

personalities of sanctuary

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**thieves'
world**

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The Third Book in the Thieves' World
Adventure Pack

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Jubal

As an art, role-playing today perhaps most resembles music. The game designers are like composers, the game masters are like conductors, and the players are the members of the group whose music (actions) will make a symphony or a cacophony of the game. Fortunately, no game master is actually burdened with a hundred players—it is easier for a trio or quartet to reach satisfying harmonies.

With this Adventure Pack those harmonies should be reached quickly, for the Thieves' World anthology series provides a perfect setting for adventurers, and the anthologies are themselves the cross-fertilized products of a joint venture very similar to that of role-playing. We have striven to make useful every part of this Adventure Pack, and to make every useful part available.

Role-playing games are a cooperative and creative group effort. Many different points of view are blended together simultaneously, and imaginative experience is truly shared.

I would like to point out the people who deserve special thanks for their parts.

Bob Asprin and Lynn Abbey were very cooperative in lending their pet project to our mercies. We solicited additional writings from other contributors in order to flesh out details we felt important for role-playing, but which were not important for the stories (yet).

For instance, it was vital to have detailed descriptions for the city and its parts. Most of this work was done by Midkemia Press. That company is a pair of husband/wife teams who are writers, scholars, and gamers, and whose professionalism is

apparent in what they do. Not only have they done much to make life in Sanctuary understandable and fun to play, but they also met their deadline with precision (editors reading this will appreciate the point). April and Steve Abrams did most of the city and area work, while Anita and Jon Everson did most of the interior detail work. Yurek Chodak is responsible for addition details and the plan of the Vulgar Unicorn, the Aphrodesia House, the sub-continent map, and several more.

The nine designers each are expert in the system to which they contributed. Five of the nine were the original designers of the respective systems! Each made many suggestions contributing to the fullness of the Adventure Pack.

Designers of other systems were invited to contribute, but either failed to supply stand-ins to do the work when they could not, or else failed to meet the deadline. Some game systems were ignored because of anachronistic difficulties, or because the system was relatively unknown at the time of invitation. We hope to update Thieves' World with new systems as appropriate over the years to come.

Eight companies besides Chaosium Inc. contributed to the project. To the observer who thumbs through these books, company participation may seem passive and unimportant, but each organization made efforts on behalf of this supplement beyond what could be expected.

Thieves' World has given me a good feeling from its conception to its completion. I hope some of that is conveyed to you as well.

—Greg Stafford

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Cover illustration is by Victoria Poyser. Steve Perrin, Greg Stafford, and Lynn Willis considered, negotiated, edited and otherwise assembled the Adventure Pack; Lynn Willis was responsible for its production with an assist from Charlie Krank and Yurek Chodak. Theresa Griffin set the type. This book was printed by Lompa Printing. This book is printed in the United States of America.

PERSONALITY SKETCHES

Steve Perrin
Mary Beth Miller
Midkemia Press

The following list of general descriptions features major personalities from **THIEVES' WORLD** and **TALES FROM THE VULGAR UNICORN**. Many of the great and powerful of Sanctuary are passed by, simply because they have not been sufficiently described in the anthologies to give our contributors a handle on how to describe them in any game system. Most of these personalities are in the minor characters list following these thumbnail descriptions of the major characters. The Minor Characters list gives names and short descriptions of occupation or significance; we leave it to your active imaginations to flesh them out for your particular system.

Some of the major personalities listed die or otherwise depart Sanctuary in the course of the stories featuring them. They have been described because you, the gamesmaster, may prefer to be unhindered in either simulating the stories or changing the history of Sanctuary. Bourne might not be killed by the Prince, Masha might have to stay in Sanctuary, Smhee might survive, etc.

The Major Characters are in alphabetical order, as arranged in three groups.

THE PRINCE, RETINUE, and OTHER RANKING OFFICIALS

Arman the Hell Hound — Arman is an arrogant younger son of a poor noble who did not have the temperament to become an officer. As a Hell Hound, he is the sort of policeman whose prisoners often die 'trying to escape, or are injured 'resisting arrest.' He follows Zalbar's orders with a calculated insolence just short of insubordination. Paradoxically, he is incredibly impressed with the Prince and willing to die for him. Arman is slim and wiry, with the distinctive Rankan nose he likes to look down.

—Robert Asprin, *various stories, both volumes*

Bourne — a large brown-haired man with a bushy beard and mustache; he is one of the Hell Hounds who stayed in Sanctuary with the others, but more ambitious to raise his social position. This led him into political intrigue against the Prince. His role in the intrigue was discovered with the help of Hanse Shadowspawn, and Bourne was removed as a Hell Hound. He can be used as a subversive against the Prince (having escaped his death as a traitor) or a Hell Hound (having been reinstated).

—Andrew J. Offutt, *'Shadowspawn,' TW*

Captain Aye-Gophlan — a local boy who made good by becoming an officer in the Rankan military guarding Sanctuary. As such, he is well below the Hell Hounds in rank and still retains most of the thief skills which brought him his commission. His post is the guard post at the corner of Processional Way (PR6). He is a seasoned veteran and quite loyal to the Prince because of his loyalty to the Empire. Aye-Gophlan is tall and burly, but running to seed. His pay is so low that he can only afford military dress, not civilian, so he will be found in armor whether on duty or not.

—John Brunner, *'Sentences of Death,' TW*

Danlis — the daughter of a high born but poor nobleman and acts as lady-in-waiting and confidante/ancilla to Lady Rosanda, Molin Torchholder's wife. She is quite intelligent and loves to manipulate other's lives. Whenever possible, she acts to manipulate Molin, who is mostly unaware of her machinations, being thoroughly conditioned to believe in Rankan male supremacy. Danlis is tall and slender, the cold perfection of her features and alabaster skin belied by the grey eyes and golden hair.

—Poul Anderson, *'Gate of Flying Knives,' TW*

Prince Kadakithis, Imperial Governor of Sanctuary — is slim, in his late teens, idealistic and enthusiastic. He is also intelligent and has excellent awareness of why he is where he is. He is quite fair, when it is possible. The Prince was given the nickname of Kittycat by those contemptuous of his diplomatic rather than tyrannical ways. His wife has sadistic tendencies, so he maintains several concubines as well.

—Robert Asprin, *various stories, both volumes*

Molin Torchholder — the high priest and temple architect of Savankala who was sent to Sanctuary with the Prince's retinue to build 'suitable' temples to the Rankan gods. He originally intended the new temples to surpass the Ilsig temples but due to various events he decreased his ambitions. He is extremely powerful, rich and dedicated to the glory of his pantheon. Molin is the perfect square-jawed, long nosed Rankan bureaucrat/priest.

—Lynn Abbey, *'The Face of Chaos,' TW*

Quag — the oldest of the Hell Hounds and the most stolid. He follows orders as best he can and is best at jobs which do not need an active imagination. He is heavy-set and unlikely to meet a difficulty with anything more subtle than a drawn sword.

—Robert Asprin, *various stories, both volumes*

The first group is the Prince and his Retinue and Officials. These are the invading Rankans who inhabit the Governor's Palace, plus a few city functionaries like Captain of the Guard Aye-Gophlan. These are the people you will meet if you move in government circles or run afoul of the law.

The second group is the residents of Sanctuary, the citizens and denizens who make up the majority of the picturesque population of Thieves' World. From such stalwart citizens as Melilot to the dregs of Jubal, they're all here. Also included in most of the descriptions is a generic description of Jubal's hirelings, the Hawkmarks.

The third group is the transients, the passersby who may or may not be in Sanctuary at any given time. Among them are Cappen Varra and Lythande, as well as caravan master Samlor hil Samt.

The Minor Characters list is strictly alphabetical. Note as well that the character names have not been put in bold type.

Razkuli — the youngest of the Hell Hounds and an ardent follower of Zalbar. Both have an immediate answer for all obstructions, the sword. Zalbar's position of responsibility has tempered him, but Razkuli is impulsively violent. He is dark, slim, and very quick, and is particularly proud of his skills as an archer.

Robert Asprin, *'To Guard the Guardians,' VU*

Tempus Thales — the newest Hell Hound and an enigmatic character dedicated to the Rankan god of war, Vashanka. He has been pledged to the god and can sometimes speak to Vashanka, usually to quarrel. He has been alive for a least three centuries, is a master of all weapons and was granted two gifts by the god—the ability to regenerate and the ability to mask his features so that he cannot be recognized. He hates Jubal the slaver and hunts Jubal's hawkmarks wherever he may find them. Even outside of Sanctuary, he despises all magicians. Because Tempus was sent to Sanctuary on a special commission by powerful interests in the capital, Zalbar has very little control over him. Tempus is 6½ feet tall and brutal-looking when he is not masking his features. Normally he has long blonde hair.

—Janet Morris, *'Vashanka's Minion,' VU*

Walegrin the Mercenary — half-bother to Illyra the seeress. They both had the same father, a Rankan soldier who was cursed by the S'Danzo for seducing a S'Danzo woman. Walegrin feels himself cursed by the same curse and his luck is rarely better than 50/50, good and bad, even though Illyra feels this is nonsense. Walegrin is now wanted for deserting his post, but this may change when the results for his hunt for the formula for Enlibar steel become known. There is no trace of youth left in his features. He is tall and pale, his thick, sun-bleached hair braided into four braids bound by a bronze circlet. He cuts a very barbaric figure, and usually has at least one of his mercenary company with him.

