 1D6 rabbit-sized or smaller animals. Complicated directions will break charm.
- [27] DETECT SECRET DOOR -
will determine if a secret or concealed door, panel, opening, etc. is present in a 10' by 10' by 10' area.
- [28] DISCERN MAGIC SPELL -
will determine what spells have been embedded in an object. First successful cast reveals number of discrete spells embedded in object. Will only reveal 1 spell per successful cast. Spells are revealed in order by level starting with the lowest.
- [29] SPHERE OF DARKNESS -
will cause a sphere of lightlessness to form about a specified point in line of sight up to 50' away. Sphere is 10' in radius and lasts 8 mr.
- [30] KNOCK -
will cause any locked door or object to open for 2 mr, then will close.
- [31] LEVITATE -
will raise the caster's center of gravity from the surface up to the rate of 20' per mr. Newton's Law will apply if free floating. Lasts 40 mr.
- [32] STRENGTHEN -
will add to the STR rating of beings: +1D8 to fighter classes, +1D6 to roguish classes, +1D4 to the other classes. Lasts 2 hours and receptor must rest for 1 hour afterwards.
- [33] TANGLE FIELD -
creates a volume 10' by 10' by 10' in which one moves as if in molasses. Any blows struck are at 1/8 speed and -8 HP. Any object entering the field is affected.
- [34] DETECT INVISIBLE PRESENCE -
will determine if something invisible is present within a 30' by 30' area. Will not see object or know what it is or know where it is in the area.
- [35] BLAZE OF NOON -
produces light equivalent to full noontime daylight. Beings who can be hurt by the sun's rays will be hurt by this spell. Lasts 40 mr.
- [36] BASH -
will deliver a blow equal to the blow of a battering ram to any specified door, object, or living being. To a living being it does 3D10 of damage, or nothing if MRST is made.
- [37] HASTE -
will speed up receptor by 1/2 current speed. Lasts 40mr.
- [38] HOLD PERSON -
will prevent 2D4 intelligent beings from approaching caster, or will function as a charm spell at -6 ST on 1 intelligent being.
- [39] NIGHT SIGHT -
allows the receptor to possess hypervision for 240 mr.
- [40] SLOW -
will slow receptor to one-half current speed. Lasts 40 mr.
- [41] DETECT SMALL TRAPS -
will determine if there is a small trap on an object or in an area 3' by 3'.
- [42] LOCATE LARGE OBJECT -
will reveal the direction and distance of a specified object, within a range of 250'. Object must be clearly pictured in the mind.
- [43] DETECT POISON -
will determine if poison or venom is present in a living being, object, or a volume 10' by 10' by 10'.
- [44] DISPELL MAGIC -
will dispell another's magic 80% of the time. There is a +/- 5% per level difference in trying to dispell a magic spell.
- [45] FULL INVISIBILITY -
will render invisible any living being or object that is human-sized or smaller. Receptor may move but any attack will render receptor visible again. Lasts 20 mr.
- [46] LIGHTNING BOLT -
sends a lightning bolt (3' diameter, 60' length) up to 300' away in direct line-of-sight. The bolt will travel a minimum of 120', even if it must rebound to do so. Bolt will do 4D10 points of damage to any being or object struck, half if MRST is made.
- [47] MISSILE REPULSOR -
will repulse up to 10 points worth of missiles per mr: spear is worth 4 points, bolt 2, and arrow 1. Lasts 4 mr.
- [48] SILENCE -
will create silence within a 15' radius of the receptor. Lasts 20 mr.
- [49] NOOSE OF FLESH -
creates a living circle of flesh up to 30' in diameter that is 4' wide. It contracts at the rate of 1' per mr until it meets and consumes itself. Will consume all organic matter within the circle.
- [50] NULL-MAGIC SHIELD -
projects a 6' diameter sphere which nullifies magic, both incoming and outgoing. Lasts 8 mr.
- [51] GEAS -
will cause a person to go on a quest, at caster's direction. Penalties for deviation range from cramps up to death, at caster's option.
- [52] STONE TO FLESH -
will return the statue of a victim of stoning to the flesh state.
- [53] HOLD ANIMALS -
will prevent 2D10 small animals, or 1D10 large animals, or 1D4 huge animals from approaching

- or 1D4 large, or 1 huge animal at ST-6.
- [54] HEAL WOUNDS -
will heal from 2D20 points of damage on a specified person.
- [55] CHARM "MONSTER" -
is the same as CHARM HUMANOID except any living being can be charmed.
- [56] DIMENSION DOOR -
creates a door thru anything up to 50' in any direction which allows up to 6 people to pass thru. Door lasts for 10 hr.
- [57] EXPAND -
will cause the receptor to double in size every 4 hr that the spell is in effect. Weight goes up proportionally.
- [58] SHRINK -
causes receptor to shrink to 1/2 size and 1/4 weight.
- [59] CAMOUFLAGE -
causes any non-living object to be disguised as any other object of the same size.
- [60] UNCURSE -
gives a % chance equal to $((IQ + TAL) \times 2)$ of curse removal.
- [61] SEE INVISIBLE -
allows receptor to see any invisible objects or living beings within a volume 10' by 10' by 50' in a direct line of sight. Lasts 4 hr.
- [62] RAPID GROWTH -
will cause plants to grow wildly, and double the area that was covered. The volume of plants in the area will double every 6 hr. Will physically mature animals at the rate of 10% each 8 hr. Growth only occurs while caster is actively keeping the spell going.
- [63] SHAPE SEEMING -
allows caster to assume the seeming shape of any living creature of approximately the same size.
- [64] SHAPE CHANGE -
allows receptor to be any living being of the same approximate size and weight. Shape chosen by the caster.
- [65] SUMMON MONSTER -
will call the nearest "monster" of about 16 hit dice. The monster will not be under the control of the caster.
- [66] TIMER -
will allow caster to specify a time delay for activation of a spell up to 1 year.
- [67] TELEPORTATION -
allows caster to teleport himself and what he is carrying to any destination. Chance of death according to knowledge of area: from 50% chance of death if caster has never been there, to 1% chance if caster has lived there for 2 years or more. Scale the percentages for the time spent in a area.
- [68] ZOMBIE -
will animate 1 dead humanoid body which is then under control of the caster. Zombies can absorb $25 + (1D6 \times 5)$ points of damage.
- [69] TRANSPORT OBJECT -
enables caster to teleport objects to any destination. May transport up to 50 pounds.
- [70] DISINTERGRATION -
will totally disintegrate any living thing or object.
- [71] PLANT CONTROL -
allows caster to command 100 square feet of herbaceous living matter.

ARMED ROBBERY SCENARIOS

AND

PURSUIT ADVENTURES

A. WAYLAYING THE COURIERS

Ulysses Nicodemus Owen (known to his close friends and business associates as U.N.) is a well-respected jeweler who lives and works in the wealthy mercantile section of Haven. It is well-known that Owen supplements the income he receives from his personal, rather elite clientele by selling items on consignment to other shops in the city. Every seventh day, three couriers leave Owen's home with a cart of merchandise, returning later in the day with cash receipts from customers. It is rumored that these couriers are excellent fighters, and that both couriers and cargo are endowed with magical protection against potential thievery.

In this scenario, the player's objectives are:

- 1) to determine (through reconnaissance) the route taken by the couriers each week,
- 2) to select a point along that route where a successful armed robbery of the couriers can be committed, and
- 3) to execute that robbery.

The scenario is designed for 3-6 green or intermediate level thieves or 2-4 higher level thieves.

To the GamesMaster:

This scenario is designed to be carried out over a number of sessions. The random encounters identified in this scenario, coupled with the watchfulness of the couriers, should make it extremely improbable that the thieves will be able to track the complete route of the couriers in a single attempt. Indeed, this scenario is specifically designed to provide the players with a diverse assortment of situations in which reasoning, and not raw fighting or thieving prowess, will determine the outcome. The various streets and landmarks described in the course of this scenario can be used by the GM as sites for further adventures; the thieves may even decide to shift

their attention to another crime as a result of their information gathering efforts.

THE COURIERS

There are three couriers employed by Owen to make his weekly rounds. Flanagan, a veteran human archer, was a childhood companion of Owen, and is his most trusted associate. Homme and Onri, two veteran dwarven fighters, serve as the muscle of the team; although they are motivated primarily by hard cash rather than personal affection, Owen pays them enough to satisfy their mercenary instincts and maintain their loyalty. Requisite characteristics for this trio are provided below.

Flanagan transports the goods supplied by Owen on a two-wheeled handcart. The handcart is equipped with three shelves; a rectangular leather chest is strapped onto each shelf. The handle of the cart contains a push-button assembly; pushing the button raises and lowers a canopy over the cart (used during inclement weather). Two spells are embedded into the cart:

- a permanent Detect Invisible Presence spell
- a voice activated Impart Motion spell.

This latter spell may be activated only by Flanagan; if he speaks the words "Come unto me", the cart will attempt to return to the source of his voice. A foe holding the cart can keep it from making its return if he exerts all of his energy in holding it back; he can make no further forward progress with the cart, however, until Flanagan is either distracted or knocked senseless.

In addition to the spells embedded in the cart, each of the couriers is outfitted with some useful devices. Flanagan wears a leather helm that contains 20 charges of a Missile Repulsor spell (while activated, blocks up to 6 missile

weapons per melee round). He also wears boots of Haste, which can be activated to double his movement allowance for a period of 10 melee rounds. The dwarven helms each contain a Shield spell that adds +5 to their effective armor class whenever activated. The dwarves also carry non-magical battleaxes of superior sharpness (add +2 to normal hit probability).

Given their long years of experience at this job, all three couriers have a fairly keen awareness of their surroundings. Their percentage chances of sensing an approaching ambush are as follows: Flanagan 30%, Homme 45%, Onri 35%. The group also has a base 20% chance of noticing that it is being tailed (roll every 20 minutes); this probability should be modified by the GM to reflect the quality of the tracking job being done by the thieves. If an impending ambush or the "tail" is discovered, the couriers will absolutely not take chances by risking a confrontation with their foes; they will immediately attempt evasive action down a sidestreet or alleyway, or by leaving through the rear entrance of one of their stops. If the couriers do fall under attack (and, hopefully, this will eventually occur), the GM should remember that the group's primary allegiance is to Owen (and his cargo); consequently, if any of the three have an opportunity to seize the cart and escape, they will do so, even if this endangers the lives of the other couriers. All three couriers will activate their protective helms in the first melee round after they are attacked. If they appear to be evenly matched with their attackers, the dwarves will attempt to engage the thieves in close combat, while Flanagan activates his boots of Haste and moves the cargo a safe distance away. Thereafter, Flanagan will try to add assisting bow fire to the fray, if ongoing, or continue to run for it if the dwarves have been subdued.



CHARACTER DESCRIPTIONS FOR THE COURIERS

NAME	CHARACTER	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Flanagan		VET RU ARC	11	15	17	8	14	8	C-BOW	-3/174	1D6	(1)	CLO 5	27
Homme		VET DW FTR	16	16	9	12	11	11	SHSWDe	5	1D8			
									2BBAXe	-1	2D8	(2)	CHN 7	38
									HMR	3	2D4		(3)	
Onri		VET DW FTR	19	10	12	15	7	16	2BBAXe	0	2D12	(2)	CHN 7	48
									HMR	4	2D8		(3)	

- (1) Can fire two arrows per melee round (mr).
 (2) Sharpness of axe adds bonus of +2 to hit prob of wielder.
 (3) Effective Armor Class (AC) becomes 12 when Shield spell is activated.

THE COURIERS' ROUTES

The weekly rounds made by the couriers include seven stops and involve travel along fourteen different streets. Consequently, it is to be expected that tracing the complete route of the couriers will likely be an exhaustive (and exhausting) enterprise, requiring several game weeks. Since the thieves must attempt to follow the

couriers at a respectful distance, there are plenty of opportunities to introduce random encounters with various NPC groups; some suggestions are provided later in this scenario.

The path of the couriers' route is outlined on a partial map of Haven provided in Section III, Maps and Diagrams, and is summarized below:

- 1) Couriers arrive at 10am at Owen's home, located on the corner of Northgate and Jewel Streets. They pick up their cargo and depart 5 - 15 minutes later traveling down Northgate to the Street of Caravans.
- 2) Turning right, they follow the main caravan route across the Dorian River, passing over the two Stone Bridges and through the

bazaars of Trade Island to the south side of Haven. At Gambol Street, they turn left and proceed to the Plaza of Troubadours.

- 3) Crossing through the Plaza, the couriers enter the Street of Silk Veils, stopping at Heligor's retail jewelry shop (a) for a pick-up and delivery. At the next intersection, Rouge Street, they turn right and follow Rouge until it intersects Cheshire Street.
- 4) At Cheshire, the couriers turn right and return to Caravan Street, turning left. After proceeding about one block, they enter the Silver Trumpet Tavern (b) for a lunch break.
- 5) Emerging from lunch, they continue left along Caravan for a short way, and then turn right onto Magic Street. On this street, they make two deliveries - at Enchantments, Ltd. (c) and the Magic Books and Scrolls shop (d).
- 6) The couriers proceed on up Magic Street to its other end, at Dwarf Square in the center of the dwarven community. They cross through the Square to Iron Gate Street, travel one block and turn left onto the Street of Jewels (Gliss Street). Halfway up the Street, they stop at Malakki Master-Jewelsmith's (e) to pick-up cut gems.
- 7) Again, the couriers proceed up Gliss to its end at Southbank Street. The dwarves remain at this intersection while the human courier walks down to the waterfront area (called Trod Dhum, or Fool's Walk, in dwarvish), stopping at the warehouse of Gurodon, ship's chandler (f). The human makes a delivery, and then returns to Southbank Street, rejoining the dwarves.
- 8) From the corner of Gliss and Southbank, the couriers travel right along Southbank, passing through the elvish section of the city. Finally, they turn back onto Caravan Street, returning over the bridge to the north side. At Believer's Lane, they turn right and enter the Temple of the Emerald God, (g) where they make an offering in Owen's behalf.
- 9) Their stops completed, the couriers walk a short way further down the Lane, turn left at Worthy Street, and then left at Northgate. They return to Owen's house at about 3pm with the cut gems and cash received.

ALONG THE ROUTE

For the information of the GM and players, general descriptions of the traffic, surroundings, and prevailing atmosphere along the thoroughfares on the couriers' route are provided. This information should be made reasonably available to the players, who can use the information in selecting the spot where the actual robbery will be attempted, or in choosing tactics for making themselves inconspicuous while trailing the couriers. For the GM, the descriptions provide background that can be used in setting up NPC encounters. At the end of each street description, the probabilities that a random encounter will occur are indicated, and examples of logical NPC encounters are identified (numerically keyed to correspond to the list of 20 random encounters presented later in this scenario.

1. Northgate Street

Most of the buildings here are the residences of wealthy merchant families (although some also serve a dual function as business offices). There are few houses per block, and hedgerows often separate individual units. Area residents are rather suspicious of strangers encountered in the neighborhood. Patrols are infrequent, but the nearby 3rd Company of the City Guard will respond quickly if an alarm is raised.

ENCOUNTER CHANCES: 10%

(each 15 minutes)

LIKELY ENCOUNTERS: 3, 6, 7, 8, 11, 19

2. Street of Caravans

A very wide thoroughfare with a constant and heavy flow of traffic during the day, and a steady flow even at night. This is the major route taken by the caravans passing through the city; consequently, there are inns and taverns at regular intervals along the street. The toll bridges across the river are well guarded, and the entire street is regularly patrolled.

ENCOUNTER CHANCES: 60%
LIKELY ENCOUNTERS: ALL

3. Trade Island

24 hours a day, the island is a floating flea market where virtually anything can be bought and sold. The atmosphere here is hectic and bustling; passersby

will often be actively solicited by those with items to sell. The merchants on Trade Island are mostly transient and will not tend to notice or remember new faces in the crowd. However, this very fact tends to make the area a popular hangout for pickpockets and cutpurses. The bridges close at dusk, so that anyone on the island or on either side of the river must remain there until the bridges open again at dawn.

ENCOUNTER CHANCES: 40%

LIKELY ENCOUNTERS: 1, 2, 6, 8, 9, 12, 13, 16, 17, 20

4. Gambol Street

A fairly large, tree-lined byway in the Bohemian section of the city. The buildings on the street are mostly rowhouse residences, with ten or more units on each block. The major traffic flow along the street occurs in the evening, as people travel to and from the entertainment district of Haven. The residents of the neighborhood share strong feelings of community; they can often be found gathered together on someone's front steps, singing, playing instruments, or engaged in idle conversation. The residents maintain a generally curious and tolerant attitude toward the activities of strangers.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 3, 5, 9, 10, 11, 15, 17, 18, 20



5. Plaza of Troubadours

The plaza is a popular gathering place for musicians and actors; it is a regular site of impromptu shows. The atmosphere is carnival-like and very informal; people are content to let everyone "do their own thing". Because of the Plaza's popularity with visitors to Haven, the area is a

prime location for pickpockets and cutpurses; members of the city Guard are frequently in the plaza, and on the lookout for suspicious-looking characters.