—Lynn Abbey, *'The Fruit of Enlibar,' VU*

Zalbar — captain of the Hell Hounds and a dedicated soldier with nothing but disdain for the city of Sanctuary and its citizens. He is scrupulously honest, not even letting his magically-induced love for Myrtis (see *Residents*) sway his judgments too far. Zalbar's square-jawed face underlines his honesty, and his height makes him well known, even among the uniformed Hell Hounds. Even Tempus is no taller.

—Robert Asprin, *various stories, both volumes*

RESIDENTS

Alten Stulwig — an apothecary, a physician-healer with a shop at WS2. He is not exactly an alchemist, for his knowledge is of plants, not of magical potions. He can be relied on for medical advice and most forms of drugs and poison antidotes. He doesn't mention his poison trade and will often attempt to have pretty matrons of the city pay him for his work with their favors rather than their money. Alten is about 35, of average looks. He is distinguishable on the street by his healer's tunic and the staff he bears, now charred about the tip.

—A.E. Van Vogt, *'The Dream of the Sorceress,' VU*

Amoli — Mistress of the Golden Lily (Lily Garden) the second most powerful madam on the Street of Red Lanterns and the only contender for Myrtis' leadership. She keeps her girls dependent on her through their addiction to *krrf* an expensive drug. She also, is addicted. This often leads her into contact with fairly rough types, since the drug is not easily obtained in any quantity. She is quick to correct anyone confusing her place with the Slippery Lily, a hellhole inside the Maze itself. Rumor has it that she actually owns both establishments, sending her broken-down girls to the Slippery Lily when they no longer meet the standards of the Lily Garden. Though in a tough trade and over 40, she has managed to keep much of her hard-edged beauty. Her major weaknesses are her addiction and a concern for respect. Threatening either will be met with immediate violence, supporting either will gain her assistance.

—Joe Haldeman, *'Blood Brothers,' TW*

Dubro — the quiet, huge smith of the Bazaar who protects ILLYRA and does most of the repair work for the poor in the area. He has little opportunity for combat because he is so obviously big and strong that no one wants to fight him. He specializes in wheelirims, horseshoeing and housewares, but can repair weapons if necessary.

—Lynn Abbey, *'Face of Chaos,' TW*
'The Fruit of Enlibar,' VU

Enas Yorl — considered by some to be one of the three most powerful magicians in the Rankan Empire. He can only be identified by his red, glowing eyes, since he is under a curse which causes him to change shape at unknown but fairly frequent intervals (some say once or more a day). He is seen only in voluminous robes and is a good source of information regarding anything in Sanctuary he's interested in. He has been alive for centuries and is not a fighter but is very quick with his spells. He lives in a palatial residence below Pyrtanis Street in the Jeweler's Quarter. It is reported to be guarded by Basilisks.

—John Brunner, *'Sentences of Death,' TW*

Hakiem — the storyteller is an excellent storyteller, a master of his craft. Old and wizened, he is not a threat to anyone and is universally tolerated, at least in the Bazaar and the poorer areas of the city. However, as his employer JUBAL points out, people often forget that one who talks so much can also hear, making Hakiem a valuable spy. He frequents the Bazaar, selling his stories for coppers to whomever will listen. He can also be found at the large wharf when he is not chased off by the fishermen, who think he steals.

Robert Asprin, *'Hakiem's Tale,' TW*
and others

Hanse Shadowspawn — a young, superbly skillful thief, often seen in the Maze. He is of average height, is wiry and has dark hair and eyes. He always dresses in dark clothing and has a half-dozen or more weapons squirreled about his body. A master skulker and slitherer, he can rob from the most vigilant without being caught, but will not fight unless forced to.

—Andrew J. Offutt, *'Shadowspawn,' TW*
'Shadows Pawn,' VU

Illyra — a half-S'Danzo seeress and diviner. Her magic only reads the past and future, and she has no other magical abilities. She is young and something of an outcast because the other locals don't trust the S'Danzo gypsies and the S'Danzo don't trust the half-breeds. She seems to have inherited the S'Danzo scrying abilities in full. Her divinations always give indications of the future but not absolute predictions. She is the only known S'Danzo who can accurately predict the near-future. She works in the Bazaar and lives with Dubro the smith. She never goes out in public without the heavy makeup and voluminous skirts of a S'Danzo crone, but she is actually young, lithe and vibrant. She is dark-haired and swarthy-skinned like all S'Danzo.

—Lynn Abbey, *'The Face of Chaos,' TW*
'The Fruit of Enlibar,' VU

Hawkmarks — Jubal's strongarm crew of conscienceless mercenaries is responsible for much of his power in Sanctuary. These men and women wear blue hawkmarks when on business so that they cannot be positively identified. They are well-paid, are the finest sellswords Jubal's money can buy, and their morale is high. The average citizen (or even city guardsman) steps aside when a hawkmask swaggers by.

Jubal — black-skinned master of the criminal world of Sanctuary, former slave and gladiator. He is master of almost any common weapon and a few that are not so common. Jubal rose from being an extraordinary if common thief to master of nearly all the illegal and a few legal activities in Sanctuary. He maintains a force of cutthroats hidden in blue hawk masks to do his dirty work. They are referred to as the Blue Hawks or Hawkmarks. Although almost fifty years old, he is still a match for almost anyone in a fight and is willing to do his own work if need be. He is the unofficial Mayor of Sanctuary, and maintains an extensive network of spies throughout the city. He is the major *krrf* supplier for Amoli. One of the few blacks in Sanctuary, his massive height and worldly bearing would set him apart in a similarly hued crowd.

—Robert Asprin, *'The Price of Doing Business,' TW*
'To Guard the Guardians,' VU

Kemren the Purple Mage — a very powerful mage originally from Sharranpip, who lives (although many now say he's dead) on the island of Shugthee in the White Foal River west of Sanctuary. His massive treasure is accessible only through hidden paths guarded by giant bengil crabs, giant poisonous spiders whose venom has no known antidote, and other nasty monsters. Many claim to have methods or maps for gaining entrance, but few, if any, do. He is never seen in Sanctuary. All of his contacts are through his savage Raggah servants.

—Philip Jose Farmer, *'Spiders of the Purple Mage,' VU*

Kurd — the vivisectionist. An immigrant from Ranke, driven out of there by Zalbar the Hell Hound, who took offense to his use of slaves for his experiments. He is a man of vision and, lacking modern equipment, simply cuts people apart to see how they tick, all with the ostensive goal of furthering medical knowledge. Kurd is about fifty, his cadaverous body shows the neglect in clothes and grooming of a man dedicated to his avocation; his skeletal fingers have a quick dexterity.

—Robert Asprin, *'To Guard the Guardians,' VU*

Masha zel-Ineel — a short, wiry woman, a good midwife who resents having to pay half her fee to a doctor who sits in the outside room and gives advice if anything goes wrong. She also makes false teeth and jewelry. Masha lives in the Maze with her mother Wallu, her ever-drunk husband Eevroen, and her two little girls, Kheem and Handoo. Originally, her parents were fairly affluent merchants, but they went broke when the caravans stopped coming to Sanctuary regularly and Masha sank to the level she is now in. She has managed to keep her higher-class good looks throughout her downfall.

—Philip Jose Farmer, *'Spiders of the Purple Mage,' VU*

Master Melilot — a fat, dark, greasy eunuch specializing in forgery, blackmail and translations. By blackmail and deceit, he has become the foremost scribe in the city, making his own paper and employing some score of translators who can translate all known tongues. Thanks to previous services rendered the Governor, he is also scribe by appointment to the Governor of Sanctuary. His scriptorium is located at PR1.

—John Brunner, *'Sentences of Death,' TW*

Mizraith — one of the most powerful mages in Sanctuary. He is an old man who rarely ventures from his home. He is amoral by society's standards, but will make deals and usually keep them. Mizraith depends on long, semi-permanent spells and curses, which he maintains by tapping the powers of lesser mages. He has three sons, Stefab, Nesteph, Marype, whom he's training in the family business. Marype, however is the youngest and chafes at the pace of training. He is covertly dealing with Mizraith's main rival, Markmor.

—Joe Haldeman, *'Blood Brothers,' TW*

Myrtis — the most powerful madame on the Street of Red Lanterns and its uncrowned Queen. She runs the Aphrodisia House, the classiest bordello in Sanctuary. She is as old as LYTHANDE and is kept young through Lythande's arts. The only sign of her age is her grey hair. She is very protective of her girls, particularly the younger ones who are not yet working in rooms. Myrtis no longer sleeps with her customers, except perhaps once with Zalbar the Hell

Hound. She is also the mistress of the tunnels which run beneath the walls of Sanctuary.

—Christine DeWees, 'Myrtis,' TW
Marion Zimmer Bradley, 'The Secret of the Blue Star,' TW

One-Thumb — the proprietor of the Vulgar Unicorn, a rowdy and popular tavern located in the middle of the Maze, across from the ruins of Heqt's temple. One-Thumb is a large, heavy man whose lack of half a thumb gave rise to his name. He leads a double life, unknown to any but Mizraith (see above, Mizraith maintains a spell on One-Thumb that will cause anyone killing him to burn for eternity). As Lastel, his alter-ego, he maintains a very rich residence above the Jeweler's Quarter, which connects by tunnels with the Lily Garden (also called the Golden Lily) run by Amoli (see above). As Lastel, he socializes and connives with the wealthy merchants of Sanctuary; as One-Thumb, he keeps an eye on the doings of the lower-classes. He often supplies Amoli with the *krrf* she needs and deals in other illegalities, including occasional assassinations.