ENCOUNTER CHANCES: 40%

LIKELY ENCOUNTERS: 1, 2, 5, 7, 9, 12, 13, 16, 17, 18, 19, 20

6. Street of Silk Veils

This street is the center of prostitution activities in the city. It is a heavily trafficked thoroughfare during the afternoon and evening; although its proximity to the thieves' quarter makes travel upon it somewhat dangerous after nightfall. This street is described more fully in the Cat Burglary scenario presented elsewhere in this volume.

ENCOUNTER CHANCES: 25%

LIKELY ENCOUNTERS: 1, 4, 8, 17, 18

7. Rouge Street

A narrow, residential side street with many alleyways. Little traffic passes this way during day or night, and the area is not regularly patrolled.

ENCOUNTER CHANCES: 10%

LIKELY ENCOUNTERS: 3, 4, 11, 14, 15, 20

8. Magic Street

During the daytime, this street is a busy thoroughfare where buyers and sellers of magical items congregate and trade. The reactions of local magic-users to strangers are somewhat unpredictable, given the eccentricity that characterizes many in the wizardly profession. Although the street is regularly patrolled by the City Guard, the magic-users also have their own system of protection and punishment against crime in the neighborhood. The buildings on Magic Street are mainly shops, interspersed with a few residences. The street is described more fully in the Cat Burglary scenario presented elsewhere in this volume.

ENCOUNTER CHANCES: 30%

LIKELY ENCOUNTERS: 2, 6, 9, 10, 13, 16

9. Dwarrow Square

Serves as a central gathering place for the dwarven community of Haven. The base of the square is set completely in stone; in the square there are many stone monuments to dwarven heroes of

legend, former community leaders, etc. The atmosphere here is staid and rather formal; non-dwarven traffic is viewed with some suspicion, although most dwarves recognize the wisdom of doing business with outsiders.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 2, 6, 7, 10, 11, 12, 19

10. Gliss Street

(Street of Jewels)

The area is mostly residential with a few shops relating to the jewelry trade interspersed. Gliss lies in the middle of the dwarven community, and dwarves comprise the dominant part of local traffic; other races are viewed with some suspicion when they appear. Patrols enter this area very irregularly; indeed, the total flow of traffic on the street is usually light. The houses on this street are fairly large, and many are surrounded by stone walls or iron gates; consequently, there are a number of secluded alleyways along this street.

ENCOUNTER CHANCES: 10%

LIKELY ENCOUNTERS: 3, 6, 9, 13, 15, 18



11. Southbank Street

(including Fool's Walk)

The lower end of Southbank Street, near the loading docks, is a rather rough neighborhood, consisting of warehouses, and homes and taverns for the

lower-class workmen who toil there. This is not the main port area of Haven, so few non-residents ever have reason to pass through the neighborhood. Strangers seen "hanging around" with no apparent purpose may find themselves challenged by hostile (and sturdily-built) locals. Above the docks, Southbank Street passes through the elven section of Haven. In this neighborhood, homes overlooking the river are highly valued commodities. The riverfront is well-travelled by picnickers, young lovers, and those seeking a restful spot for a moment's contemplation. Strangers will be treated amiably, unless they raise a disturbance or are seen defacing the area.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 2, 4, 5, 11, 14, 15, 16, 18, 20

12. Believers Lane

Most of the major temples to various deities are located on this street. The size of a cult's temple is the surest measure of the size (or the wealth) of its following. Near the temple of the Emerald God, the buildings are large and often surrounded by gardens for outdoor services and meditations; to the west, there is a "low-rent district" where the houses of worship are one-room shacks and the priests dress in rags out of necessity rather than piety. Most temples offer daily services for their more devout followers; at any hour, the street is full of eager penitents seeking salvation. Visitors on the street who are not wearing an emblem of some sect are likely to be besieged by a multitude of proselytizing acolytes.

ENCOUNTER CHANCES: 25%

LIKELY ENCOUNTERS: 1, 2, 9, 12, 17, 20

13. Worthy Street

Like Northgate, this is a wealthy residential neighborhood; here, the residents are priests with successful followings. Traffic is light and the neighborhood is quiet. The street passes directly in front of one of the barracks of the City Guard, and is considered a safe area as a result.

ENCOUNTER CHANCES: 10%

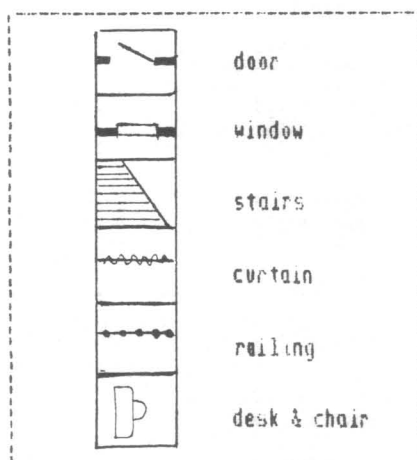
LIKELY ENCOUNTERS: 7, 10, 11, 14, 17, 19

STOPS ON THE COURTIERS' ROUTE

The player-characters involved in this robbery attempt may choose to enter some of the buildings where the couriers make stops, either to determine the types of transactions taking place, to establish a closer "tail" on the couriers, or even to "case" the sites as possible locations for the robbery attempt. The following descriptions may be used by the GM in such an event. All maps to be used with these descriptions can be found at the end of this scenario; character descriptions are provided below.

A small diagram of the areas of each stop likely to be visited by the thieves during their tailing and surveillance is included with the description of each of the seven stops. The scale used is 1/4" = 5'; the location of some of the major furnishings is included.

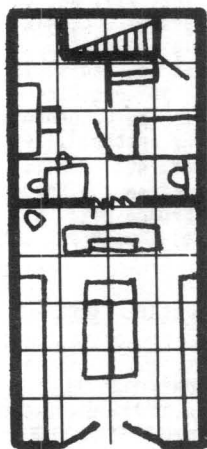
KEY TO MAP SYMBOLS



a.) Heligor's

Complete room descriptions for Heligor's shop are presented in the Cat Burglary scenario; only the main sales area and Heligor's office are likely to come into play during this adventure. The couriers enter by the front door; the two dwarves remain in the main sales area, while Flanagan goes back to Heligor's desk to conduct the exchange of goods. The courier leaves 2D4 jewelry items from the list of 20 provided in Heligor's Cat Burglary scenario. Make similar rolls to determine the number and type of items delivered last week, and this will represent the receipts taken in by Heligor for Owen's merchandise. 60% of this

total will be remitted to Flanagan in exchange for the new shipment; the rest is Heligor's profit margin.



In addition to the dwarves, Heligor's assistant, Fergus, will be in the main sales area; there is a 25% chance that the other assistant, Halley, will also be present. If players try to enter the back room from the sales area, Fergus and the dwarves will attempt to refuse them access. There is a 10% chance that 1D4 customers will be in the shop. Roll a D100 to see if they are members of any special character class (01-15 fighter, 16-20 wizard, 21-25 thief, 26-35 bard, 36-50 trader, all others common citizens with no special talents). If an adventurer type is present there is a 50% chance that he will join any argument that breaks out in the shop; in the case of a thief, there is a 50% chance he will join in on the side of the thieves.

b.) The Silver Trumpet

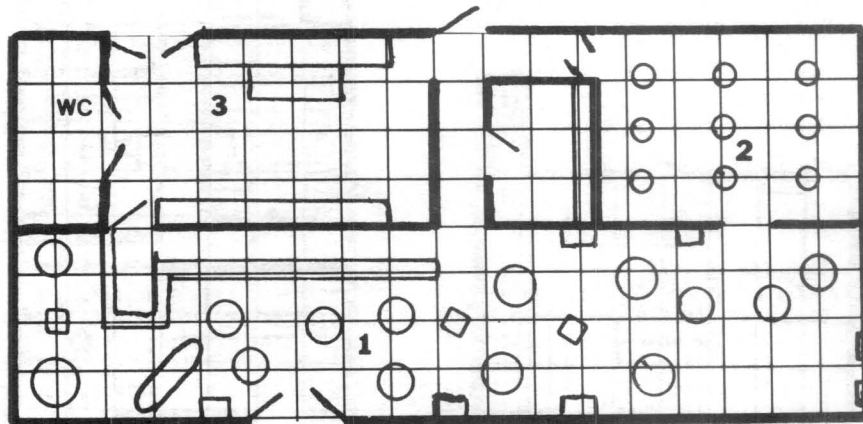
The tavern portion of the Silver Trumpet consists of three principal rooms:

1) Main bar area.

The barkeep and owner of the tavern, Aintree, dispenses ale, beer, wine and brandy from the high wooden bar in the center of the room. The storage area for liquor is beneath a trap door behind the bar. Patrons may stand, or sit at one of several large tables. There is an area reserved for gaming and gambling in the left-hand corner of the room. Those wishing to eat must take a table in the dining area. Occupants: Aintree is a muscular human male who totally enjoys his work; his jocular laughter frequently resounds through the room. If a fight should break out in the bar, he is a willing combatant, using a large brassbound cudgel that is kept beneath the bar. He employs two female barmaids to help out in the main room; they are both quite comely. At the midday hour, there will 1D12 customers in the main bar area. Roll D100 to determine the class of each customer (01-10 fighter, 11-15 magic user, 16-23 thief, 24-30 bard, other = average citizen).

2) Dining area.

Those wishing to purchase a meal take seats at one of the four tables in this room. Food choices run the gamut from a thick meat and potato stew (1 SP) to broiled fowl served with fresh garden vegetables (5 GP); the quality of the food prepared here is good. On the north wall of this room, a portrait of Aintree and an enormous moose head hang side-by-side; many people have commented on the resemblance... Occupants: The couriers will of course be seated in this room. There is a 90% chance that 1D6



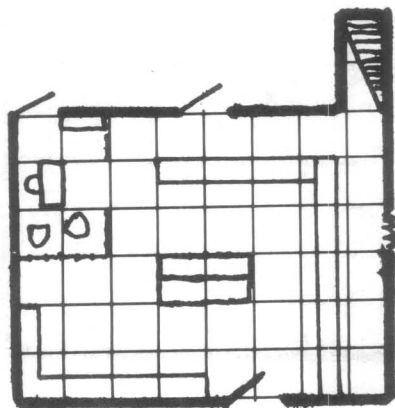
other tables in the room will be occupied by 1D4 customers each. If others are present, roll D100 to determine character type (01-15 fighter, 16-25 magic user, 26-30 thief, 31-50 trader, other= average citizen). Demko, a young human male, takes orders and serves food in this room. He is forgetful and somewhat accident prone, but well intentioned. Aintree is well aware of Demko's shortcomings, but feels sorry for the lad and keeps him on.

3) Kitchen area/Rear door.

A door from the main room opens onto a corridor that leads to a rear entrance. There is also a doorway to the kitchen off of this corridor. The hobbit chef, Buckminster, allows no one to enter the kitchen while he is cooking. He has the skill with thrown missiles (kitchen knives, pots, other utensils) to generally enforce this rule. Outside the back door, there is a large garbage heap, and a narrow alleyway leading to Cheshire Street.

c.) Enchantments, Ltd.

The first floor of Enchantments, Ltd. contains a large sales area where various items are displayed and two clerks and a supervisor are available to accept customer orders. This is the only room in the shop that the general public can enter. All doors and stairways leading from this room are trapped with potent magical protection; these special enchantments will be automatically activated whenever someone attempts to pass through these areas, unless the proper passwords are spoken. (GM's Note: These are meant to be truly impassable entryways; feel free to disregard any and all brilliant subterfuges devised by your players, and subject them to severe injury or death should they violate these traps.)



The couriers are escorted upstairs to the private office of Lady Rowena to conduct their business. On any given trip, they will deliver either 1D3 previously enchanted items (without spells embedded in them yet) that have been decoratively adorned by Owen, or 1D5 regular pieces of jewelry (to be enchanted upon delivery). The probabilities of each event are 60%/40%. Roll up the specific items from the Special Items chart; Lady Rowena will pay for the items in full with a letter of credit.

SPECIAL ITEMS

Pre-enchanted Items (roll D6, reroll duplicates)

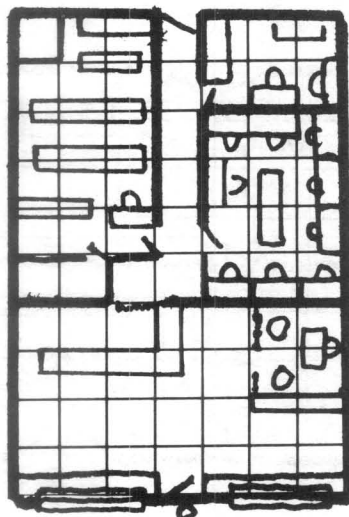
- 1) Silver dagger, gold hilt with ruby chips (1500 GP)
- 2) Ring with a sapphire gemstone (3500 GP)
- 3) Small gold statuette, jeweled filigree (2700 GP)
- 4) Pair of bronze sconces for candles (1500 GP)
- 5) Walking stick with diamond pommel (2000 GP)
- 6) Silver belt buckle (1000 GP)

Jewelry Items (roll D10, allow duplicates)

- 1-4 Necklace (1D20 x 500 GP)
- 5-6 Bracelet (1D10 x 100 GP)
- 7 Earrings (1D20 x 25 GP)
- 8 Anklet (1D10 x 50 GP)
- 9 Medallion (1D100 x 10 GP)
- 10 Tiara (1D20 x 250 GP)

d.) Magic Books and Scrolls

Complete room descriptions for this shop are presented in the Cat Burglary scenario; only the main service area comes into play.



The couriers wait in the main service area until Alarkon is available. They will then give the Master Scribe 1D2 extensively adorned spell coverings (book covers or scroll cases). Each item is worth 1D20 x 150 GP. Alarkon will pay the couriers 50% of the value of these items in cash from his cash box (the remainder to be paid upon sale of the completed magic text). There is a 40% chance that Alarkon will also be giving the couriers cash for 1D3 previously delivered covers.

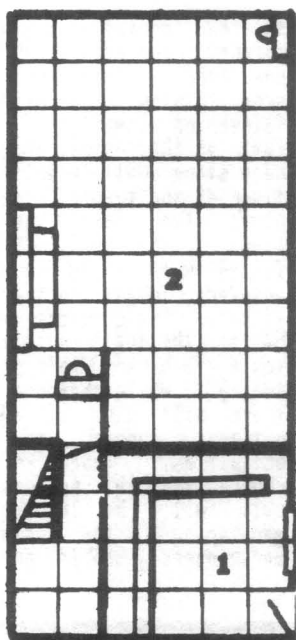
In addition to Alarkon and the couriers, there is a 70% chance that his clerks, Joban and/or Mikal will be in the service area. There is an 80% probability that 1D8 prospective buyers (non-magic users) will be in the shop; there is also a 40% chance that 1D4 magic-users will be in the shop. If mages are present, they will always try to thwart any robbery attempt made in the shop (to determine their tactical options in such an event, assume each mage has a 60% chance of knowing a 4D6 Fireball spell, a 70% chance of knowing a Sleep spell, 125 HTK, and a 30% chance of knowing an 8 point Repulse Missile spell.)

e.) Malakki Jewelsmith

Although Malakki's home and workplace actually takes up three floors, the thieves are only likely to see one (or at most two) of the rooms.

1) Sales area.

Immediately inside the front door, there is a small sales room. Malakki's assistant, Mischickin, stands behind an L-shaped counter, taking orders. Behind him is a heavy, woven curtain (done in earth colors and finely embroidered) that covers the entryway to the rest of the building. Mischickin is a shrewd businessman and a quick thinker; he does not willingly let unauthorized individuals past the sales area, and cannot be easily tricked. If threatened by force, he will dive below the counter and yell for the guards; he is not trained in weapons use himself. There is a 25% chance that a customer will be in the shop when the couriers arrive. Roll D100 to determine his character type (01-10 fighter, 11-25 thief, 26-55 trader, all other = average citizen). (Note: a down stairway behind the sales counter leads to a set of living quarters for the shop employees. A stairway from the living area leads to a storage vault; two guards are stationed here but will answer calls for help.)



2) Jewel cutting room.

Beyond the curtain is a large, open room where Malakki and four assistant jewel cutters (dwarves named Orin, Heldrein, Ogoli, and Auric) perform their work. In addition to the work benches in this room, Malakki has a desk in the rear; it is cluttered with business correspondence. A male dwarven guard, Mvunik, stands at the entryway to the room to block unwanted visitors. If such visitors appear, Mvunik will first set off an alarm that alerts the guards stationed in the vault area; he then will attempt to hold the intruders at bay as long as he can.

The couriers pick up two small cases (6"x12"x3") of cut and faceted gemstones (each case worth 2500 GP); the cases are kept in a drawer in Malakki's desk. Flanagan will pay Malakki in cash for the gems; however, the two dwarves receive the cases and carry the gems somewhere on their person during the return trip to Owen's home.

f.) Gurodon, Chandler

Gurodon, a half-elven trader, receives his principal income from the sale of ship supplies (cordage, barrels, wooden spars, canvas for sails, etc.) to merchant seamen who make port in Haven. As a sideline, he arranges for the shipment of certain valuable goods to more distant market areas; Owen is a steady customer of this service. There are three rooms inside Gurodon's large one-floor building:

1) Sales area.

This is a relatively small room with a sales counter, and several cubicles used by customers filling out or waiting for orders. A rather plain-looking female, Doreena, works behind the counter. She has a salty tongue, and a quick wit, and is well-liked by the customers. Flanagan (remember, the dwarves do not accompany him on this part of the route) enters and exits through the doorway here, and goes through to Gurodon's office. There is only a 20% chance that 103 other customers will be in the room when the courier enters. If customers are present, they will usually (75%) be experienced seamen with good fighting skills, who will join in a fray on Gurodon's side if the waylaying is attempted here.