—Joe Haldeman, 'Blood Brothers,' TW

TRANSIENTS

Cappen Varra — the minstrel is known (some say jokingly) as the 'only honest man in Sanctuary.' He is slim and wiry, with long dark hair and blue eyes, a romantic lad attempting to find his fortune without spending too much effort to maintain it. His poetry and music are his greatest skills but his rapier is not to be sneered at. He has also been gifted with an amulet which may give him protection against magic if he can say three truths about the originator of the magic. Sanctuary has a strange attraction for Cappen, and he will often leave, only to return several months later. He is originally from the city of Caronne, and has as big a weakness for beautiful women as they do for him. He is a good minstrel, but would rather flirt than work. He is a drinking buddy of JAMIE THE RED.

—Paul Anderson, 'Gate of Flying Knives,' TW

Cime — the harlot assassin, has old grey eyes, a figure thickening a touch past youth, and silver shot hair. She is the sister/lover of TEMPUS. Once they were young and in love. Then gods and archmagics and vengeance rode into their lives and for over a hundred years they have been without love, he in the service of a god and she in that of revenge. Cime is bound by a vow. Her secret is that she may own no debts and take nothing except she pay for it. Her sole goal in life is to slay sorcerers. That is all she does. She would love Tempus again but believes they have hurt past love and that his god has damned him.

—Janet Morris, 'Vashanka's Minion,' VU

Jamie the Red — is a tall, square shouldered, nordic barbarian from the Northern Mountains, whose hair gave rise to his nickname. He maintains an apartment in the Jeweler's Quarter where his two women live (of whom he is quite jealous). He is usually ready for a brawl or a drink, depending on his mood. Although appearing initially dumb, he has some education from the court of the mountain king, his father. His rank at home is equivalent to Highland Chief.

—Paul Anderson from a description by Gordon Dickson, 'Gate of Flying Knives,' TW

Jarveena — of Forgotten Holt, a thin dark-haired girl with many visible and some invisible scars, who worked for MASTER MELILOT when she first came to Sanctuary. Her younger years were spent seeking revenge on those who sacked and burned her home in the village of Holt. This she found with the help of ENAS YORL. She is a bright girl with a quick wit and a realistic view of the world. She now acts as a roving representative of Master Melilot and other Sanctuarian merchants.

—John Brunner, 'Sentences of Death,' TW

Lythande — a tall, slender, grey-haired priest of the Sect of the Blue Star. She rarely uses her powers openly but is capable of any known magic through the use of the blue star tattooed on her forehead. She must hide the fact that she is female, for if anyone discovers the fact, her power becomes theirs. She has sworn never to eat or drink in front of men and substitutes smoking tobacco, marijuana, or whatever else instead.

—Marion Zimmer Bradley, 'The Secret of the Blue Star,' TW

Samlor hil Samt — a merchant with the tricky profession of caravan master. During his career he has become a first-rate fighter and minor magician. He is relatively honest and totally ruthless. He travels to Sanctuary only rarely, preferring to ply the more profitable caravan route through the mountains. Samlor is broadfaced, broadly built, and pale, perpetually sunburned and never tanning.

—David Drake, 'Goddess,' VU

Smhee — a minor priest of the foreign goddess, Weda Krishtawn, seeking the PURPLE MAGE for forsaking the goddess. He is easily recognized by his stench, which is due to the rancid butter covering his entire body (a religious rite). He is a short man with thin arms and legs, but a butterball of a body. He can be found almost anywhere in Sanctuary, usually surrounded by people rapidly moving away from him! Smhee's real name, totally unknown in Sanctuary is Rhandee Ghee. He lives outside the Maze in the Diving Bird Tavern and never lacks for cash. Over the years he has become a skilled assassin.

—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

MINOR CHARACTERS

Ahloo shik Mhanukhee — a rich merchant of Sanctuary.

—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Ambutta — a young girl who carries messages for MYRTIS.

—Christine DeWees, 'Myrtis,' TW

Antelope — young son of the S'Danzo seer MOONFLOWER.

—Andrew J. Offutt, 'Shadows Pawn,' VU

Athavul — a young thief who always dresses in black. He is cocky and about as subtle as hives.

—Andrew J. Offutt, 'Shadows Pawn,' VU

Bercy — a young girl bespelled by RABBen HALF-HAND to find out LYTHANDE'S secret of power.

—Marion Zimmer Bradley, 'The Secret of the Blue Star,' TW

Blind Jacob — a fruit seller in the Bazaar. Although he is evidently completely blind, his fruits are of the best, even occasionally including the famed Enlibar

oranges. This is due to his multitude of contacts with the merchants in Sanctuary who take care to see he is happy. Jacob's very successful sideline is blackmail, for which he maintains a virtual army of urchins who spy for him.

—Lynn Abbey, 'The Fruit of Enlibar,' VU

Butterfly — a housemate of JAMIE THE RED.

—Paul Anderson, 'Gate of Flying Knives,' TW

Corellia — the Heart of Sabellia, one of the few female inquisitors for the canonical courts of Molin Torchholder.

—Lynn Abbey, 'Getting Busted in Sanctuary,' Book 2

Coriciidius — the Prince's Vizier, carries the jade copy of the seal of the governor. He is the overseer of the town's trade, and is assiduous in combing the town for violators of the tariff laws. He hates his end-of-the-road position and takes it out on the town. He can be distinguished by the perpetual sneer on his lips.

—Lynn Abbey, 'Palm Greasing,' Book 2

Corlas — the camel dealer maintains an office in his home, set against the wall of the Bazaar that borders the Governor's Palace. His tendency to keep ailing or very young camels in his back rooms is not particularly appreciated by his neighbors. Happily for him, Corlas lacks a sense of smell, which may account in part for his true love of his camels. He keeps most of his stock in the animal pens along the White Foal River; his camels are quality stock and command a good price. One of his major customers is Caravan Master SAMLOR HIL SAMT (see Major Characters).

—Andrew J. Offutt, 'Shadowspawn,' TW

Cusharlain — the customs inspector and friend of Shive the Changer and in the pay of the League of Changers (fences). He is a good source of information about the goings-on in the lower-class areas of the city.

—Andrew J. Offutt, 'Shadowspawn,' TW

Cylene — a prostitute at the Aprodisia House, and one of MYRTIS' most trusted girls.

—Christine DeWees, 'Myrtis,' TW

Dyon — a young novice priest of IIs. Crippled from birth, he was left with the temple by his poor parents and raised by the church. He is extremely devout and unworldly. He delights in running errands for the Temple hierarchy and is slowly being introduced to the Temple secrets.

—Lynn Abbey, unpublished source

Enoir — servantmaster for LASTEL.

—Joe Haldeman, 'Blood Brothers,' TW

Eevroen — alcoholic husband of MASHA.

—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Gage — tongueless eunuch belonging to AMOLI.

—Joe Haldeman, 'Blood Brothers,' TW

Gelicia — the madame of the House of Mermaids, a prosperous and exotic house on the Street of Red Lanterns. She is a supporter of MYRTIS, the leader of the madames on the street, and is always on the lookout for new and unusual talents.

—Andrew J. Offutt, 'Shadowspawn,' TW

Gonfred — the only honest goldsmith in town.

—Lynn Abbey, 'The Fruit of Enlibar,' VU

Gordonesh — Archpriest of IIs in Sanctuary. This worthy patriarch is old and almost

- senile. He is rarely seen on the streets, working entirely through his High-Flamen, Hazroah. After the events of 'The Gate of Flying Knives,' he relied on Mikon, a Flamen who dabbles in sorcery and rabble-raising.
—Lynn Abbey, unpublished source
- Haakon — a sweets vendor in the Bazaar, popular with the vendors as well as buyers.
—Lynn Abbey, "Fruit of Enlibar," VU
- Hadoo — three year old daughter of MASHA ZIL-INEEL.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU
- Hazroah — High-Flamen of the temple of IIs
—Poul Anderson, 'Gate of Flying Knives,' TW
- Honald the Gatekeeper — this man and his family control entry into the Governor's Palace. He is the man to bribe if you need access to the grounds, and again to bribe if you'd rather no one else knew about it. He is IIsig, and doesn't much care who goes in or out, as long as he is paid.
—Lynn Abbey, 'Palm Greasing,' Book 2
- Jutu Stulwig — a herbal healer murdered mysteriously four years before. Believed to have been killed by VASHANKA. Father of ALTEN STULWIG.
—A.E. Van Vogt, 'The Dream of the Sorceress,' VU
- Kalem — a huge eunuch employed as bodyguard and bouncer at the Lily Garden.
—Joe Haldeman, 'Blood Brothers,' TW
- Kheem — five year old daughter of MASHA.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU
- Kilite — The Rankan Emperor's chief adviser.
—Robert Asprin, 'Introduction,' TW
- Kodrix — the Cirdonian noble family of which SAMLOR HIL-SAMT and SAMLANE are members.
—David Drake, 'Goddess,' VU
- Lady Rosanda — Molin Torchholder's scatter-brained wife, and is not above accepting flirtations from goodlooking men. She is blonde and softig, the perfect Rankan ornamental consort.
—Poul Anderson, 'Gate of Flying Knives,' TW
- Light of Pearl — a housemate of JAMIE THE RED.
—Poul Anderson, 'Gate of Flying Knives,' TW
- Lirain — one of the seven concubines of PRINCE KADAKITHIS. Discovered as a plotter against the Prince through information supplied by SHADOWSPAWN.
—Andrew J. Offutt, 'Shadowspawn,' TW
- Looza — a neighbor of MASHA'S.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU
- Lu-Broca — the Major-Domo, the man to see to arrange legitimate interviews, or to be smuggled into the Palace itself. He, too, is IIsig, and has been in Sanctuary since before the Rankans arrived. He has keys for locks the Rankans never heard of.
—Lynn Abbey, 'Palm-Greasing,' Book 2
- Lycansha — a CADITE prostitute in the HOUSE OF MERMAIDS.
—Andrew J. Offutt, 'Shadowspawn,' TW
- Malm — one of WALEGRIN'S lieutenants.
—Lynn Abbey, 'The Fruit of Enlibar,' VU
- Markmor — a magician considered by MIZRAITH to be the second most powerful sorcerer in Sanctuary.
—Joe Haldeman, 'Blood Brothers,' TW
- Marype — youngest and most ambitious son of the sorcerer MIZRAITH. Secret conspirator with MARKMOR.
—Joe Haldeman, 'Blood Brothers,' TW
- Medes — The Fist of Vashanka, an inquisitor for the canonical court of MOLIN TORCHHOLDER.
—Lynn Abbey, 'Getting Busted in Sanctuary,' Book 2
- Mernorad, Doctor — a doctor who attended the pregnancy of SAMLANE, wife of REGLI.
—David Drake, 'Goddess,' VU
- Mignureal — thirteen year old daughter of S'Danzo seer MOONFLOWER; diminutive for it is Mignue.
—Andrew J. Offutt, 'Shadowspawn,' VU
- Mikkun — a successful meat merchant with a wide clientele.
—Christine DeWees, 'Myrtis,' TW
- Moonflower — the only full S'Danzo who still befriends ILLYRA. She is a competent fortuneteller, though not as accurate as Ilyra, and cannot predict the near future. She supports her husband and several children with her fortunetelling; unlike Ilyra, Moonflower has the full bulk of a proper S'Danzo crone. SHADOWSPAWN often consults her.
—Lynn Abbey, 'The Face of Chaos,' TW
- Mor-Am and Moria — a brother-sister team of sell-swords employed by JUBAL.
—Robert Asprin, 'The Price of Doing Business,' TW; 'To Guard the Guardians,' VU
- Mungo — a street urchin. A leader of vendettas and gang wars.
—Robert Asprin, 'The Price of Doing Business,' TW
- Nadeesha, Doctor — a doctor specializing in diseases of the rich. Often employs MASHA as a midwife.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU
- Nemis — a herbal healer sometimes recommended by ALTEN STULWIG.
—A.E. Van Vogt, 'The Dream of the Sorceress,' VU
- Nestaph — one of the three sons of the sorcerer MIZRAITH.
—Joe Haldeman, 'Blood Brothers,' TW
- Rabben the Half-Handed — a magician and BLUE STAR adept who is so named because he is missing 2½ fingers from a duel with LYTHANDE.
—Marrion Zimmer Bradley, 'The Secret of the Blue Srtar,' TW
- Ran-tu — leader of the street urchins and a pickpocket himself. He frequents the Bazaar and can also be found in Westside or the Maze. He frequently offers to guide visitors for a price.
—Robert Asprin, 'Introduction,' TW
- Rashan — The Eye of Savankala, an inquisitor for the temple of Savankala under MOLIN TORCHHOLDER.
—Lynn Abbey, 'Getting Busted in Sanctuary,' Book 2
- Regli — Rankan aristocrat, current Master of the Scrolls in Sanctuary, husband of SAMLANE. Young, foppish, self-important, and totally lacking in the courage and fortitude which made the Rankan Empire paramount on the continent.
—David Drake, 'Goddess,' VU
- Rost-Revenant — the Governor's Adjudicator, carries the amber seal of the Governor and hears most of the civil court cases brought before the Prince. He also attends all capital punishments to be sure they are carried out correctly. He is known as incorruptible and very busy. His scribes, clerks, provosts, etc. do not share the reputation, though he tries to keep an eye on them.
—Lynn Abbey, 'Getting Busted in Sanctuary,' Book 2
- Runo — one of WALEGRIN'S lieutenants, murdered in the Maze.
—Lynn Abbey, 'The Fruit of Enlibar,' VU
- Saliman — Chief lieutenant to JUBAL and master of his espionage force.
—Robert Asprin, 'The Price of Doing Business,' TW
- Samlane — Cirdonian noblewoman, sister of SAMLOR HIL-SAMT and wife of REGLI.
—David Drake, 'Goddess,' VU
- Shive the Changer — one of the better-known moneylenders, pawnbrokers and fences in the Bazaar. He is one of the members of the League of Changers and is on good terms with CUSHARLAIN, the customs inspector.
—Andrew J. Offutt, 'Shadowspawn,' TW
- Shkeedure sha-Mizl — a rich farmer living several hours journey outside the city.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU
- Shmurt — caretaker of the tenement that MASHA lives in. Very protective and concerned about strangers entering the building.
—Philip Jose Farmer, 'Spider of the Purple Mage,' VU
- Stefab — One of the three sons of the sorcerer MIZRAITH.
—Joe Haldeman, 'Blood Brothers,' TW
- Stilcho — Master of the Equerry, goes beyond his nominal duties as stable master to run a thorough spy network throughout the Palace grounds. If you want to know what's happening, or to cause something to happen, nudge Stilcho.
—Lynn Abbey, 'Palm-Greasing,' Book 2
- Taya — one of PRINCE KADAKITHIS' concubines. She is young, beautiful and bored and although always accompanied by at least one guard, is not above picking up a goodlooking man for an evening.
—Andrew J. Offutt, 'Shadowspawn,' TW
- Terryle — the Tax Collector, the man who collects all the non-tariff taxes. He is the possessor of the unicorn-horn seal, and is perhaps the most detested man in Sanctuary.
—Lynn Abbey, 'Palm-Greasing,' Book 2
- Thrusher — One of WALEGRIN'S lieutenants.
—Lynn Abbey, 'The Fruit of Enlibar,' VU
- Two Thumb — a bartender who replaced ONE-THUMB in the Vulgar Unicorn when he disappeared. He is also known as BUBOE.
—Lynn Abbey, 'The Fruit of Enlibar,' VU
- Wallu — fifty year old mother of MASHA
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

INTRODUCTION TO THE STATISTICS

The game system statistics are given alphabetically by game system. All the **ADVANCED DUNGEONS & DRAGONS**® statistics are before the *Adventures in Fantasy* statistics which are before the *Chivalry & Sorcery*® statistics, and so on. Within each game system section there are short essays explaining how to adapt *Thieves' World* to that particular system, followed by character descriptions. Each set of character descriptions is arranged in three sections: Prince, Retinue, and Officials, followed by Residents of the city, in turn followed by Transients in the city.

Most of the systems also describe some of the more prominent monsters and gods of Sanctuary, for those of your players who want to brave the *Sikkintairs* with Jamie the Red, to steal away the treasures of the Purple Mage, or to dare the bed of Azyuna.

Not all the included systems depict the same characters or the same number of characters in their statistics. What was or what was not useful for the game was a decision left to the authors; we did not dictate a particular list of characters. For this reason, as well as for the intrinsic interest of the many prefacing and appended notes, we strongly suggest that gamemasters thumb through all of this book. This material was prepared by some of the keenest minds in role-playing—GMs will discover useful ideas on almost every page.

In the Appendices is a list of the stories from *THIEVES' WORLD* and *TALES FROM THE VULGAR UNICORN*, giving the author and noting what characters first appeared in what story. Many characters, of course, also appeared in subsequent stories, but this list will help any gamemaster intent on his or her own research into the byways of Sanctuary.



Hakiem

ADVANCED D&DTM

Lawrence Schick

In general, the world of Sanctuary is very similar to most **AD&DTM** worlds. The character classes are evident everywhere: fighters abound, in the service of prince and crime lord; thieves lurk in every shadow; awesome magic-users manipulate tremendous forces; clerics enjoy direct connections with their gods, and receive aid and instructions therefrom. It is well-known that magic weapons and armor exist, and that magic amulets can protect you from evil influences. There are portals to other planes. The very city is undermined by a honeycomb of dungeon passages.

The only real rules problem area is in grafting the **AD&DTM** magic system onto *Thieves' World*. This is made harder by the fact that there is no consistent magic system in the stories themselves. Enas Yorl's magic of object activity does not mesh with Mizraith's magic of sustained charms, which does not mesh with Lythande's magic of drawing upon the collective knowledge and power of the Blue Star Order, which does not mesh with the Purple Mage's magic of mechanical similarity. (Not to mention the S'Danzo seer or clerical magic.)