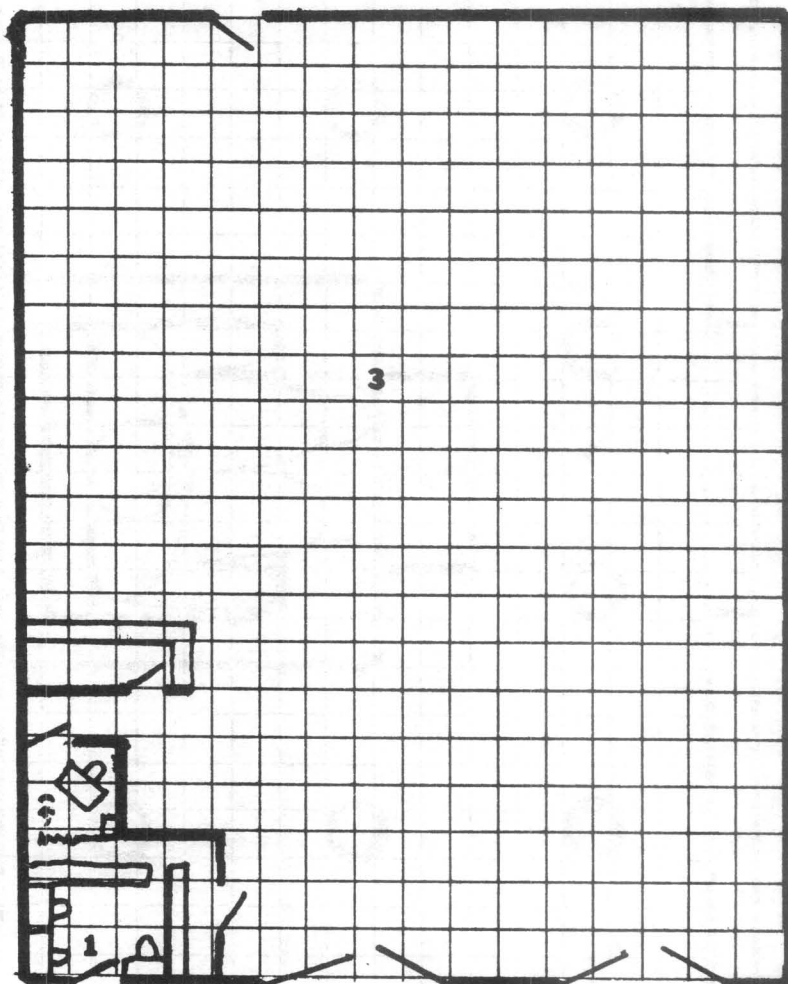
2) Gurodon's office.

Behind the sales area is a small room used by Gurodon for private business meetings and storage of

important property. Flanagan will deliver 106 jewelry items for shipment. Roll up the specific items delivered from the Special Items chart provided on the previous page in the Enchantments, Ltd., shop description; however, double the cash values rolled for these items (since the items shipped abroad represent Owen's highest quality product). Gurodon will place these items in the safe in his office (which is protected by a Level 4 lock). There is only a 20% chance that Gurodon will have payments to remit to the couriers; however, if he does, calculate the cash value of 208 jewelry items, rolled-up as outlined above. All payment made will be 50% cash and the rest in letters of credit.

3) Main warehouse.

The warehouse constitutes 90% of the area of this building. It is, of course, filled with heavily laden racks and shelves.



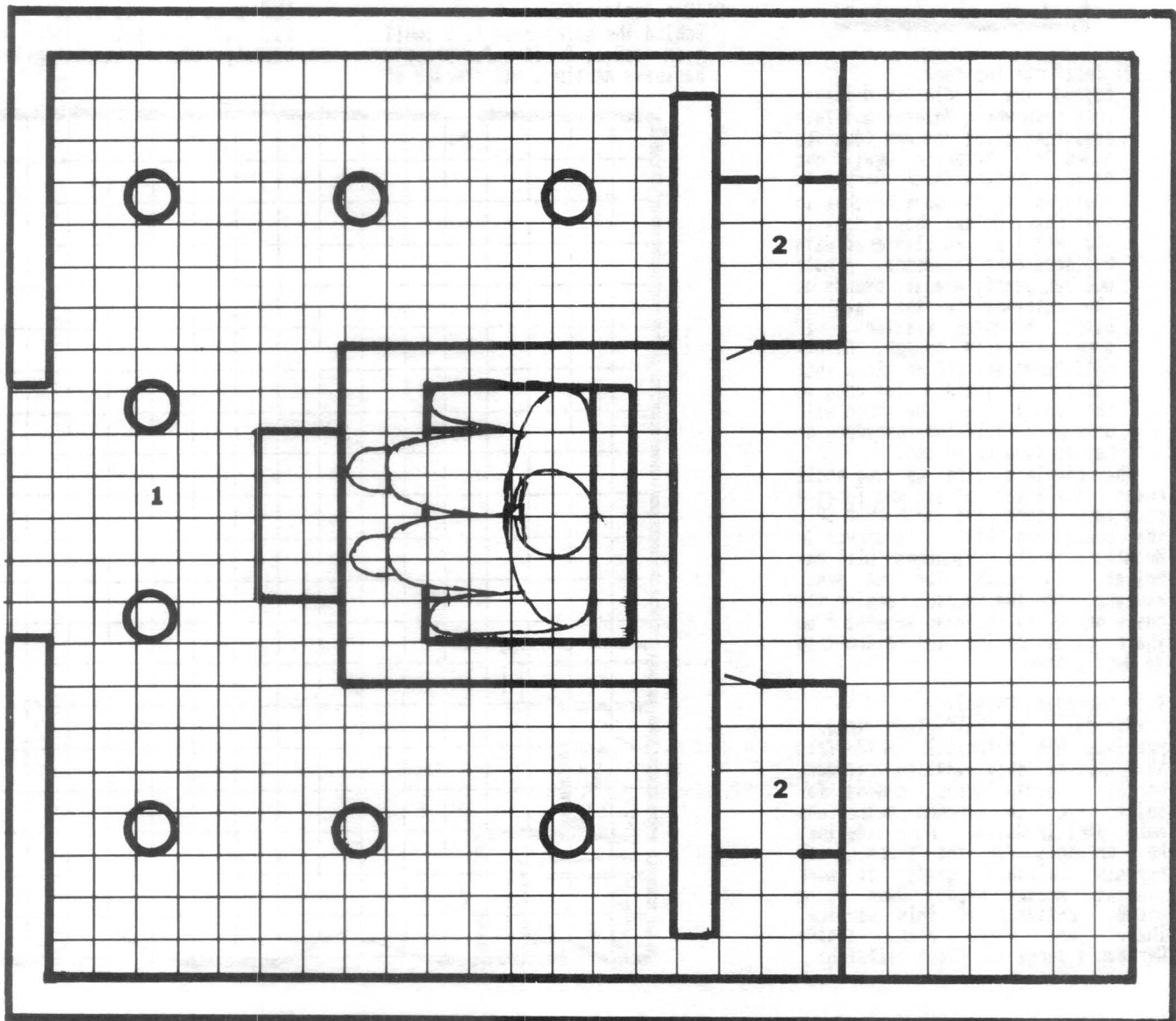
There are two pairs of large sliding doors across the front entrance, and a small door in the rear; all doors are usually (90%) unlocked during the day. A head warehouseman, Forli, supervises the activities of three other human males - Banjor, Dominicos, and Crandall. There is an 80% likelihood that each man will be in the warehouse area at any given time; when not filling an order, they tend to sit by the front doors. They are not particularly observant about security at the warehouse; however, if they should chance to spot an intruder in the warehouse area, they will investigate and take a hostile attitude toward anyone they find.

g.) Temple of the Emerald God
The temple currently owned by the cult of the Emerald God is one of the largest structures located on Believer's Lane. It is an immense marble structure, with the main floor of the temple at the top of a 100' long set of granite steps. Services are held here at sunrise and sunset, but worshippers enter throughout the day and evening to meditate, give tithes, or seek private consultation with the priests of the sect.

1) Main sanctuary.

The ceiling in this room is 60' high, supported by eight thick stone pillars. The floors are made of polished marble; along the walls are murals depicting various miracles performed by the Emerald God. The primary focus of attention in the room, however, is a massive statue of

the god, seated on a highbacked throne. The eyes of the statue are made of huge emeralds that seem to glow unnaturally in the flickering lamplight. At the foot of the throne, an open 10' deep stone vault is set into the floor of the temple, its top rim about two feet above floor level. The vault is nearly filled with coins, gems, and jewelery, given to the God as tithes. The couriers will drop 5% of the day's take into the vault, to honor Owen's pledge of fealty. While they are inside, there will also be 206 other citizens engaged in similar activities. There is a 60% chance that 103 priests of the cult will be in the room, monitoring the flow of worshippers. Should anyone try



CHARACTER DESCRIPTIONS FOR OCCUPANTS AT THE COURTIERS' STOPS

NAME	CHARACTER CLASS	ST	CO	RE	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
A. Heligor's													
Heligor	VET HU TRD	10	11	8	13	16	12	MUG	12	1D2		NON 0	22
Fergus	INT HU TRD	14	11	11	9	12	12	CLUB	7	1D8		CLO 2	23
Halley	GR HU TRD	11	9	7	10	7	14	CLUB	8	1D6		NON 0	19
B. The Blue Harper													
Aintree	INT HU FTR	15	13	9	12	10	8	CUDGEL	5	1D6	(1)	CLO 2	29
Demko	GR HU NON	11	6	8	12	7	10	FISTS	10	1D3		NON 0	15
Buckminster	INT HO NON	7	17	16	11	9	13	DISHES	0/6/14	1D3		CLO 2	17
D. Magic Books and Scrolls													
Alarkon	EL HU SCR	6	15	10	8	15	6	FAINT	Yes	1D3	(2)	NON 0	20
Jaban	GR HU TRD	10	9	8	14	8	12	DGR	11	1D4		NON 0	18
Mikal	GR HU TRD	8	12	12	12	9	8	DGR	11	1D4		NON 0	14
E. Malakki Jewelsmith													
Muvnik	VET DW FTR	16	13	13	12	13	10	2BBAXe	4	2D8	(3)	CHN 6	28
								LXBOW	2/7/11	1D8			
Bayern	VET DW FTR	16	11	14	13	11	17	HMR	5	3D4		CHN 6	34
Furt	INT DW FTR	12	12	10	14	8	15	1BBAX	4	1D10		CHN 6	25
								S BOW	5/8/12	1D6			
Malakki	VET DW TRD	12	17	15	13	13	13	RAPR	4	1D12		NON 1	32
Cutters 1-4	INT DW NON	10	16	16	12	12	14	FISTS	8	1D6		NON 1	19
F. Gurodon, Chandler													
Gurodon	EL /E TRD	8	14	11	12	15	11	DGR	10	1D4		LTH 4	21
Forli	INT HU FTR	14	15	12	19	10	8	CTLSSe	3	1D8		LTH 4	29
Warehousemen 1-3	INT HU NON	16	10	10	16	8	9	CLUB	6	2D5		CLO 2	26
G. The Temple of the Emerald God													
Priests 1-3	INT MX PRI	8	6	12	14	10	8	MACE	9	1D4		CLO 2	17
Other Assorted Occupants													
Fighter 1	INT HU FTR	14	14	11	16	10	10	BDSWD	3	2D6		L/S 5	36
Fighter 2	VET EL ARC	11	17	15	9	12	11	L BOW	-1/4/7	1D6	(4)	CLO 5	24
Fighter 3	VET HU FTR	15	8	9	17	5	16	2HHMR	6	3D6	(5)	CHN 9	38
Fighter 4	EL DW FTR	18	11	12	10	9	15	GRSWDe	2	4D8		CHN12	42
Spellcaster 1	VET HU MAG	9	13	15	13	14	12	SPELLS			(6)	CLO 3	22
								DGR	8	1D5			
Spellcaster 2	VET KO MAG	13	10	11	11	16	11	SPELLS			(6)	NON 0	26
								DGR	8	1D5			
Thief 1	INT EL THF	5	12	9	10	7	6	DGR	9	1D4		NON 0	12
Thief 2	EL HO THF	9	16	18	9	13	9	SHSWDe	6	1D8		CLO 4	21
Bard 1	INT HU BRD	7	13	13	11	15	15	MUSIC			(7)	LTH 4	18
								RAPR	6	1D10			
Bard 2	VET /E BRD	10	11	12	7	13	6	MUSIC			(7)	NON 0	22
								S BOWe	2/6/10	1D6			

- (1) Aintree swings twice each melee round (mr) with cudgel, whether he connects or not.
- (2) The only damage done is to Alarkon, when he hits the floor.
- (3) Will receive backswing (second strike) in each mr, only if first strike misses; backswing is at penalty of -2 to hit prob.
- (4) Fires twice in each odd mr (1,3,5,etc.), three times in each even mr (2,4,6,etc.); needs only 8 above necessary to critical.
- (5) On any connecting blow, victim must save against STR or be knocked from feet; it requires 1D4 mr to arise.
- (6) There is a 60% chance the mage knows Fireball (4D8 average damage), and another 70% chance for Sleep (up to 200 HTK total); these spells are the preferred form of combat.
- (7) There is a 70% chance a bard will play a song of Peace, if he senses trouble ahead, and another 50% chance he will play Sleep (save against DSC for bardic songs); there is another 40% chance a bard will know the spell Charm Humanoid, and a further 35% chance for Sleep (up to 100 HTK total).

to remove an item from the vault, powerful greenish white beams of light will emanate from the statue's eyes, doing 2D10 points of damage per melee round to anyone standing or kneeling in front of the vault area. The beams deactivate only when no life can be detected in that part of the room. Activation of the beams will hastily bring 1D6 additional priests into the worship area, armed to protect their sanctuary with quarterstaves, and wands of Sleep.

2) Other areas.

On both sides of the rear wall of the sanctuary room, there are small openings that lead to the rear of the temple. They lead first into matching vestibules which priests use to don their ceremonial robes; doors from these areas in turn lead to various priestly apartments. These other areas are not significant to the play of this adventure.

RANDOM ENCOUNTERS ON THE STREETS OF HAVEN

In the process of following the couriers, the player thieves may become involved (often involuntarily) in events taking place around them. These events may hamper their ability to maintain the "tail" on the couriers, or may represent dangers to the party requiring their full attention. The chance of random encounters will vary according to the street being traveled, as indicated in the street descriptions. As previously noted, this scenario is designed so that the GM can introduce NPCs and situations from his own campaign. To supplement the GM's stock, we have identified some potential encounters that can be utilized in the course of this adventure.

(01) A pair of human male pickpockets (intermediate level) attempt to filch the purse of one of the members of the thieves' party. One of the men, Davos, is reasonably well-dressed and acts as a distraction (asking for directions, etc.), while his compatriot, Lattimore, attempts the "lift" (his base chance of success in Picking Pockets is 55%). Both will try to make a run for it if the theft is discovered in progress.

(02) A religious procession of 2D6 priests and 5D20 followers, setting out on a pilgrimage. The group moves slowly and solemnly along; they can effectively block an intersection for 2-5 minutes while crossing (long enough for the thieves to almost certainly lose sight of the couriers if they are on opposite sides of the intersection). Attempts to push through their ranks are very likely to provoke resistance; the priests carry quarterstaves, and 10% of their followers will be intermediate level fighters, armed with blunt weapons. If not disturbed, they will pay no attention to others on the streets.

(03) A shrewish, middle-aged housekeeper opens a second story window and empties a chamberpot on the head of one of the thieves. If challenged, she responds with sharp insults about their carelessness; however, the front door to the home she is in is locked.

(04) A press gang, looking for able-bodied men to serve (by choice or force) as crew on a freighter preparing to leave port. The gang is comprised of a bosun (carrying a broadsword) and 12 seamen (armed with truncheons). They will try to approach any male or female they encounter with a STR > 13 and a CO rating > 11; if the person approached does not accept the job willingly, the gang will try to forcibly subdue the candidate if there are not too many witnesses present. If a party member is captured, the thieves have until the following dawn to locate and rescue their companion, for the ship leaves port at that time.

(05) A crowd gathers on a street corner to watch the antics of an old man playing a squeezebox and his pet dancing bear. A group of young toughs are among the crowd, heckling the old man; several of the lads carry sharpened sticks and are threatening violence. There is a 30% chance that this situation will erupt into a brawl while the couriers or the thieves are passing by; if so they will be unavoidably caught in the middle of a free-for-all.

(GM's Note: Actions taken by the player-characters may increase the volatility of the situation, and increase the base chance that a fight will occur.)

(06) A large package falls off a heavily laden delivery cart into the street. The package has an address label across the top:

```

: : : : :
: :                               : :
: :   Lady Rowena Geronde       : :
: :   c/o Enchantments, Ltd.     : :
: :   Magic Street               : :
: :   Haven                      : :
: :                               : :
: : : : :

```

If opened, the box is found to contain the broken pieces of a defective Broom of Flying. If returned, the thieves will probably receive a small reward; if played very intelligently, this might give them a rare opportunity to learn something about the "magically protected" areas of the Enchantments, Ltd. shop.