There are two ways for a referee using the **AD&DTM** system to handle this dilemma: the DM can try to invent a variant system to handle each of these various magics, or the DM can simply lay the framework of **AD&DTM** spellcasting over the abilities of the various characters, and adjust where absolutely necessary. For the sake of ease and uniformity, the statistics herein were prepared using the latter method. This is not to discourage anyone with the time and inclination from actually working out the different magic systems. However, new systems cannot be recommended for use by player characters until they have been extensively playtested with NPCs.

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AD&DTM. *Players Handbook*, *Monster Manual*, *Dungeon Masters Guide*, *DEITIES & DEMIGODSTM*. *Cyclopedia*; TSR Hobbies, Inc., P.O. Box 756, Lake Geneva, Wisconsin, 53147.

□ □ PRINCE, RETINUE and OFFICIALS □ □

ARMAN (Hell Hound)

STRENGTH: 18/15 (+1, +3)
 INTELLIGENCE: 14
 WISDOM: 9
 DEXTERITY: 16
 CONSTITUTION: 17
 CHARISMA: 13
 ARMOR CLASS: 2 (chain mail and dex bonus)
 MOVE: 9"
 HIT POINTS: 50
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8 (+3) or by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Lawful neutral (tending toward evil)
 CLERIC/DRUID: Nil
 FIGHTER: 6th level fighter
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 Attack/Defense Modes: Nil

AYE-GOPHLAN (Captain of the Guard)

STRENGTH: 12
 INTELLIGENCE: 11
 WISDOM: 12
 DEXTERITY: 15
 CONSTITUTION: 15
 CHARISMA: 10
 ARMOR CLASS: 5 (scale mail and dex bonus)
 MOVE: 9"
 HIT POINTS: 25
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6 or by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Neutral
 CLERIC/DRUID: Nil
 FIGHTER: 4th level fighter
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: 7th level thief
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

BOURNE (Hell Hound)

STRENGTH: 16 (0, +1)
 INTELLIGENCE: 13
 WISDOM: 9
 DEXTERITY: 14
 CONSTITUTION: 16
 CHARISMA: 14
 ARMOR CLASS: 5 (chainmail)
 MOVE: 9"
 HIT POINTS: 35
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8 (+1) or by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Neutral evil
 CLERIC/DRUID: Nil
 FIGHTER: 5th level fighter
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

DANLIS

STRENGTH: 8
 INTELLIGENCE: 18
 WISDOM: 13
 DEXTERITY: 14
 CONSTITUTION: 14
 CHARISMA: 16
 ARMOR CLASS: 10
 MOVE: 12"
 HIT POINTS: 3
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 or by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Lawful good
 CLERIC/DRUID: Nil
 FIGHTER: 0 level human
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

KADAKITHIS (Prince of the Rankan Empire, Governor of Sanctuary)

STRENGTH: 11
 INTELLIGENCE: 17
 WISDOM: 12
 DEXTERITY: 15
 CONSTITUTION: 12
 CHARISMA: 13
 ARMOR CLASS: 9 (4 when outfitted for combat)
 MOVE: 12" (9")
 HIT POINTS: 12
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8 or by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Lawful good
 CLERIC/DRUID: Nil
 FIGHTER: 2nd level fighter
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

MOLIN TORCHHOLDER

STRENGTH: 14
 INTELLIGENCE: 16
 WISDOM: 17
 DEXTERITY: 12
 CONSTITUTION: 16
 CHARISMA: 15
 ARMOR CLASS: 10
 MOVE: 12"
 HIT POINTS: 40
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6 or by weapon type
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil

SIZE: M
 ALIGNMENT: Lawful neutral
 CLERIC/DRUID: 8th level cleric
 FIGHTER: Nil
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

He reserves spell-casting for serious or emergency situations, but he has been known to use Divination and Bestow Curse.

QUAG (Hell Hound)

STRENGTH: 15
 INTELLIGENCE: 14
 WISDOM: 16
 DEXTERITY: 15
 CONSTITUTION: 16
 CHARISMA: 10
 ARMOR CLASS: 4 (chain mail and dex bonus)
 MOVE: 9"
 HIT POINTS: 43
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8 or by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Lawful neutral (tending toward good)
 CLERIC/DRUID: Nil
 FIGHTER: 5th level fighter
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

TEMPUS (Hell Hound)

STRENGTH: 17 (+1, +1)
 INTELLIGENCE: 18
 WISDOM: 16
 DEXTERITY: 18
 CONSTITUTION: 19
 CHARISMA: 15
 ARMOR CLASS: 1 (chain mail and dex bonus)
 MOVE: 9"
 HIT POINTS: 90
 NO. OF ATTACKS: 2

SPECIAL ATTACKS: +3 long sword
 SPECIAL DEFENSES: Re-generation
 SIZE: M
 ALIGNMENT: Neutral evil
 CLERIC/DRUID: Nil
 FIGHTER: 15th level fighter
 MAGIC-USER/ILLUSIONIST: See below
 THIEF/ASSASSIN: Nil

DAMAGE/ATTACK: 1-8 (+4) MONK/BARD: Nil
or by weapon type PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Tempus regenerates damage (at a rate of 1 hit point per round), and he ages very slowly, if at all. Furthermore, Vashanka may actually help Tempus indirectly if the Hell Hound is caught in a tight spot, and if it serves the god's purposes.

Tempus is over 350 years old, and among other things he has been a general, a philosopher, and a magic-user. (He still retains the knowledge of a few simple spells, such as a selective version of the illusionists' spell Change Self.)

WALEGRIN

STRENGTH: 17 (+1, +1) SPECIAL ATTACKS: Nil
INTELLIGENCE: 14 SPECIAL DEFENSES: Nil
WISDOM: 11 SIZE: M
DEXTERITY: 15 ALIGNMENT: Neutral
CONSTITUTION: 17 CLERIC/DRUID: Nil
CHARISMA: 14 FIGHTER: 4th level fighter
ARMOR CLASS: 6 (studded MAGIC-USER/ILLUSION-
leather and dex bonus) IST: Nil
MOVE: 9" THIEF/ASSASSIN: Nil
HIT POINTS: 41 MONK/BARD: Nil
NO. OF ATTACKS: 1 PSIONIC ABILITY: Nil
DAMAGE/ATTACK: 1-8 (+1) Attack/Defense Modes: Nil
or by weapon type

ZALBAR (Captain of the Hell Hounds)

STRENGTH: 18/30 (+1, +3) SPECIAL ATTACKS: Nil
INTELLIGENCE: 14 SPECIAL DEFENSES: Nil
WISDOM: 16 SIZE: M
DEXTERITY: 17 ALIGNMENT: Lawful neu-
CONSTITUTION: 18 tral (tending toward good)
CHARISMA: 15 CLERIC/DRUID: Nil
ARMOR CLASS: 2 (chain mail FIGHTER: 8th level fighter
and dex bonus) MAGIC-USER/ILLUSION-
MOVE: 9" IST: Nil
HIT POINTS: 75 THIEF/ASSASSIN: Nil
NO. OF ATTACKS: 3/2 MONK/BARD: Nil
DAMAGE/ATTACK: 1-8 or PSIONIC ABILITY: Nil
by weapon type Attack/Defense Modes: Nil

RESIDENTS

ALTEN STULWIG

STRENGTH: 11 SPECIAL ATTACKS: Nil
INTELLIGENCE: 14 SPECIAL DEFENSES: Nil
WISDOM: 13 SIZE: M
DEXTERITY: 12 ALIGNMENT: Neutral
CONSTITUTION: 15 CLERIC/DRUID: Nil
CHARISMA: 11 FIGHTER: 0 level human
ARMOR CLASS: 10 MAGIC-USER/ILLUSION-
MOVE: 12" IST: Nil
HIT POINTS: 6 THIEF/ASSASSIN: Nil
NO. OF ATTACKS: 1 MONK/BARD: Nil
DAMAGE/ATTACK: 1-6 or PSIONIC ABILITY: Nil
by weapon type Attack/Defense Modes: Nil

Though Stulwig has no adventurer's abilities to speak of (aside from an untrained talent in staff-fighting), he has a vast knowledge of herbs and drugs, combining the botanical knowledge of a sage with the potion-making skills of an alchemist. There is a 50% chance that he can make any sort

of health-altering concoction desired (beneficial or baneful). The cost may be high, and Stulwig often requires payment in services rather than money. He cannot create magical potions without the help of a spell-caster.