(07) A group of seven constables on a man-hunt, move rapidly along the street, aggressively questioning everyone in sight. If they remain on the street, there is an 80% chance that the thieves will be questioned; the constables will become suspicious if anyone giving evasive answers, and may haul that individual off to the Guard House for further interrogation (and possible arrest).

(08) A foppish dandy, a green fighter named Cavendish, walks out of a shop without looking around and crashes into one of the characters, dropping and breaking a crystal vase worth 200 GP. He demands repayment for his loss from the player; if denied, he draws his rapier and challenges the player to a duel. If the character attempts to ignore him and walk away, the dandy will make himself a nuisance difficult to ignore. On his person, he carries a purse containing 500 GP in coins and gems, and wears a gaudy pinky ring (worth 750 GP to someone with equally poor taste).

(09) A large crowd stands watching a troupe of actors performing a miracle play. The couriers pass right through the midst of the crowd; if the thieves are trailing more than 50' behind the couriers, there is a 60% chance the thieves will lose sight of their prey.

(10) There is an explosion in a building down the street. A large gaseous cloud emerges from the broken windows of the building and floats along the street, about 4' above ground level. All those who remain in its path must make a MR saving roll or suffer the effects of a Feeblemind spell for the next 24 hours.

(11) A chain gang is working on a construction site, excavating an area where a new building is to be erected. Suddenly, one of the men, hands still manacled, leaps up from the ditch and attempts to escape. A foreman gives pursuit, yelling for assistance. The escapee will run down the first sidestreet he encounters; if he has passed by the couriers during his flight, there is a 20% chance that the couriers will join the pursuit.

(12) A sedan chair, carried by four burly black males, halts near the thieves. A stunted, gnome-like human with an elongated cranium sits in the chair and addresses the thieves. "I am Yok, the Seer. I know what you wish to accomplish. For a fee, I can help you attain your objective." He then motions for them to follow him. He is, unfortunately, a fraud; however, his black aides are very competent muggers who will attempt to ply their trade at the first opportunity.

(13) A woman approaches the thieves surreptitiously, offering them the opportunity to purchase a "magical" sword that she carries in a leather scabbard. She claims the broadsword adds +3 to a character's hit probability and a damage bonus of 1D10 to each successful attack; she initially offers the item for 4000 GP, but can be haggled down to 3000 GP. The item completely fulfills all of her advertised specifications; it also has been embedded with a permanent Detect Magic spell, which causes it to glow whenever it is within 50' of active magic use.

(14) An overturned milk wagon is being looted by a group of ragged urchins. A middle-aged farmer and his beautiful daughter are trying to drive the looters away, without notable success. Their calls for help have thus far gone unanswered, even by the couriers (who evidently don't drink milk).



(15) A pack of six large (albeit friendly) wild dogs attach themselves to the thieves' party. The dogs are of a size and strength sufficient to knock down an average man (STR < 10) through their playful leaps. Unless the thieves have food handy to distract the dogs, the animals will be about as easy to get rid of as Montezuma's Revenge.

(16) Up ahead, one of Haven's numerous village idiots falls to the ground in a screaming fit. A small crowd gathers to gape at the sight, making the area impassable for a few minutes.

(17) A soapbox preacher, collection plate at his feet, regales a small crowd. As the thieves pass, the preacher directs his remarks towards them, warning that they face "eternal damnation" if they do not repent of their sins. The preacher is undoubtedly correct, but....

(18) A huge barroom brawl floods out into the street, engulfing the couriers (and the thieves, if following less than 100' behind) in a wild free-for-all. All those involved in the melee must make two separate STM saving rolls or take 1D8 points of damage from assorted bruises, scratches, gouged eyes, etc. If the thieves are also caught in the riot, there is an 80% chance they will lose sight of the couriers; if they manage to remain outside the conflict,

there is only a 40% chance of such failure.

(19) A high ranking Thieves Guild official, accompanied by two muscular enforcers, carefully watches the activities of the thieves. If the thieves are not Guild members, the official will call them aside, and deliver a stiff warning (falling just short of violence) about freelancing within the city limits of Haven. He will strongly suggest that the thieves apply for memberships immediately, or suffer the rather unpleasant consequences. If the thieves are Guild members, their services will be demanded for the next 24 hours for a "vital Guild" job that turns out to be a routine surveillance of a wealthy noble's home. If the thieves should refuse to accept the assignment, they certainly risk those unpleasant consequences listed above, if not worse....



(20) A young female street urchin, who has been watching the thieves for several blocks and has decided that their furtive skulking looks like fun, brashly walks up and asks if she can join them. If they accept, her presence will increase their chances of being spotted by the couriers by a modest 5%; however, the thieves realistically will not be able to actually commit or discuss the planned crime with such a prominent witness around. If they refuse, the girl will continue to follow them, hurling sticks, rocks and other debris into their midst with a distressing accuracy. This situation, if allowed to continue for any period of time, would increase the thieves' chances of being spotted by 25%, due to the high numbers of crashes, thuds, and screams of pain likely to result.

CHARACTER DESCRIPTIONS FOR SUGGESTED RANDOM ENCOUNTERS

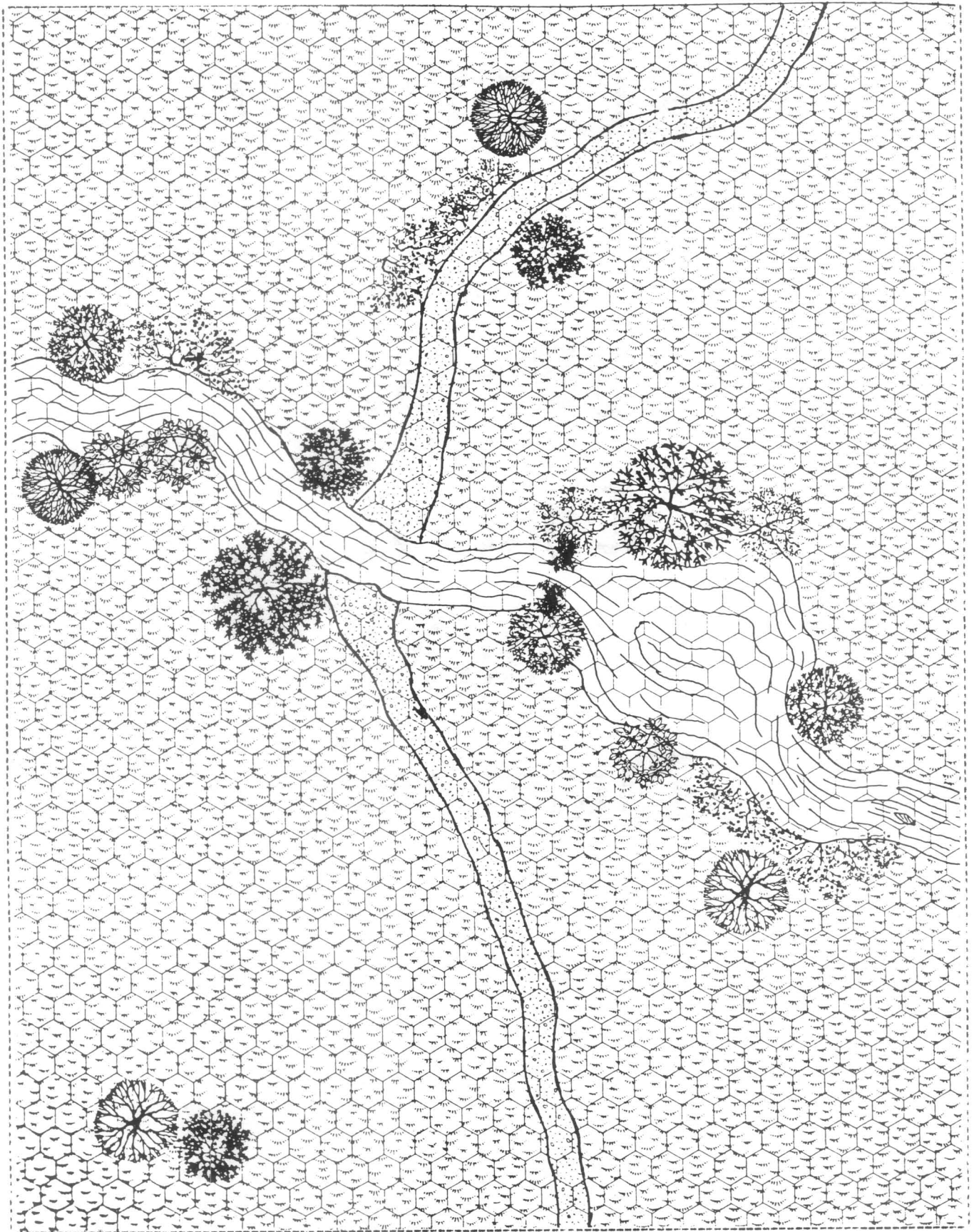
NAME	CHARACTER	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
1. Daves		INT HU THF	9	13	11	14		7	BOWKN	9	1D8		LTH 4	18
Lattimore(1)		VET HU THF	7	16	12	12		9	DGR	6	1D4		CLO 4	23
2. Priests		INT MX PRI	9	11	14	10		12	QSTF	10	1D6		CLO 2	19
Fighters		INT MX FTR	14	11	12	14		10	MACE	5	2D4		LTH 5	24
4. Bos'n		VET HU THF	9	14	15	11		15	BDSWDe	5	2D8		CLO 5	24
Seamen 1-4		INT MX FTR	15	12	10	16		8	CLUB	5	1D6		CLO 2	28
Seamen 5-12		GR MX FTR	13	11	11	12		10	CLUB	8	1D6		CLO 2	17
5. Toughs 1-4		GR HU FTR	11	9	11	12		10	CLUB	8	1D6		NON 0	18
Toughs 5-8		GR HU FTR	8	11	9	10		12	FISTS	6	1D4		NON 0	16
Bear			20	10	15	22	3	19	PAW	3	1D8		ANH 4	80
									BITE	5	1D6			
									HUG		2D6	(2)		
7. Constables 1-3		VET MX FTR	10	13	9	11		14	1BBAX	3	1D10	(3)	CHN 6	31
Constables 4-7		INT MX FTR	12	10	12	13		10	L BOWe	-1/4/7	1D6		C/S 7	34
									BDSWD	4	2D6			
8. Cavendish		GR HU FTR	11	14	16	8		8	RAPR	6	1D12		LTH 5	23
11. Escapee		INT HU THF	17	13	10	11		10	FISTS	7	2D4		NON 0	26
Foreman		INT HU FTR	11	10	7	9		12	WHIP	12	1D8	(4)	L/S 5	20
									SHSWD	7	1D6	(5)		
12. Yok		VET HU THF	4	12	10	8		11	BLWGNe	4	1D2		NON 0	14
Porters 1-4		INT HU THF	16	9	9	10		12	CUDGEL	6	2D4		NON 1	29
13. Adrena		INT EL THF	9	14	13	13		10	BDSWD*	-1	2D12	(6)	LTH 4	26
									RAPRe	2	2D6			
									KNIFE	7	1D5			
15. Dogs 1-6			16	13	15	12	3	11	BITE	3	1D6	(7)	ANH 3	35
19. Doralak		EL HU THF	11	19	16	9		15	RAPRe	-2	2D8	(8)	LTH 7	26
									MNGCHe	-1	1D6			
Thonnk		VET HU FTR	17	16	17	15		10	GRSWDe	-1	3D10		LTH 6	42
Arnik		VET HU FTR	19	10	12	12		13	2BBAXe	2	2D12		LTH 5	39
20. Girl		GR HU THF	8	18	16	8		8	ROCKS	3/8/13	1D4		NON 0	13

- (1) Lattimore has a 55% chance of Picking Pockets, and a 60% chance of Moving Silently.
- (2) If bear hits a single victim with both paw attacks on the same melee round (MR), he will also hug for additional damage automatically.
- (3) Constables' battleaxes have sharpness giving a bonus of +1 to the wielder's hit prob.
- (4) Whip can be used to try and tangle the legs of a foe; if successful, foe will be tripped and on the ground for 1D6 MR. Any fumble by the foreman will result in his own legs being tangled.
- (5) When faced with serious problem, foreman will drop whip, unsling shield, and draw shortsword.
- (6) Magical weapon described in Encounter 13.
- (7) Each dog bites a single foe 1D3 times in each MR. Dogs will attack only in self-defense.
- (8) Doralak is a master of two-weapon technique; he may strike with both weapons in a single MR with no penalty to hit prob of either weapon.