AMOLI

STRENGTH: 9 SPECIAL ATTACKS: Nil
INTELLIGENCE: 16 SPECIAL DEFENSES: Nil
WISDOM: 13 SIZE: M
DEXTERITY: 16 ALIGNMENT: Lawful evil
CONSTITUTION: 14 CLERIC/DRUID: Nil
CHARISMA: 15 FIGHTER: 0 level human
ARMOR CLASS: 8 (dex bonus) MAGIC-USER/ILLUSION-
MOVE: 12" IST: Nil
HIT POINTS: 3 THIEF/ASSASSIN: Nil
NO. OF ATTACKS: 1 MONK/BARD: Nil
DAMAGE/ATTACK: 1-4 or PSIONIC ABILITY: Nil
by weapon type Attack/Defense Modes: Nil

DUBRO (the Smith)

STRENGTH: 18/77 (+2, +4) SPECIAL ATTACKS: Nil
INTELLIGENCE: 9 SPECIAL DEFENSES: Nil
WISDOM: 10 SIZE: M
DEXTERITY: 16 ALIGNMENT: Neutral good
CONSTITUTION: 18 CLERIC/DRUID: Nil
CHARISMA: 10 FIGHTER: 0 level human
ARMOR CLASS: 8 (dex bonus) MAGIC-USER/ILLUSION-
MOVE: 12" IST: Nil
HIT POINTS: 10 THIEF/ASSASSIN: Nil
NO. OF ATTACKS: 1 MONK/BARD: Nil
DAMAGE/ATTACK: 2-5 (+4) PSIONIC ABILITY: Nil
or by weapon type Attack/Defense Modes: Nil

ENAS YORL

STRENGTH: Varies SPECIAL ATTACKS: See
INTELLIGENCE: 18 below
WISDOM: 14 SPECIAL DEFENSES: See
DEXTERITY: Varies below
CONSTITUTION: Varies SIZE: M (most of the time)
CHARISMA: Varies ALIGNMENT: Neutral
ARMOR CLASS: Varies, usu- CLERIC/DRUID: Nil
ally 10 (but see below) FIGHTER: Nil
MOVE: Varies, usually 12" MAGIC-USER/ILLUSION-
HIT POINTS: 25 (plus or IST: 18th level magic-user
minus 1-10 points) THIEF/ASSASSIN: Nil
NO. OF ATTACKS: 1 MONK/BARD: Nil
DAMAGE/ATTACK: 1-4, us- PSIONIC ABILITY: Nil
ually Attack/Defense Modes: Nil

Enas Yorl has several familiars, including a black cat, a crow, and probably a pseudo-dragon. As an 18th level wizard, Enas Yorl has access to many spells, and typically carries at least the following spells:

<i>Magic Missile (x3)</i>	<i>Invisibility</i>
<i>Stinking Cloud</i>	<i>Dispel Magic</i>
<i>Hold Person</i>	<i>Fear</i>
<i>Teleport</i>	<i>Cone of Cold</i>
<i>Globe of Invulnerability</i>	<i>Geas</i>
<i>Limited Wish</i>	<i>Polymorph any object</i>
<i>Mass Charm</i>	<i>Power Word</i>
<i>Kill</i>	

Enas Yorl lives in a large subterranean palace, protected by tame basilisks, Guards and Wards, traps, and liberal use of

JUBAL

STRENGTH: 18 (+1+3)
 INTELLIGENCE: 16
 WISDOM: 15
 DEXTERITY: 15
 CONSTITUTION: 15
 CHARISMA: 10
 ARMOR CLASS: 3 chain mail
 MOVE: 9"
 HIT POINTS: 58
 NO. OF ATTACKS: 3/2
 DAMAGE/ATTACK: 1-10
 (+3) or by weapon type

SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Neutral evil
 CLERIC/DRUID: Nil
 FIGHTER: 10th level fighter
 MAGIC-USER/ILLUSION-
 IST: Nil
 THIEF/ASSASSIN: 7th level
 Assassin
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

MASHA

STRENGTH: 12
 INTELLIGENCE: 16
 WISDOM: 15
 DEXTERITY: 18
 CONSTITUTION: 16
 CHARISMA: 12
 ARMOR CLASS: 6 (dex bonus)
 MOVE: 12"
 HIT POINTS: 6
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 or
 by weapon type
 SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Neutral good
 CLERIC/DRUID: Nil
 FIGHTER: Nil
 MAGIC-USER/ILLUSION-
 IST: Nil
 THIEF/ASSASSIN: 1st level
 thief
 MONK/BARD: Nil
 PSIONIC ABILITY: Slight
 (See below)
 Attack/Defense Modes: Nil

Given a random choice, she has an uncanny ability to pick the right course of action (75%). She is usually armed with a concealed dagger, and she also knows how to use a short sword,

MELILOT (the Scribe)

STRENGTH: 10
 INTELLIGENCE: 17
 WISDOM: 13
 DEXTERITY: 14
 CONSTITUTION: 12
 CHARISMA: 10
 ARMOR CLASS: 10
 MOVE: 12"
 HIT POINTS: 6
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 or
 by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Neutral evil
 CLERIC/DRUID: Nil
 FIGHTER: 0 level human
 MAGIC-USER/ILLUSION-
 IST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

MIZRAITH (the Mage)

STRENGTH: 6 (-1, 0)
 INTELLIGENCE: 18
 WISDOM: 12
 DEXTERITY: 13
 CONSTITUTION: 12
 CHARISMA: 12
 ARMOR CLASS: 4 (bracers)
 MOVE: 12"
 HIT POINTS: 30

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Invis-
 ible stalker, etc. (See below)
 SIZE: M
 ALIGNMENT: Neutral evil
 CLERIC/DRUID: Nil
 FIGHTER: Nil
 MAGIC-USER/ILLUSION-
 IST: 16th level magic-user

NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 or
 by weapon type

THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil

Mizraith's lair is protected by a permanent Heat Metal spell, as well as Guards and Wards that are only visible to unwanted intruders. It is also protected by Stefab and Nesteph, Mizraith's sons, each of whom is a 10th level magic-user. Mizraith himself is guarded by an Invisible Stalker of maximum hit points, which Mizraith has dressed in the illusion of a mighty warrior (because it amused him to do so). Mizraith commonly has the following spells memorized:

*Charm Person
 Magic Missile
 Sleep
 Invisibility
 Web
 Fly
 Suggestion
 Fear
 Conjure Elemental
 Feeblemind
 Animate Object (as the
 clerical spell)
 Limited Wish (x2)*

*Detect Magic
 Protection from Evil
 ESP (x2)
 Ray of Enfeeblement
 Dispel Magic (x2)
 Phantasmal Force
 Confusion
 Minor Globe of Invulner-
 ability
 Teleport (x2)
 Geas
 Project Image*

MYRTIS

STRENGTH: 9
 INTELLIGENCE: 15
 WISDOM: 18
 DEXTERITY: 12
 CONSTITUTION: 14
 CHARISMA: 17
 ARMOR CLASS: 10
 MOVE: 12"
 HIT POINTS: 2
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 or
 weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 SIZE: M
 ALIGNMENT: Neutral good
 CLERIC/DRUID: Nil
 FIGHTER: 0 level human
 MAGIC-USER/ILLUSION-
 IST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Myrtis retains her youth by quaffing an occasional Potion of Longevity (made for her by Lythande). Though she has no adventurers' abilities, she is very wily and persuasive, and nobody's fool.

ONE-THUMB or LASTEL

STRENGTH: 16 (0, +1)
 INTELLIGENCE: 16
 WISDOM: 15
 DEXTERITY: 16
 CONSTITUTION: 17
 CHARISMA: 10 (One-Thumb);
 13 (Lastel)
 ARMOR CLASS: 8 (dex bonus)
 MOVE: 12::
 HIT POINTS: 33
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 (+1)
 or by weapon type

SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: See
 below
 SIZE: M
 ALIGNMENT: Neutral evil
 CLERIC/DRUID: Nil
 FIGHTER: 4th level fighter
 MAGIC-USER/ILLUSION-
 IST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

One-Thumb is well-known to be protected by a curse which will fall upon whoever slays him. It is said that the killer will burn in eternal magic flame. (It's true, but the killer is allowed a save vs. spells at -4, though no ones knows that there is a chance the curse will not take hold. Remove Curse will negate it, but perhaps not before permanent psychic damage is done.) Mizraith maintains this charm, and One-Thumb/Lastel pays him handsomely to do so.

□□□□□ TRANSIENTS □□□□□

CAPPEN VARRA (the Minstrel)

STRENGTH: 11	SPECIAL ATTACKS: Nil
INTELLIGENCE: 17	SPECIAL DEFENSES: See below
WISDOM: 10	SIZE: M
DEXTERITY: 18	ALIGNMENT: Neutral good
CONSTITUTION: 12	CLERIC/DRUID: Nil
CHARISMA: 17	FIGHTER: See below
ARMOR CLASS: 6 (dex bonus)	MAGIC-USER/ILLUSION-IST: Nil
MOVE: 12"	THIEF/ASSASSIN: Nil
HIT POINTS: 15	MONK/BARD: Nil
NO. OF ATTACKS: 1	PSIONIC ABILITY: Nil
DAMAGE/ATTACK: 1-6 or by weapon type	Attack/Defense Modes: Nil

Cappen Varra's fighting skills are limited and specialized. He is ignorant of most weapons, but has been trained as a fencer, and he can fight as a 6th level fighter when using a long sword or rapier. With all other weapons he fights as a 0 level human.

Cappen Varra wears a silver amulet shaped like a coiled snake. This is a potent charm vs. magic. It will protect him against all spells and supernatural creatures of less than divine stature. (This set of creatures primarily includes entities from other planets, and beings such as undead, who are powered by or connected to other planes.) To make the amulet function, the minstrel must speak three truths about the spellcaster or creature.

CIME

STRENGTH: 10	SPECIAL DEFENSES: 95% magic resistance (see below)
INTELLIGENCE: 16	SIZE: M
WISDOM: 15	ALIGNMENT: Neutral (evil)
DEXTERITY: 18	CLERIC/DRUID: Nil
CONSTITUTION: 16	FIGHTER: Nil
CHARISMA: 16	MAGIC-USER/ILLUSION-IST: 4th level magic-user
ARMOR CLASS: 6 (dex bonus)	THIEF/ASSASSIN: 10th level assassin
MOVE: 12"	MONK/BARD: Nil
HIT POINTS: 40	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 1	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 1-4 or by weapon type	
SPECIAL ATTACKS: Nil	

Sometime in the distant past (over 300 years ago), Cime gained some magical knowledge and an incredible longevity through her association with a circle of magicians. She also learned to hate all magic-users, and has dedicated her life to destroying them all, one by one. In this she is aided by two things; her hard-won skills at assassination, and her head-dress of diamond rods, which lends her 95% magic resistance.

JAMIE THE RED

STRENGTH: 18/45 (+1, +3)	SPECIAL ATTACKS: Nil
INTELLIGENCE: 14	SPECIAL DEFENSES: Nil
WISDOM: 14	SIZE: M
DEXTERITY: 16	ALIGNMENT: Neutral good
CONSTITUTION: 18	CLERIC/DRUID: Nil
CHARISMA: 15	FIGHTER: 8th level fighter
ARMOR CLASS: 3 (chain mail and dex bonus)	MAGIC-USER/ILLUSION-IST: Nil

MOVE: 9"	THIEF/ASSASSIN: Nil
HIT POINTS: 72	MONK/BARD: Nil
NO. OF ATTACKS: 3/2	PSIONIC ABILITY: Nil
DAMAGE/ATTACK: 1-10 (+3) or by weapon type	Attack/Defense Modes: Nil

JARVEENA

STRENGTH: 7 (-1, 0)	SPECIAL ATTACKS: Nil
INTELLIGENCE: 16	SPECIAL DEFENSES: Nil
WISDOM: 14	SIZE: M
DEXTERITY: 15	ALIGNMENT: Neutral
CONSTITUTION: 15	CLERIC/DRUID: Nil
CHARISMA: 6	FIGHTER: Nil
ARMOR CLASS: 9 (dex bonus)	MAGIC-USER/ILLUSION-IST: Nil
MOVE: 12"	THIEF/ASSASSIN: 1st level thief
HIT POINTS: 3	MONK/BARD: Nil
NO. OF ATTACKS: 1	PSIONIC ABILITY: Nil
DAMAGE/ATTACK: 1-4 or by weapon type	Attack/Defense Modes: Nil

LYTHANDE (Mage of the Blue Star)

STRENGTH: 12	SIZE: M
INTELLIGENCE: 18	ALIGNMENT: Lawful (tending toward good) neutral
WISDOM: 16	CLERIC/DRUID: Nil
DEXTERITY: 18	FIGHTER: Nil
CONSTITUTION: 16	MAGIC-USER/ILLUSION-IST: 13th level magic-user/10th level illusionist
CHARISMA: 14	THIEF/ASSASSIN: Nil
ARMOR CLASS: 6 (dex bonus)	MONK/BARD: Nil
MOVE: 12"	PSIONIC ABILITY: Nil
HIT POINTS: 50	Attack/Defense Modes: Nil
NO. OF ATTACKS: 1	
DAMAGE/ATTACK: 1-8 or by weapon type	
SPECIAL ATTACKS: Nil	
SPECIAL DEFENSES: Nil	

Blue Star magic is non-standard, mixing the disciplines of sorcery and illusion, and drawing on a different power source for spells. Lythande need not memorize spells before use, as Blue Star Mages all draw upon the collective knowledge of their Order. However, Lythande's power is equivalent to the levels given above. The mage can employ almost any spell of the 6th level or below, but will typically use magic duplicating the effects of the following spells:

- | | |
|----------------------------------|---|
| <i>Burning Hands</i> | <i>Detect Magic</i> |
| <i>Hold Person</i> | <i>Animate Object (as the clerical spell)</i> |
| <i>Charm Person (or Monster)</i> | <i>Contact Other Plane</i> |
| <i>Lightning Bolt</i> | <i>Geas</i> |
| <i>Cone of Cold</i> | <i>Paralysis (as the wand)</i> |
| <i>Phantasmal Forces</i> | <i>Whirlwind (similar to a djinni's)</i> |
| <i>Shadow Monsters</i> | |

Lythande's long life (several generations) and non-standard magic use has enabled the spellcaster to learn to fight fairly well, usually with a rapier or long sword. Lythande can also Move Silently and Hide in Shadows like a 10th level thief (88% and 73% respectively).

SAMLOR (the Caravan-Master)

STRENGTH: 15	SPECIAL ATTACKS: Nil
INTELLIGENCE: 16	SPECIAL DEFENSES: Nil

WISDOM: 15
DEXTERITY: 14
CONSTITUTION: 17
CHARISMA: 13
ARMOR CLASS: 5 (chainmail)
MOVE: 9"
HIT POINTS: 45
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or
by weapon type

SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: 5th level fighter
MAGIC-USER/ILLUSION-
IST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

SMHEE

STRENGTH: 14
INTELLIGENCE: 17
WISDOM: 13
DEXTERITY: 18
CONSTITUTION: 16
CHARISMA: 9
ARMOR CLASS: 6
MOVE: 12"
HIT POINTS: 35
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or
by weapon type

SPECIAL ATTACKS: Poison
darts
SIZE: M
ALIGNMENT: Lawful neutral
CLERIC/DRUID: 3rd level
cleric
FIGHTER: Nil
MAGIC-USER/ILLUSION-
IST: Nil
THIEF/ASSASSIN: 8th level
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Over the years that Smhee has tracked his quarry, he has had to learn thieving abilities to survive and to infiltrate the strongholds of his enemies. He has become skilled with the dagger and the garotte, and he also employs a blowgun which shoots poisoned darts (save vs. poison or die).

*Smhee retains his clerical healing abilities. Usual spells:
Cure Light Wounds Detect Magic
Find Traps*

He also has an extensive knowledge of healing herbs.

Thieving Abilities:

Pick Pocket: 75%
Open Locks: 72%
Find/Remove Locks: 60%
Move Silently: 72%

Hide in Shadows: 59%
Hear Noise: 25%
Climb Walls: 94%
Read Languages: 35%

□ □ □ □ □ GODS and MONSTERS □ □ □ □ □

AZYUNA (lesser goddess)

STRENGTH: 18/00 (+3, +6)
INTELLIGENCE: 19
WISDOM: 21
DEXTERITY: 20
CONSTITUTION: 21
CHARISMA: 21
ARMOR CLASS: 0
MOVE: 15"
HIT POINTS: 200
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Beguiling
SPECIAL DEFENSES: Immune
to charm/enchantment type
effects, +2 or better weapon
needed to hit
MAGIC RESISTENCE: 65%

SIZE: M (7')
ALIGNMENT: Chaotic neu-
tral
WORSHIPPERS' ALIGN:
Chaotic
SYMBOL: None
PLANE: Acheron
CLERIC/DRUID: 10th level
cleric
FIGHTER: 5th level fighter
MAGIC-USER/ILLUSION-
IST: 10th level illusionist,
also see below
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: IV

Azyuna is the Rankan goddess of rebellion, one of the only chaotic Rankan gods. She is not openly worshiped in the law-

ful Rankan civilization. Azyuna arranged and led the Rebellion of the Ten Brothers (see Vashanka), and has suffered ever since from the results of its defeat. As Vashanka's unwilling spouse, she regularly suffers rape at his hands. (The moaning of the winds is said to be her cries of pain.)

Azyuna has the power of Beguiling, as the rod of the same name, but the effects are permanent (short of a Dispel Magic) and there is no save; only magic resistance can withstand this power. Those Beguiled by Azyuna are filled with the glorious spirit of rebellion and defiance.

ILS the MIGHTY (greater god)

STRENGTH: 22 (+4, +10)
INTELLIGENCE: 21
WISDOM: 24
DEXTERITY: 20
CONSTITUTION: 24
CHARISMA: 24
ARMOR CLASS: -3
MOVE: 15"/48"
HIT POINTS: 400
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50
SPECIAL ATTACKS: Great
Wind
SPECIAL DEFENSES: Immune
to fire, cold, and all elemen-
tals, +3 or better weapon
needed to hit

MAGIC RESISTANCE: 90%
SIZE: Varies
ALIGNMENT: Neutral
WORSHIPPERS' ALIGN:
Any type of neutral
SYMBOL: Eyes, sikkintairs,
many others
PLANE: Concordant Opposi-
tion
CLERIC/DRUID: 20th level
cleric
FIGHTER: 15th level fighter
MAGIC-USER/ILLUSION-
IST: 10th level magic-user
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: III

Among IIs' powers are the abilities to Shape Change at will, and to cause a Great Wind that can come roaring out of the sky to sweep its victims off into the beyond (unless they save vs. spells at -4). He can also summon 2-8 sikkintairs once per day.

IIs' clerics are all male, and all wear tonsures and robes. Lower level clerics wear black robes. The second highest priest always wears a scarlet robe and is known as the High Flamen.