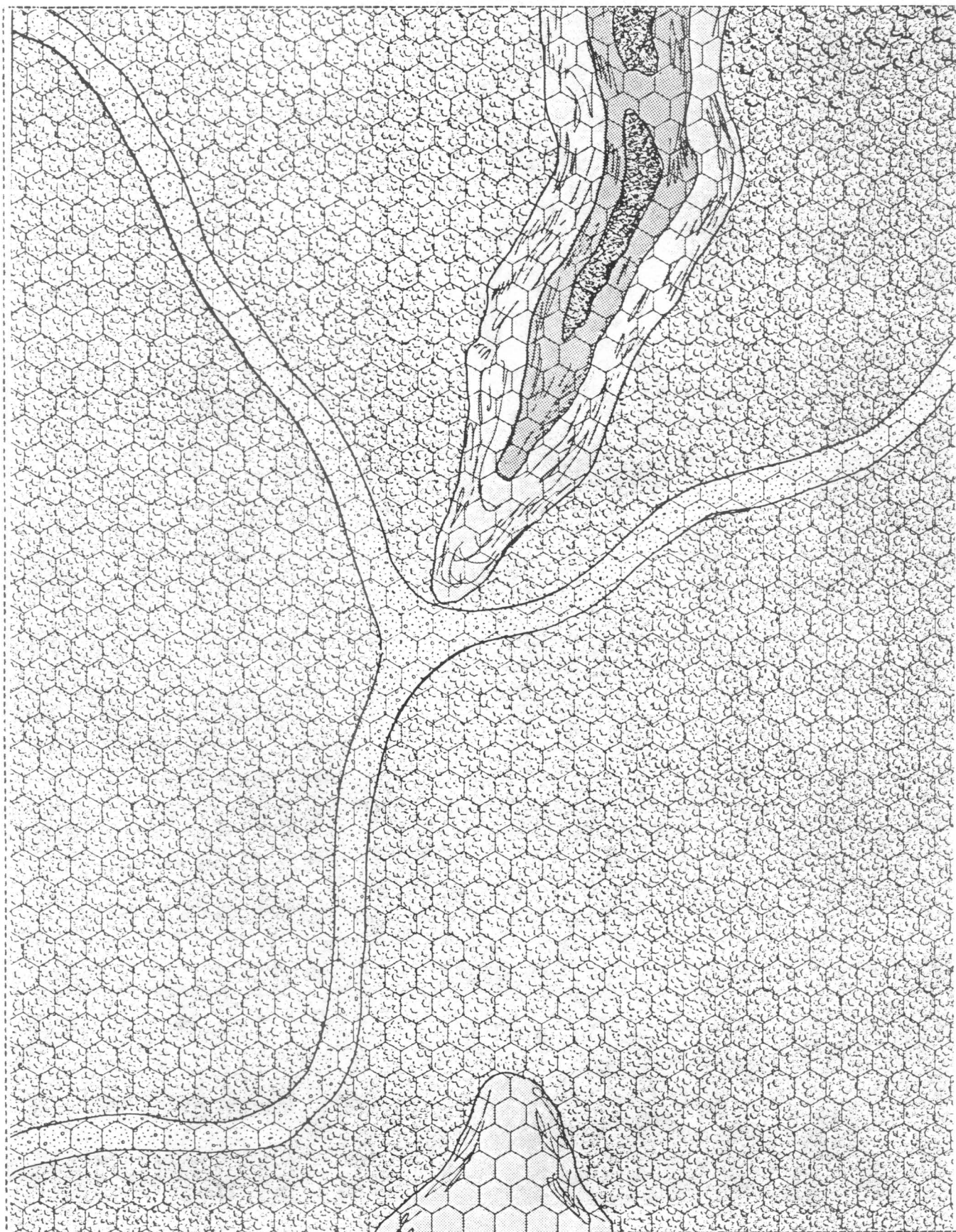
SECTION III

Maps, Charts, and Diagrams

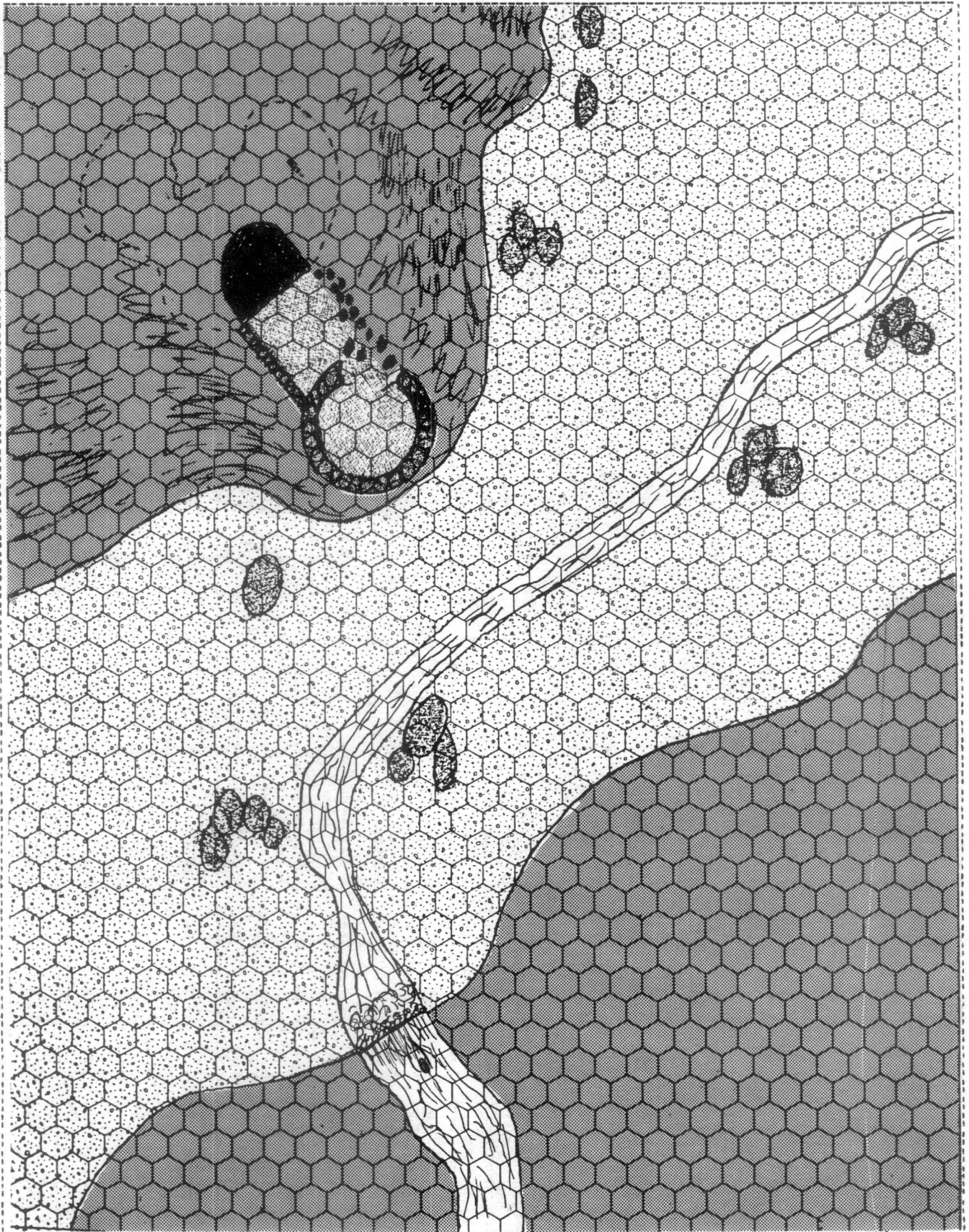
PLAYERS' MAP - TERRAIN: CLEAR



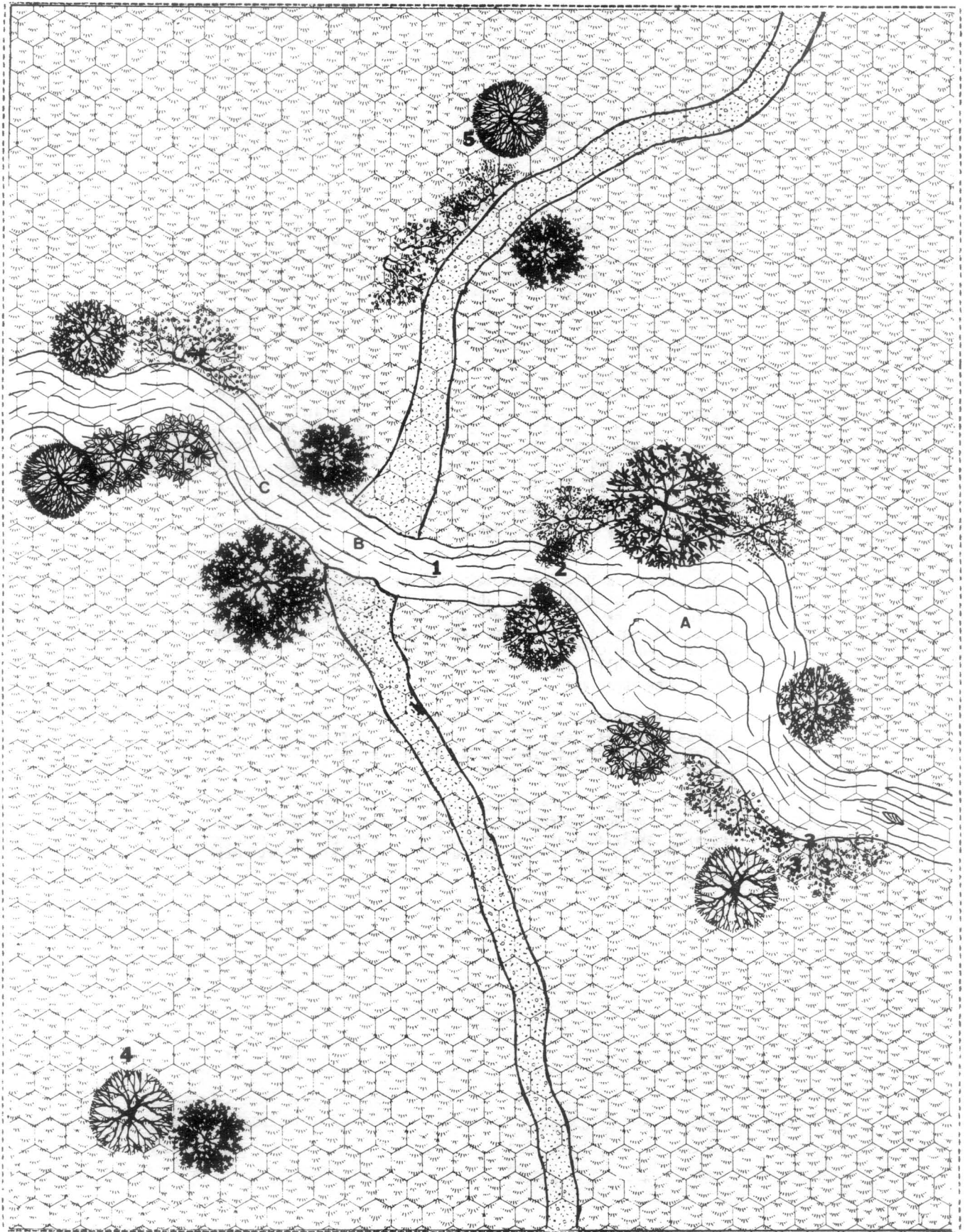
PLAYERS' MAP - TERRAIN: FOREST



PLAYERS' MAP - TERRAIN: MOUNTAIN



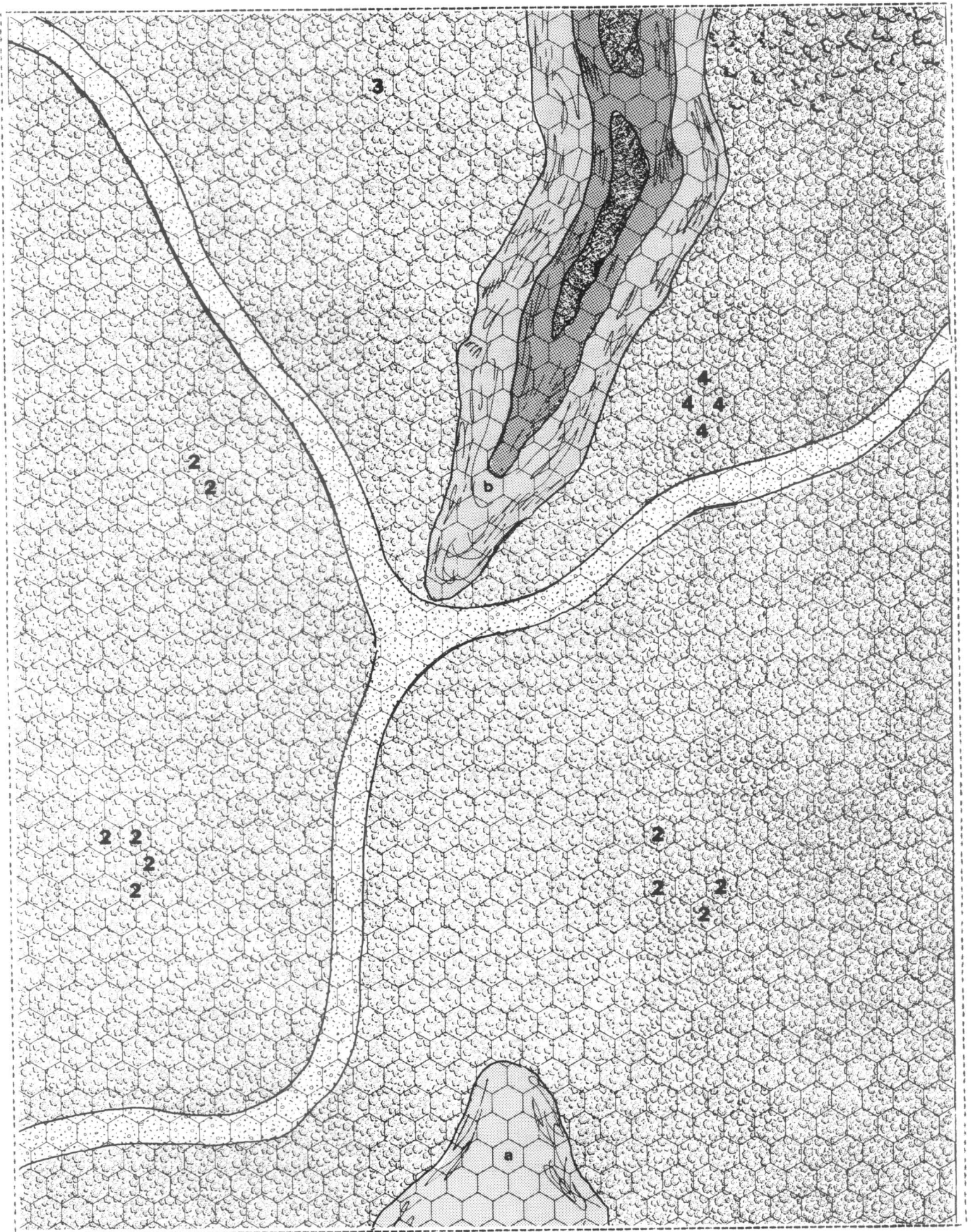
GAMESMASTER'S MAP - TERRAIN: CLEAR



GM NOTES FOR TERRAIN: CLEAR

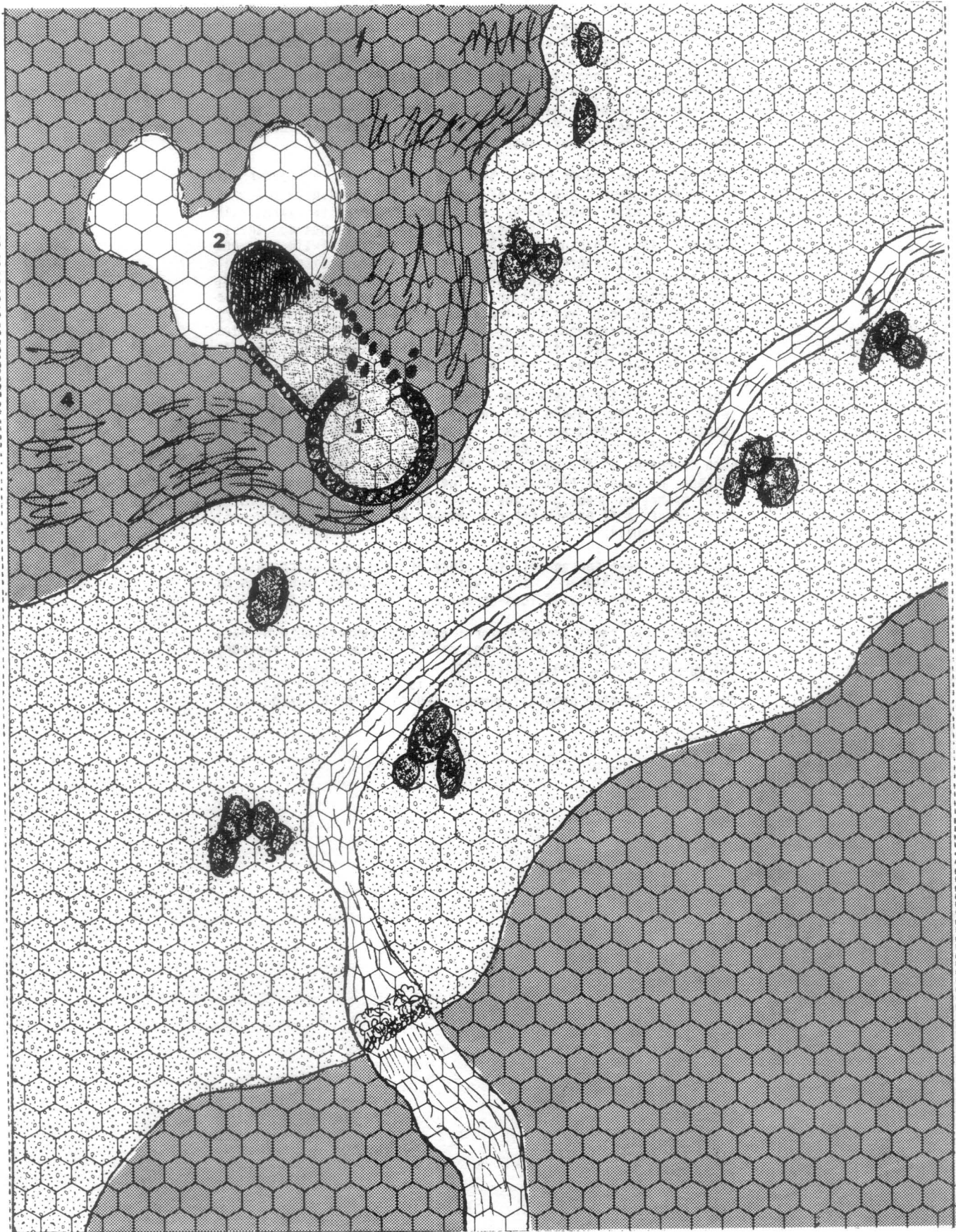
- 1) Generally speaking, the section of stream presented on this terrain map is about 2 1/2 to 5 feet deep; the currents are relatively calm here, and the bottom is fairly level. Near point A, there is a steep drop-off; the depth of the water exceeds 10' in this immediate area. At the ford (point B), the water is quite shallow (6" to 2'), permitting travelers and wagons to pass through at 1/4 normal speed. If characters become engaged in combat while in the water, they fight at a -3 to their usual hit probability. After the first pair of trees south of the ford (point C), the ground slopes downward, causing the current to pick up speed. If characters enter this portion of the river moving rapidly, they must make a REF saving roll to keep their balance. If players at either point A or C are thrown underwater, and do not know how to swim, they will take 1D6 of water inhalation damage per melee round (armor does not absorb) until they are rescued or reach a shallow area. Points B and C are readily noticeable to anyone who walks the length of the stream bed on this map (90% identification), while the deepening of the pool is difficult to observe from land (15% chance, 90% if someone swims through the area).
- 2) At this point along the stream, the players can see the remains of a beaver dam (sticks, mud, and assorted refuse). Several poisonous water snakes now make their home in this mire. If this area is somehow disturbed by the thieves or the caravan members, there is a 40% chance that 1D4 snakes will investigate. Snakes have 20 HTK and an EAC of 5; they bite twice per melee round, HACO = 7, doing 1D4 damage. They also inject a Level 6 poison on each successful strike (make STM saving roll to take 1/2 damage). There is a 20% chance that this feature will be noticed by the thieves if they spend a substantial amount of time in this area of the map.
- 3) The bushes in this area contain golden flowering berries that have known medicinal value. There are enough berries to brew 12 portions of a herb tea; each use will cure 1D6 hits. A Master of First Aid has a 60% chance of recognizing the value of the berries, and a character with normal training in first aid has a 25% chance; all other characters have only a 10% chance of identifying their use.
- 4) This tree contains a large hollow area in the base that can be used as a storage place for small items of collected booty. This landmark is readily noticeable to any group making an organized search of the area (75% chance).
- 5) Here, a simple stone marker (uninscribed) sits atop some obviously recent spadework. It is a gravestone, covering the decaying skeletons of two human-sized creatures, and nothing more. There is a 50% chance that a character walking nearby will notice the gravesite.

GAMESMASTER'S MAP - TERRAIN: FOREST



GM NOTES FOR TERRAIN: FOREST

- 1) General notes on visibility in this terrain: For the most part, this segment of the map should be treated as heavily forested. A character at ground level in a hex away from the road will only be able to see about 5 hexes in any direction; visibility is doubled if the character is up in a tree or alongside the road. A character also receives a 25% bonus to his normal Hide in Shadows chances while in these deeper woods. A character standing on the south ridge of the map (a) can see the entire southern fork of the road, and part way up the other two forks. A character on the lower level of the north ridge (b) can see the entire roadway along that side of the ridge; at higher levels, they can observe the entire map area. However, movement along the upper levels of the ridge is made at Mountainous Terrain rates (see Chapter 2). These restrictions on line of sight should be described to the players whenever they enter a different category of terrain; until they experience it, however, they will have only a vague idea of their limitations.
- 2) These areas are filled with dense, uneven underbrush, brambles, and jagged rock. Movement in these areas is cut to 1/3 regular rates (rounded down); if characters should run into these areas, they must make a DEX saving roll to maintain their speed and balance. If they fail, they take 1D3 of damage. Characters hiding in these sections receive an additional 15% to their chances of Hiding in Cover. If the characters reconnoiter these areas there is a 70% chance they will take note of these features.
- 3) There is a reasonably well-concealed hole in the ground here, covered by loose branches and other debris. The hole was a cache of stolen goods left by another group of thieves that used to frequent this area (now doing time in the local jail). There are a number of small items still concealed here - a rosewood music box in a velvet case (worth 1000 GP), a purse filled with gems (700 GP), and a good set of crockery (16 place settings, worth 1600 GP total). There is a 20% chance that the latter items have been partially destroyed. Characters have only a 5% chance of noticing this hiding place during a general search of the surrounding area.
- 4) A relatively open patch of ground, filled with low vegetation covered with blue and silver bell-shaped flowers. These are Hell's Bells - moving through them will set off a loud clamor of ringing, that will alert almost anyone in the vicinity to the presence of the offender. Characters with outdoor skills (tracking, trapping) will have a 30% chance of recognizing these little nuisances; all other characters will have only a 5% chance.

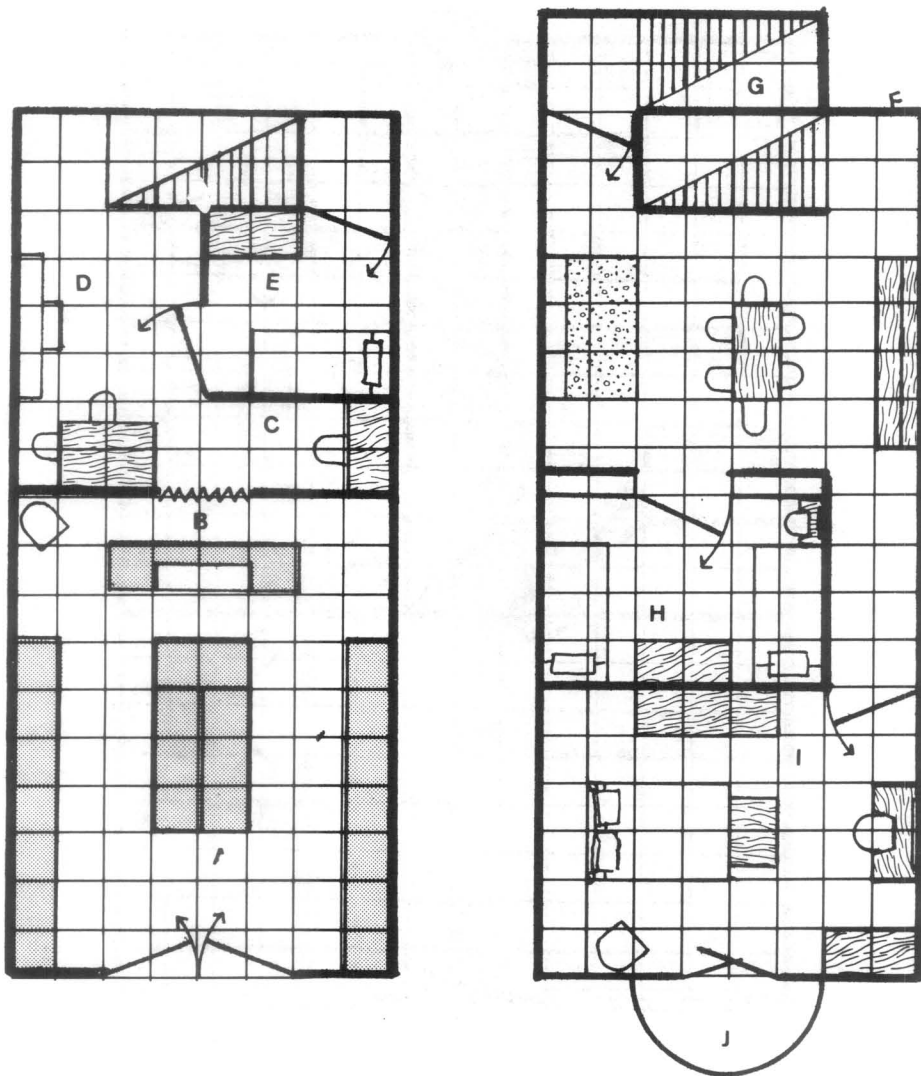


GM NOTES FOR TERRAIN: MOUNTAIN

General Terrain Description: There is no real road on this map - just a somewhat traveled expanse of open area between two cliffsides. The cliff at the western end of the map is a virtually sheer drop of over 500'; the waterfall at the top comes at the end of a swiftly flowing rivulet. The northeastern face is a more gradual incline; treat as normal mountain terrain for movement purposes. Part of the way up the mountainside stands the ruins of an ancient tower.

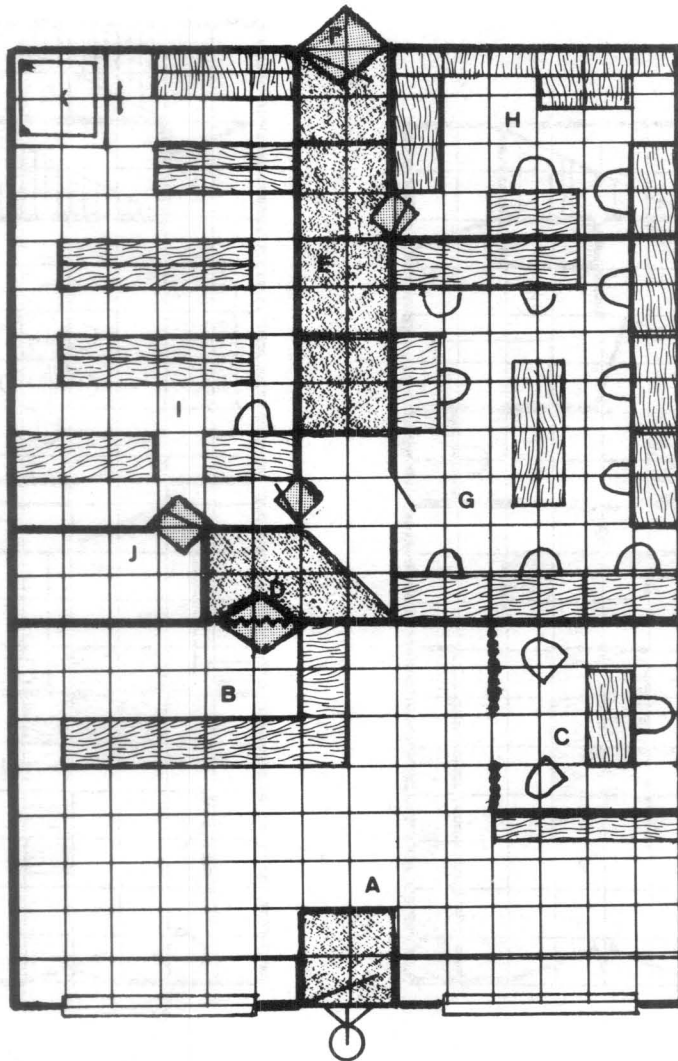
- 1) The Tower: The tower stands 50' feet high, even in its current state of disrepair. A set of winding steps (partially obscured by fallen rock) lead to the top, which has been outfitted with missile turrets. The steps, if cleared, are not dangerous; however, the flooring of the tower is weakened with age, and there is a 10% chance per person that the floor will collapse if the tower area is entered (thus if a ten person party ascended, the structure would certainly collapse around them. From the tower vantage, a player can track the approach of other travelers well beyond the boundaries of this map; bowmen stationed on the tower will receive a +5 bonus to their effective armor class for effective concealment of most of their bodies.
- 2) The Cave: At the base of the tower, there is a gaping hole that leads into the bowels of the mountain. The cave within is spacious, and could serve as a hideout for a substantial amount of heisted cargo. Indeed, many others have used the area for such purposes in the past, and there is much debris lying about (though nothing of real value). There are also an abundance of wild mushrooms growing in the cave; they are mildly poisonous if eaten (Level 2 of poison for each mushroom eaten, STM saving roll for 1/2 damage.)
- 3) Words have been carved into the face of this rock outcropping - "Watch out for Stober". This, while a useful sentiment, has no relevance to the play of this scenario.
- 4) In this area, rocks form a natural overhang concealing a 5' deep crevasse suitable as a storage area for booty or a temporary hiding place for a single individual. It takes 2 melee rounds to enter or exit this crevasse. There is a 20% chance that this area can be located during a general search of the hillside.

GAMESMASTER'S DIAGRAM - HELIGOR'S SHOP AND FLAT



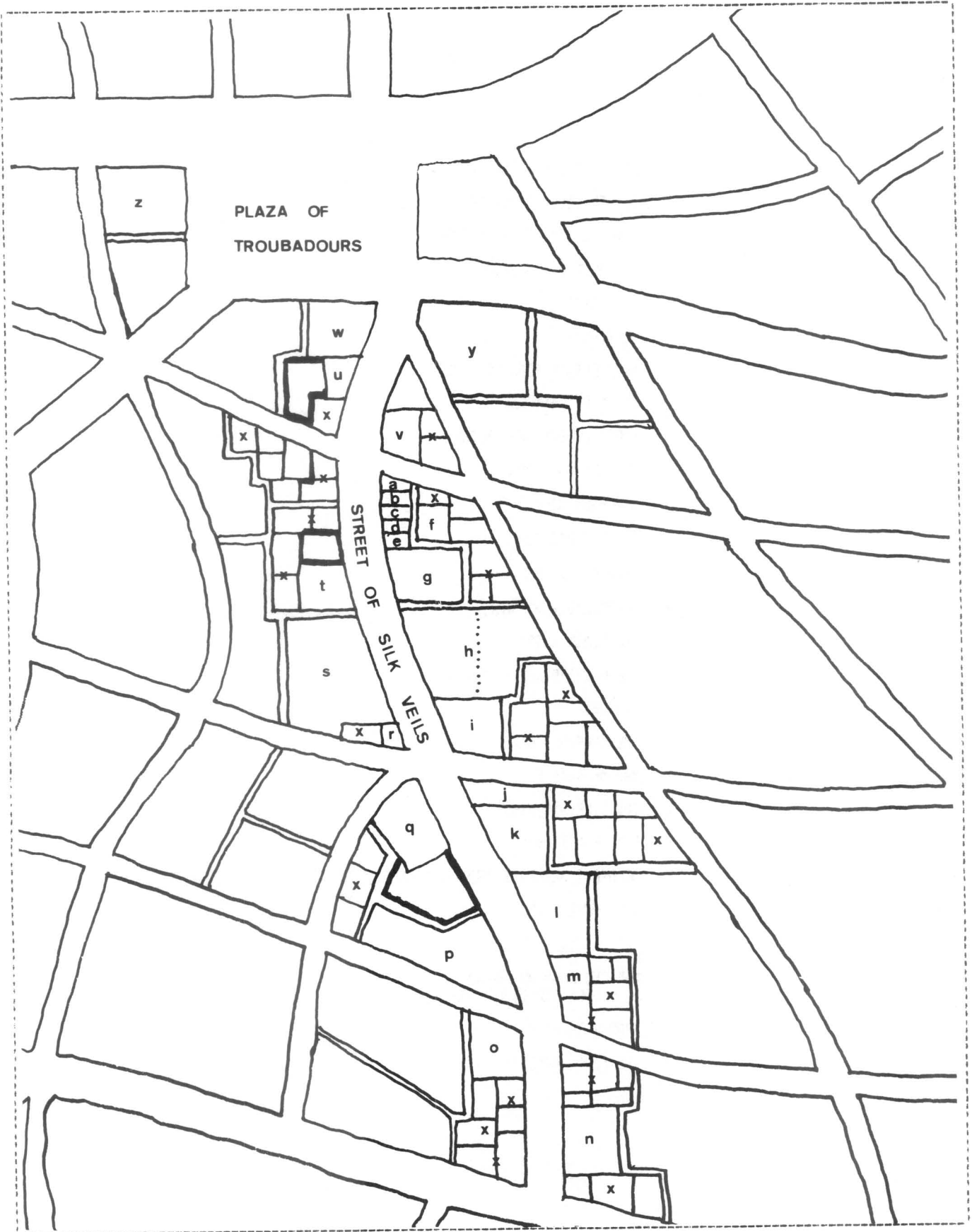
- A.) Entrance and Displays
- B.) Sales Counter and Displays of Valued Items
- C.) Heligor's "office"
- D.) Assistants' living area
- E.) Assistants' sleeping quarters
- F.) Family's living area
- G.) Back entrance and stairs
- H.) Bedroom for Marissa and her brother
- I.) Bedroom for Heligor and Marushka
- J.) Balcony

GAMESMASTER'S DIAGRAM - MAGIC BOOKS & SCROLLS



- A.) Entrance and Window Displays
- B.) Customer Service Area
- C.) Alarikon's Office
- D.) Passageway to Scribes' Workrooms and Library
- E.) Central Passageway
- F.) Rear Entrance
- G.) Junior Scribes' Office
- H.) Senior Scribes' Office
- I.) The Library
- J.) Supply Room and Storage Area
- K.) The Vault

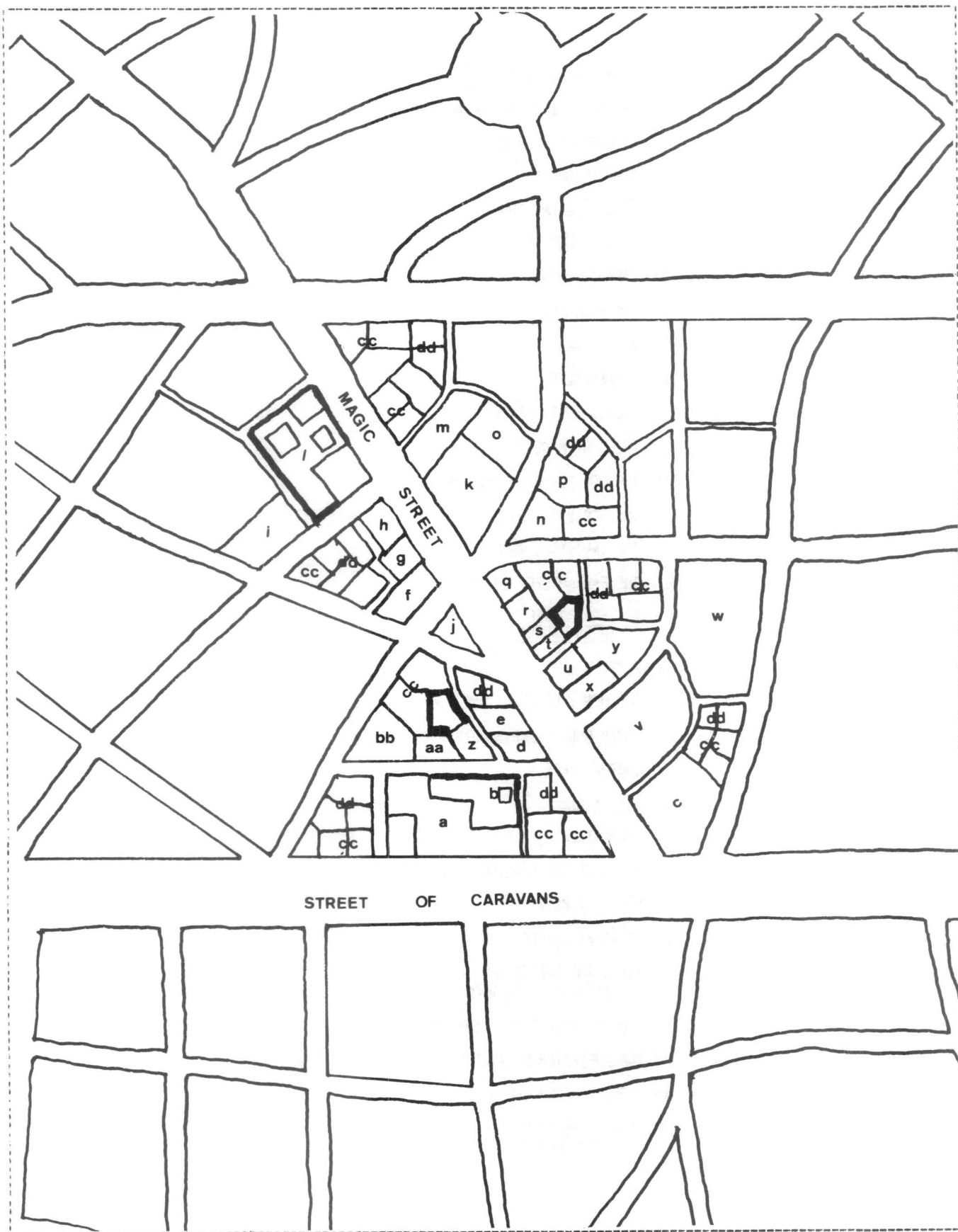
GAMESMASTER'S MAP - THE STREET OF SILK VEILS



LANDMARKS ON THE STREET OF SILK VEILS

- a) THE TROUBLED TROUBADOR
- b) KARKI'S SWEETS AND FLOWERS
- c) BURGALLO'S APOTHECARY
- d) HELIGOR'S
- e) BETTINA'S
- f) MAMA ROSA'S ROOMING HOUSE
- g) THE BLUE LANTERN
- h) ENOS' LIVERY AND SMITHY
- i) THE FOX AND GOOSE
- j) WENCHES' WALK
- k) THE RED ROOSTER
- l) HEAVEN'S GATE
- m) AURODEL'S WINE SHOP
- n) THE BLACK WHIP
- o) THE MUSTARD AND FENNEL
- p) AMBROSIA
- q) THE PERFUMED GARDEN
- r) MADAME RUTH'S
- s) THE SILKEN CHAIN
- t) POTIPHAR'S HOUSE
- u) MORDECAI HEALER'S HOUSE AND SURGERY
- v) THE LOVER'S NOT
- w) THE VIRGIN'S FLUTE
- x) VARIOUS ROOMING HOUSES OF
LITTLE DIRECT CONSEQUENCE
- y) FROD'S THEATER
- z) THE BLUE HARPER

GAMESMASTER'S MAP - MAGIC STREET

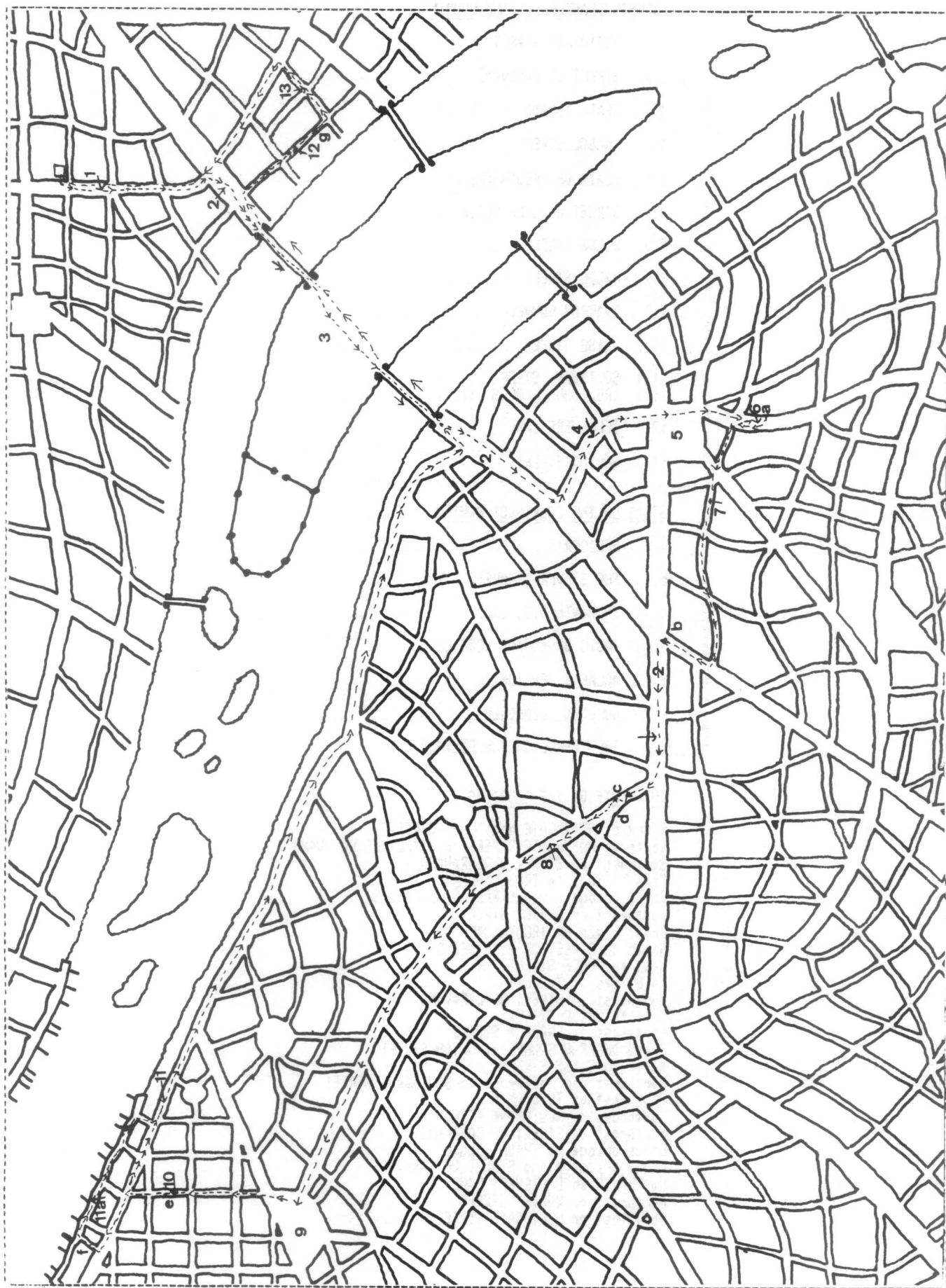


LANDMARKS ON MAGIC STREET

- a) MYSTIC VALLEY TAVERN AND INN
- b) GROUNDSKEEPER'S COTTAGE
- c) PUBLIC SQUARE
- d) YE APOTHECARY SHOPPE
- e) MAGIC BOOKS AND SCROLLS
- f) FARSPEAKER'S
- g) THE PENTACLE
- h) EYE OF NEWT
- i) STARKINDLER
- j) ILLUSIONISTS' PARK
- k) GUILD OF MAGES
- l) THE COLLEGE OF MYSTIC ARTS
- m) THE SCRIBES' GUILD
- n) THE INVISIBLE SHOP
- o) THE ENCHANTERS' GUILD
- p) R. THOR GOFREE
TALENT SCOUT
- q) PIPER'S
- r) THE HOUSE OF ILLUSIONS
- s) EMPTY SHOP (FERDINAND'S)
- t) UNUSUAL PETS
- u) HIRE-A-MAGE
- v) ENCHANTMENTS, LTD.
- w) THE HOUSE OF HEALING
- x) WEAVER'S PLUS
- y) HECATE'S CIRCLE
- z) HOUSE AND GARDEN OF
THADDEUS CHISELWICK
- aa) HOME OF COLCHESTER TIBBITS
- bb) HOME OF ARTEMUS FARADAY
- cc) MISCELLANEOUS SHOPS
- dd) PRIVATE RESIDENCES
OF VARIOUS MAGES

GAMESMASTER'S MAP - THE CITY OF HAVEN

THE ROUTE OF THE COURIERS



STREETS TRAVELED BY THE COURIERS

- 1.) NORTHGATE STREET
- 2.) STREET OF CARAVANS
- 3.) TRADE ISLAND
- 4.) GAMBOL STREET
- 5.) PLAZA OF TROUBADORS
- 6.) STREET OF SILK VEILS
- 7.) ROUGE STREET
- 8.) MAGIC STREET
- 9.) DWARROW SQUARE
- 10.) GLISS STREET
- 11.) SOUTHBANK STREET
- 11a) TROD DHUM (FOOLS' WALK)
- 12.) BELIEVERS LANE
- 13.) WORTHY STREET

STOPS ON THE COURIERS' ROUTE

- a.) HELIGOR'S
- b.) THE SILVER TRUMPET
- c.) ENCHANTMENTS, LTD.
- d.) MAGIC BOOKS AND SCROLLS
- e.) MALAKKI JEWELSMITH
- f.) GURUDOM, CHANDLER
- g.) THE TEMPLE OF THE EMERALD GOD

THE ROUTE OF THE COURIERS

Start at NORTHGATE and Jewel STREETS
South on NORTHGATE STREET to STREET OF CARAVANS
Southwest on STREET OF CARAVANS
Cross bridge to TRADE ISLAND
Cross bridge along STREET OF CARAVANS
Southeast on GAMBOL STREET
Cross PLAZA OF TROUBADORS
South on STREET OF SILK VEILS
West on ROUGE STREET
(4 blocks to Junket)
Northeast to STREET OF CARAVANS
West to MAGIC STREET
Northwest to DWARROW SQUARE
Cross DWARROW SQUARE to GLISS STREET
North on GLISS STREET
Northwest and Southeast on SOUTHBANK STREET
Southeast on TROD DHUM
Southeast on SOUTHBANK STREET
Northeast on STREET OF CARAVANS
Cross bridge to TRADE ISLAND
Cross bridge along STREET OF CARAVANS
Southeast on BELIEVERS LANE
Northeast on WORTHY STREET
Northwest on NORTHGATE STREET to Jewel Street

APPENDIX CHARACTER CONVERSION TO FANTASY SYSTEM RULES FROM VARIOUS FRP SYSTEMS

Those players who have had experience using other fantasy role-playing systems may wish to adapt favorite characters from those systems for use with these scenarios. The following instructions identify two simple procedures which may be used to complete such a character conversion.

ESTABLISHING CONSISTENCY WITH CHARACTER REQUISITES

Table A-1 shows the player how to translate the requisite characteristics rolled in a number of other widely used FRP systems into the ten character requisites needed in the FANTASY SYSTEM in order to make saving rolls against character abilities.

TABLE A-1

Fantasy System	Other FRP Systems			
	C & S	Runequest	AD & D	T & T
STP	STR	STR	STR	STR
CDN	DEX	DEX	DEX	DEX
REF	DEX	DEX	DEX	DEX
STM	CON	CON	CON	CON
DSC	WIS	INT	WIS	INT
IQ	INT	INT	INT	INT
TAL	INT	POW	INT	INT
MP	CON	POW	CON	LK
MAG	CHA	CHA	CHA	CHA
APP	APP	CHA	CHA	CHA

TRANSLATING ACCRUED EXPERIENCE INTO FANTASY SYSTEM ADVANCEMENT

Most of the characters to be converted will have participated in previous adventures and gained some experience in fighting and thieving skills. This previously accrued experience can be translated into an equivalent level of advancement in the FANTASY SYSTEM rules.

ADVANCED DUNGEONS AND DRAGONS (AD & D)

CHIVALRY AND SORCERY (C & S)

Like the FANTASY SYSTEM, the sets of rules for Chivalry and Sorcery and Advanced Dungeons and Dragons measure gained experience in terms of experience points; both systems provide a distinct character class for thieves, with separate rules for earning experience. By comparing these EP rules with the FANTASY SYSTEM experience rules under a representative set of situations,

it was possible to construct an overall rule for transferring earned experience between systems, as follows:

1 EP earned in AD&D =
.7 EP under FANTASY SYSTEM rules

1 EP earned in C&S =
.6 EP under FANTASY SYSTEM rules

Table A-2 indicates the overall effects of these rules on the comparability of experience levels between the three systems.

TABLE A-2

C & S Level Attained	Equivalent F S Level	AD & D Level Attained	Equivalent F S Level
2nd	2nd	2nd	1st
3rd	3rd	3rd	2nd
4th	4th	4th	3rd
5th	5th	5th	4th
6th	6th	6th	5th
7th	7th	7th	6th
8th	7th	8th	7th
9th	8th	9th	7th
10th	8th	10th	8th
11th	9th	11th	8th
12th	9th	12th	10th
13th	10th	13th	11th
14th	11th	14th	13th

RUNEQUEST (R Q)

Runequest characters gain experience in an entirely different manner. Each time they successfully utilize a fighting, thieving or other ability during an adventure, they receive an opportunity to learn from this experience and improve their percentage chances of success. As player thieves advance levels in the FANTASY SYSTEM rules, they automatically are assumed to have achieved similar improvements in capabilities. Thus, a system was devised that numerically measures the progress of a Runequest character over time, and translates that value into an equivalent measure of FANTASY SYSTEM experience. The Runequest character receives the following awards for gained experience in various skill categories:

1 point for every 5% improvement to basic abilities in the eight thieving skill areas measured in the FANTASY SYSTEM:

Locate Trap
Disarm Trap
Pick Locks
Pick Pockets
Hide in Cover
Move Silently
Listen
Climb

1 point for every 10% improvement to basic abilities in other skills taught by the Thieves' Guild in the Runequest Rules:

Sense Ambush
Spot Hidden
Jumping
Taste Analysis
Camouflage

1 point for every 20% improvement to basic linguistic abilities in either one's own or any other languages.

1 point for every 20% improvement to basic weapon hit probability.

Sum up the point totals from these four categories, and find the equivalent FANTASY SYSTEM experience level:

TABLE A-3

Total R Q Experience Points Accrued	Equivalent F S Experience Level	Total R Q Experience Points Accrued	Equivalent F S Experience Level
1-6	1st	53-58	8th
7-13	2nd	60-66	9th
14-23	3rd	67-74	10th
24-29	4th	75-81	11th
30-37	5th	82-89	12th
38-45	6th	90-96	13th
46-52	7th	97-103	14th

In addition to satisfying this general conversion schema, Runequest characters have to satisfy certain basic conditions before they can attain certain experience levels:

Before attaining 4th level, a character must have improved its basic abilities with one weapon by at least 25%.

Before attaining 7th level, a character must have achieved hit probability of 70% with one weapon, and a 50% hit probability with another weapon.

Before attaining 11th level, a character must have achieved a hit probability of 90% with one weapon, and a 75% hit probability with another weapon.

If these additional conditions are not met, the character would be viewed as equivalent to a 3rd, 6th, or 10th level FANTASY SYSTEM thief, even if it has gained the experience points necessary for a higher level.

TUNNELS AND TROLLS (T & T)

The Tunnels and Trolls system, although it also uses acquired experience points as the measure of character advancement, has the least correspondence with the FANTASY SYSTEM structure. T&T has no Thief class; indeed, it makes no recognition of thieving abilities in its consideration of whether a character can find a secret door or open a locked box. Furthermore, as characters advance levels, they are given the opportunity to increase their initial requisite characteristics, which greatly increases their relative capabilities in a mixed-system universe. Finally, the actual number of experience points awarded for a successful combat or treasure-hunting expedition are much lower than the amounts that would be awarded under the FANTASY SYSTEM rules. Consequently, a mid-level T&T character actually has abilities consistent with those of a very high FANTASY SYSTEM character:

TABLE A-4

T & T Level Attained	Equivalent F S Experience Level
2nd	3rd
3rd	5th
4th	6th
5th	7th
6th	8th
7th	9th
8th	11th
9th	13th
10th	15th

However, the converted character must also subtract any additions to requisite characteristics he has made as a result of level advancements he has accomplished. The resulting character will be of a far different nature than the original; the player should carefully consider the effects of these changes on his game-playing style before making the conversion.

FAMILY BACKGROUND

Die Roll	Family Social Level	Money Dice	GP /Pip	Weapon Trainings	Training Points	Automatic Trainings*
NOBILITY (E)						
991-999	High Nobility	2D6	100	6	10	1, 3, 19, 20(50%)
971-990	Nobility	2D6	50	6	16	1, 3, 19, 20(50%)
901-970	Aristocracy	2D10	25	6	20	1, 3, 19, 20(50%)
GUILD (D) (all guildsmen receive mastery of any 1 skill)						
881-900	Guildmaster	1D8	100	1	16	19, 20, 31, +1
851-880	Guildsman	1D10	25	1	12	19, 20, 31, +1
MERCANTILE (C)						
801-850	Merchant	2D10	50	2	20	19, 20(50%), 31, +1
701-800	Shopkeeper	1D10	20	2	12	19, 20(50%), 31, +1
YEOMANRY (B)						
501-700	Yeoman	2D6	20	3	8	26, 19(40%), 20(50%), 31(20%), +2
551-600	Landed Peasant	1D6	20	2	6	26, 19(20%), 20(50%), 31(10%), +2
151-550	Peasant	1D10	10	2	4	26, 19(10%), 20(50%), 31(10%), +2
RABBLE (A)						
131-150	Freedman	1D100	1	1	2	35, 19(20%), 20(50%), 31(8%), +2
121-130	Gypsy	1D10	5	2	0	41, 42, 31(40%), +2
001-120	Serf	1D6	5	1	0	35, +1

(* The numbers in this column correspond to the numbers assigned to each of the various training fields; percentages in parentheses indicate the chance of having the training; do not check for Writing [#20] unless Reading [#19] has been given or successfully rolled for; "+" indicates fields (not points) that may be freely chosen from the applicable social listings.)

BONUSES AND PENALTIES FOR REQUISITES

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

TRAINING OPPORTUNITIES

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

TRAINING FIELDS

NOBILITY SKILLS

Heritidy
Oratory
Horsemanship

GUILD SKILLS

Complex Mechanics
Carpetry
Glassblowing
Jewellery
Cartography
Architecture
Fine Armory

MERCANTILE SKILLS

Dyeing
Tailoring
Perfumery
Calligraphy
Silversmithing
(Goldsmithing)
Captaincy
Locksmithy
Bookkeeping

YEOMANRY SKILLS

Reading
Writing
Tanning
Blacksmithy
Armory
Tracking
Husbandry
Bowry
Fletching
Coopery
Magistracy

RABBLE SKILLS

Cyphering
Cooking
Netting
Weaving
Service
Trapping
Swimming
(Diving)
Mountaineering
Brewery
Entertaining
Music
First Aid
Teaching

EXPERIENCE POINT AWARDS

EP per hit dealt	NPCs by experience level	Monsters by total HTK
6	GREEN	1-20
9	INTERMEDIATE	21-50
14	VETERAN	51-90
21	ELITE	91-175
30	-----	>175

RACIAL ADJUSTMENTS

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

RACIAL AND REQUISITE THIEVING BONUSES

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

THE STORE OF MANY BARGAINS

WEAPONS

SHORTSWORD	25 GP	BATTLEAXE, 1-BLADE	20 GP	STAFF SLING	4 GP
RAPIER	60 GP	BATTLEAXE, 2-BLADE [1]	35 GP	BOLO	5 GP
BROADSWORD	35 GP	CUDGEL	1 GP	SHORT BOW	30 GP
DAGGER	8 GP	CLUB	1 GP	HORSE BOW	35 GP
STILETTO	7 GP	CLUB, BRASS BOUND [2]	5 GP	LONG BOW	40 GP
POINIARD	10 GP	CLUB, SPIKED [3]	8 GP	LIGHT CROSSBOW	50 GP
MAIN GAUCHE	15 GP	MACE	20 GP	COMPOSITE BOW	100 GP
BOWIE BLADE	40 GP	MACE, SPIKED HEAD [3]	30 GP	BLOWGUN	1 GP
THROWING KNIFE	8 GP	SMALL WAR HAMMER	25 GP	NET	8 GP
HAND AXE	8 GP	THROWING HAMMER	20 GP		
THROWING AXE	15 GP	SLING	2 GP		

WEAPONS ACCESSORIES

ARROW, STEEL HEAD	3 SP	BLOWGUN DARTS (BAG OF 50)	3 GP	SHOULDER BELT	2 GP
ARROW, SILVER HEAD [4]	25 SP	BOW CASE, WOOD	8 GP	KNIFE BELT (HOLDS 8)	2 GP
ARROW, FIRE [4]	1 GP	BOW CASE, LEATHER	2 GP	SCABBARD, LEATHER	2 GP
ARROW, FIREBOMB [5]	8 GP	QUIVER (HOLDS 40 ARROWS)	25 SP	SCABBARD, METAL	20 GP
CROSSBOW QUARREL, STEEL	2 GP	BOWSTRING	15 SP	SHEATH, LEATHER	1 GP
QUARREL, SILVER-TIPPED [4]	10 GP	QUARREL BELT CASE (HOLDS 30)	5 GP	SHEATH, METAL	5 GP
SLING STONES (POUCH OF 10)	1 GP	CROSSBOWSTRING	25 SP		
THROWING DART	1 GP	SWORD BELT	2 GP		

- [1] If first attempt to hit misses, receives chance to hit on return swing in same melee round.
 [2] If not brass-bound, club has 25% chance of shattering on each successful blow.
 [3] Spikes add 1D3 to normal weapon damage.
 [4] These special missiles do normal amounts of damage, but may be necessary to affect certain types of creatures (trolls, vampires, etc.)
 [5] On a hit, firebomb does 1D8 of damage that melee round, and 2D8 of damage in the succeeding melee round.

ARMOR AND ACCESSORIES

CHAIN SUIT	500 GP	QUILTED SUIT	5 GP	SMALL SHIELDS*	
CHAIN SHIRT	200 GP	QUILTED SHIRT	3 GP	LEATHER	5 GP
CHAIN PANTS	250 GP	QUILTED ACCESSORIES	3 GP	OAKEN	3 GP
CHAIN ACCESSORIES	100 GP			STEEL	25 GP
LEATHER SUIT	60 GP	NORMAN HELM	10 GP	LARGE SHIELDS*	
LEATHER SHIRT	25 GP	LEATHER HELM	7 GP	LEATHER	8 GP
LEATHER SKIRT	15 GP	QUILTED COIF	2 GP	OAKEN	5 GP
LEATHER ACCESSORIES	25 GP			STEEL	35 GP

* Shields of the two sizes may absorb appropriate amounts of damage according to the material of which they are made. When this damage has been absorbed, the shield is considered destroyed, and useless as far as any bonus to armor class is concerned. Leather absorbs 12 and 20, oaken 20 and 30, and steel 35 and 50.

MOUNTS

(The prices below are for unbroken, average quality horses; for poor quality, subtract 50%; for good quality, add 100%; for excellent, add 200%; for superb, add 400%.)

LIGHT HORSE	40 GP	HEAVY HORSE	150 GP
MEDIUM HORSE	80 GP	SUPERHEAVY HORSE	350 GP

EQUIPMENT AND TRAINING

SADDLE	25 GP	BREAKING TO SADDLE (takes 1 week)	35 GP
PACK SADDLE	10 GP	BASIC TRAINING (takes 1 month)	100 GP
TACK	10 GP	GOOD TRAINING (takes 6 months)	500 GP
SADDLEBAGS	15 GP	COMBAT TRAINING (takes 2 years)	2500 GP
BOARDING (one week) Normal care	5 GP	(All training requires payment of boarding costs, for whatever period of time.)	
Quality care	15 GP		

THE STORE (cont.)

EQUIPMENT

MALLET (workman's hammer) [1]	2 GP	LANTERN, CANDLE	8 GP	BLANKET, WOOL	3 GP
BELT KNIFE [1]	3 GP	LANTERN, OIL		SLEEPING BAG, WOOL	12 GP
HATCHET [1]	10 GP	(1/2 hour per ounce)	12 GP	SLEEPING BAG, FUR-LINED	40 GP
WOODSMAN'S AXE [1]	12 GP	CANTEEN (1 quart)	5 GP	CAMPSTOVE	15 GP
SPIKES, IRON (1 dozen)	2 GP	BACKPACK, CANVAS (25 pounds)	3 GP	RACK and SPIT	6 GP
MARBLES, CLAY (bag of 50)	8 SP	BACKPACK, LEATHER (60 pounds)	8 GP	KETTLE, COPPER (3 gallons)	5 GP
MARBLES, GLASS (bag of 20)	5 GP	SACK, SMALL (10 pounds)	5 SP	POT, IRON (2 quarts)	4 GP
CALTROPS, SMALL (bag of 30)	3 GP	SACK, MEDIUM (40 pounds)	1 GP	Set of UTENSILS	2 GP
CALTROPS, LARGE (bag of 10)	5 GP	SACK, LARGE (100 pounds)	2 GP	CARVING KNIVES	15 GP
SALVE (5 applications) [2]	50 GP	BELT POUCH	1 GP	VIAL, GLASS (1 ounce)	2 GP
OPIMUM (5 uses)	150 GP	MONEY BELT	3 GP	BOTTLE, GLASS (8 ounce)	4 GP
BANDAGES (for 20 wounds)	4 SP	MIRROR, STEEL	5 GP	(32 ounce)	8 GP
SPLINTS (for 10 limbs)	5 SP	MIRROR, SILVER	15 GP	CONTAINER, LEATHER (6 ounce)	6 SP
NEEDLES (packet of 10)	1 GP	ROPE, HEMPEN (50 feet) [3]	1 GP	(32 ounce)	1 GP
THREAD (spool, 100 yards)	2 GP	ROPE, ELVEN (50 feet) [3]	5 GP	FLAGON, METAL (32 ounce)	15 SP
HEMLOCK (1 ounce, level 32)	250 GP	ROPE, SILKEN (20 feet) [3]	10 GP	CORKS (20 assorted sizes)	3 SP
SCORPION VENOM		CHAIN (per foot)	2 GP	COFFER (1.5 cubic foot) [4]	4 GP
(1/4 ounce, level 20)	**	GRAPPLING HOOK	8 GP	(3.0 cubic foot) [4]	8 GP
BELLADONNA (1 bunch, level 8)	10 GP	FIRE KIT	1 GP	CHEST (16.0 cubic feet) [4]	20 GP
TORCH (lasts 2 hours)	1 CP	LIQUID SKIN (2 quarts)	1 GP	SCROLL CASE, LEATHER	
CANDLE (lasts 1 hour)	3 CP	(2 gallons)	2 GP	(holds 2 scrolls)	4 SP
CANDLE (lasts 8 hours)	4 SP	PUPTENT (2 person)	10 GP	SCROLL RACK	
OIL, LUEL (8 ounce flask)	2 GP	TENT (per person)	20 GP	(holds 12 scrolls)	5 GP
PARAFFIN (5 pound block)	15 SP	COT, FOLDING	20 GP	MUSICAL INSTRUMENTS [5]	**

- [1] These items are not designed to be used as weapons; if they are so used in an emergency, apply a penalty of 4 to the normal HACO for that type of item.
 [2] One application will relieve 104 points of non-critical damage, including damage from burns.
 [3] Breakage chances: hempen rope - 3% per use, cumulative (on 10th use, chance is 30%), elven rope - 1% per use, cumulative, silken rope - 1% chance on any given use.
 [4] Apply additional costs (at GM's discretion) for locks, traps, binding, etc.
 [5] GM's discretion, depending on type desired (bagpipes should cost a small fortune).

CLOTHING

SUMMER WEAR	2 GP	SANDALS	1 GP
WINTER GEAR	5 GP	BOOTS, SOFT	5 GP
DESERT GEAR	10 GP	WORK	4 GP
COLD LANDS GEAR	25 GP	MOUNTAINEERING	8 GP
CLOAK, WOOLEN	10 GP	WAR	15 GP
VELVET	100 GP	BOLTS OF CLOTH (1 yard wide, 20 yards to the bolt)	
FUR-LINED	75 GP	-WOOL	6 GP
FUR	150 GP	-COTTON	10 GP
VELVET & FUR	200 GP	-SATIN	50 GP
GLOVES, WOOLEN	2 GP	-VELVET	200 GP
LEATHER	6 GP	-SILK	350 GP
FUR-LINED	8 GP		

FOODSTUFFS

FLOUR (20 pound sack)	4 GP	HERBS, DRIED (1 pound)	20 GP
ONIONS (20 pound sack)	1 GP	PEPPER (1 ounce)	75 GP
DRIED BEANS (10 pound sack)	1 GP	SALT, ROCK (1 ounce)	3 GP
LENTILS (10 pound sack)	1 GP	SUGAR, BROWN (1 ounce)	6 GP
BREAD, DARK (1 pound loaf)	3 CP	WHITE (1 ounce)	10 GP
WHITE (1 pound loaf)	2 SP	HONEY (1 pint)	4 GP
VEGETABLES, DRIED (25 pound sack)	10 GP	GARLIC (1 clove)	1 GP
FRUITS, DRIED (10 pound sack)	10 GP	BRANDY (1 quart)	50+ GP
SAUSAGE, SMOKED (10 pounds)	2 GP	WHISKEY (1 quart)	75+ GP
HAM, SMOKED (15 pounds)	8 GP	WINE (1 quart)	1+ GP
BACON, SIDE (20 pounds)	4 GP	TEA (40 cups worth)	20 GP
MEAT, SALTED (25 pounds)	6 GP	COFFEE (20 cups worth)	25 GP
FISH, SALTED (10 pounds)	3 GP	LIME JUICE (1 quart)	40 GP
CHEESE (30 pound wheel)	10 GP	IRON RATIONS (1 meal)	1 GP
HARDTACK (10 pounds)	1 GP	TRAVELER'S RATIONS (1 meal)	7 SP

WEAPONS SPECIFICATIONS

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

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

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

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

HITS TO KILL

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

SPECIALS FOR ROLLED 18'S

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

MOVEMENT RATES

ENCOUNTER SCALE MOVEMENT FACTORS (in hexes per turn)*

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

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

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

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

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

TYPE OF TERRAIN	EFFECTS ON EMF RATES FOR:		
	2-LEGGED	4-LEGGED	FLYING
Rough(hilly, rocky)	1/2	3/4	NE
4+ TYPE OF TERRAIN	2-LEGGED	4-LEGGED	F
Heavily Wooded	NE	1/2	NA[2]
River (at ford)	1/2	3/4	NE
River (no ford)	1/4	1/4	NE

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

NE - No Effect

NA - Movement thru this terrain not permitted.

[1] Burros are exempted from this restriction; may move 1 hex/turn.

[2] Pixies are exempted from this restriction; may move at 3/4 normal rate

CRITICAL HITS AND FUMBLES

CRITICAL HITS

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

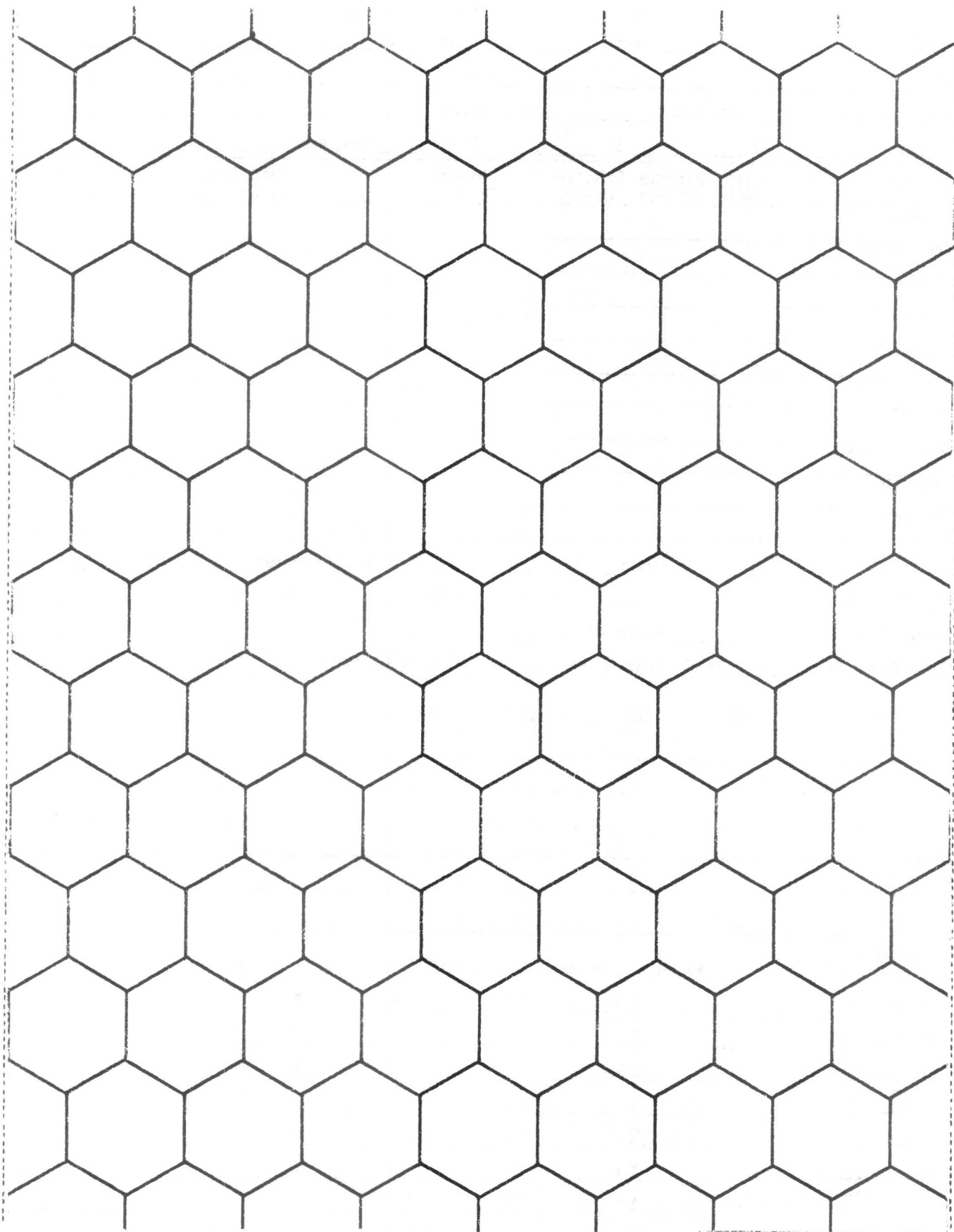
FUMBLES

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

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

THIEVES' GUILD CHARACTER SHEET

Player: _____																																																																	
Class: <u>Thief</u>		Level: _____		EP (+/- %) _____																																																													
Name: _____			Race: _____		M F Tribe: _____																																																												
Hits to Kill (____ sided die): _____			Social Status: _____																																																														
Fortune: _____		GP, _____	SP, _____	CP, _____	Gems, worth _____																																																												
Requisite	Rolled (3D6)	Adjusted for Race	Effective (Armor)	Weapons Trained In	Basic Fields of Training																																																												
Strength	-	-	-																																																														
Coordination	-	-	-																																																														
Reflexes	-	-	-																																																														
Stamina	-	-	-																																																														
Discretion	-	-	-																																																														
Intelligence	-	-	-																																																														
Talent	-	-	-																																																														
Magic Resistance	-	-	-																																																														
Magnetism	-	-	-																																																														
Appearance	-	-	-																																																														
Hit Prob Bonus: _____		Armor: _____		Hits Per Blow: _____ to Maximum: _____																																																													
Missiles Bonus: _____		Shield: _____		Helm: _____ Damage to Armor: _____																																																													
Damage Bonus: +/- _____ D _____		Armor Class: _____																																																															
Dodge Bonus: +/- _____ to AC (natural) +/- _____ to AC (effective)																																																																	
Weapon	HACO	CHP	Damage	Ranges	Notes																																																												
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