VASHANKA the TENSLAYER (greater god)

STRENGTH: 24 (+6, +12)
INTELLIGENCE: 19
WISDOM: 20
DEXTERITY: 23
CONSTITUTION: 24
CHARISMA: 23
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 375
NO. OF ATTACKS: 2 (with
each weapon)
DAMAGE/ATTACK: 4-40
(sword) or 6-60 (spear)
SPECIAL ATTACKS: Lightning
SPECIAL DEFENSES: Immune
to lightning, +3 or better
weapon needed to hit

MAGIC RESISTANCE: 85%
SIZE: L (8')
ALIGNMENT: Lawful evil
WORSHIPPERS' ALIGN:
Lawful (and warriors)
SYMBOL: Lightning bolt
tent stake
PLANE: Acheron
CLERIC/DRUID: Nil
FIGHTER: 25th level fighter
MAGIC-USER/ILLUSION-
IST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: III

Vashanka is the Rankan Lord of Weapons and War, God of Rape and Keeper of Death's Gate. He appears as a very large muscular man whose skin glows and flickers with a fiery light. He can create and control storms, and he has the power to cast Lightning Bolts at will (once per round, up to 20D6 points of damage). In battle, he wields a great shining sword and/or a spear of lightning.

CRAB, Bengil

FREQUENCY: Rare
NO. APPEARING: 3-18
ARMOR CLASS: 4
MOVE: 9"/12"
HIT DICE/POINTS: 1 HD
% IN LAIR: 70%
TREASURE TYPE: P
NO. OF ATTACKS: 2 (claw/claw)
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: 1-10 + 1 per hp

These large and dangerous crabs lair in groups of a dozen or more. They hunt fish for food, but will attack anybody who ventures into their territory in the water. If encountered on land, they will run away, or defend themselves if cornered. They are air breathers, and their flesh is poisonous to all but a few predators.

SIKKINTAIR (Flying Knife)

FREQUENCY: Very rare (uncommon)
NO. APPEARING: 1 (1-6)
ARMOR CLASS: 4
MOVE: 6"/48"
HIT DICE/POINTS: 10 HD
% IN LAIR: Nil (10%)
TREASURE TYPE: Nil (C)
NO. OF ATTACKS: 3 (claw/claw/bite)
DAMAGE/ATTACK: 1-8/1-8/2-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (30' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VI/900 + 14 per hp

These vicious predators from the plane of Concordant Opposition are only found on the Prime Material Plane on the business of the god Ilz or his servants. They are great scaly bat-winged serpents, each with a pair of powerful legs ending in sword-like talons, and a mouth full of sharp teeth. The numbers in parentheses above give the incidence and treasure of sikkintairs when on their home plane.



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ADVENTURES IN FANTASY

Dave Arneson
Richard Snider

PRINCE, RETINUE and OFFICIALS

AYE-GOPHLAN

CAPTAIN-RANKAN MILITIA (and Thief)

AGE: 30 STRENGTH: 71 CONSTITUTION: 83
STATUS: 17 DEXTERITY: 94 STAMINA: 84
EXPERIENCE: 16 INTELLIGENCE: 84 HEALTH: 60
REPUTATION: 16 CHARISMA: 69 HIT DICE: 18 points

SKILLS:

ONE

THREE Knows two other languages (his choice)

FIVE, SIX Physical Training I, II

SEVEN, EIGHT, NINE Horsemanship I, II, III

All weapons but 2-handed sword, Club, Ax and Pike

MOLIN TORCHHOLDER

HIGH PRIEST OF SHAVANKALA (has Rod of Power)

AGE: 46 STRENGTH: 56 CONSTITUTION: 40
STATUS: 23 DEXTERITY: 77 STAMINA: 81
EXPERIENCE: 10 INTELLIGENCE: 86 HEALTH: 31
REPUTATION: 15 CHARISMA: 40 HIT DICE: 15 points

SKILLS:

Lawful Spells: Healing, Obedience, Truth

Non-Aligned Spells: Wizard Sight, Cure Charm, Charm Man

25% chance to know any Lawful or Non-Aligned spell up to five point

ONE How to read and write

TWO How to figure

THREE Speaks one other language

FOUR Reads and writes one other language

FIVE, SIX Physical Training I, II

SEVEN, EIGHT Horsemanship I, II

FIFTEEN Club

TWENTY-SIX Servant (Temple Skills)

50 Spell points a day up to 7 points a turn

PRINCE KADAKITHIS

RANK: 28 STRENGTH: 40 CONSTITUTION: 80
AGE: 28 DEXTERITY: 60 STAMINA: 45
EDUC: 14 years INTELLIGENCE: 85 HEALTH: 50
EXP: 5 (1 kill) CHARISMA: 85 HIT DICE: 10 points
REPUTATION: 25

SKILLS:

ONE Read and write

TWO Figure

THREE Learn language

FIVE Physical Training I

SEVEN, EIGHT Horsemanship I, II

ELEVEN, TWELVE, FOURTEEN, EIGHTEEN Shield, Sword, Spear, Dagger

WALEGRIN

MERCENARY CAPTAIN

AGE: 33 STRENGTH: 61 CONSTITUTION: 80
STATUS: 13 DEXTERITY: 89 STAMINA: 82
EXPERIENCE: +15 INTELLIGENCE: 86 HEALTH: 75
REPUTATION: +48 CHARISMA: 74 HIT DICE: 16 points

SKILLS

ONE

THREE Speaks one other language (his choice)

FIVE, SIX Physical Training I, II

SEVEN, EIGHT, NINE Horsemanship I, II, III

TEN, ELEVEN, TWELVE, FOURTEEN, EIGHTEEN Bow, Shield, Sword, Spear, Dagger

HELL HOUNDS

Standard Knowledge:

Weapons — Bow, Sword, Shield, Spear, Dagger

Skills: Physical Training I, II

Horsemanship I, II, III

Individual Statistics:

	Zalbar	Bourne	Quag	Razkuli	Arman	Tempust
STRENGTH	108	83	96	78	83	100
DEXTERITY	70	82	71	74	80	88
INTELLIGENCE	73	78	70	63	62	63
CHARISMA	65	74	72	65	64	79
CONSTITUTION	100	84	88	87	80	100
HEALTH	88	86	88	84	83	100
O.A. EXPERIENCE	+9 (12)	+8	+5	+1	+4	+8 (15+)
O.A. REPUTATION	+17 (20)	+13	+13	+5	+13	+14 (30+)
SOCIAL RANK	13	12	11	12	14	9
BOW EXPERIENCE	11	5	7	16	4	6
SWORD EXPERIENCE	14	10	20	16	13	12
SHIELD EXPERIENCE	8	4	2	3	6	6
SPEAR EXPERIENCE	8	1	3	2	3	5
DAGGER EXPERIENCE	8	4	11	4	5	8
AGE	33	32	35	25	30	100+
HIT DICE	21	18	19	18	18	22

†Knows all weapons

Can regenerate 1 point Hit Dice, Strength, Dexterity, Stamina per melee round (in or out of combat)

 □ □ □ □ □ RESIDENTS □ □ □ □ □

ALTEN STULWIG
Physician-Alchemist

AGE: 28 STRENGTH: 44 CONSTITUTION: 59
 STATUS: 6 DEXTERITY: 41 STAMINA: 46
 EXPERIENCE: 3 INTELLIGENCE: 81 HEALTH: 36
 REPUTATION: 10 CHARISMA: 66 HIT DICE: 10 points

SKILLS:

Knows equivalent of Lawful Healing Spell. Can use it once a day.
 ONE How to read and write
 FOUR Speaks one other language
 EIGHTEEN Dagger

DUBRO
Blacksmith

AGE: 32 STRENGTH: 100 CONSTITUTION: 91
 STATUS: 6 DEXTERITY: 73 STAMINA: 92
 EXPERIENCE: 0 INTELLIGENCE: 42 HEALTH: 60
 REPUTATION: +16 CHARISMA: 59 HIT DICE: 20 points

SKILLS:

FIVE, SIX Physical Training I, II
 FIFTEEN Club
 SIXTEEN Ax
 NINETEEN Blacksmith

ENAS YORL
Involuntary Shape Changer

AGE: 80 (apparent) STRENGTH: 60 CONSTITUTION: 32
 STATUS: 45 DEXTERITY: 93 STAMINA: 42
 EXPERIENCE: 21 INTELLIGENCE: 91 HEALTH: 54
 (as Humanoid) CHARISMA: 50 HIT DICE: 14 points
 REPUTATION: 45 (usual)

SKILLS:

Chaotic Spells: Insolence, Terror, Insanity
 Neutral Spells: Rhetoric, Charm All, Strength
 45% chance to know any Neutral or Chaotic spell up to thirteen point
 ONE, TWO, THREE, FOUR
 FIVE, SIX, SEVEN, EIGHT
 ELEVEN, TWELVE, FIFTEEN, EIGHTEEN Weapons +5% skill, too
 TWENTY-ONE (some skills of Armorer)
 Has 108 spell points a day up to thirteen points a turn
 Note: Roll for body type
 Shape lasts 1 to 100 hours
 3% chance for any of 28 Human Body types on Creature List
 (Vol. II, pp30-31) otherwise Manlike

HANSE SHADOWSPAWN
Thief, Weapons Expert (low experience)

AGE: 28 STRENGTH: 58 CONSTITUTION: 53
 STATUS: 4 DEXTERITY: 33 STAMINA: 92
 EXPERIENCE: +15 INTELLIGENCE: 84 HEALTH: 74
 due to inborn abilities CHARISMA: 72 HIT DICE: 16 points
 REPUTATION: +39

SKILLS:

THREE Knows one other language (his choice)
 FIVE Physical Training
 SEVEN Horsemanship I
 Knows all weapons but 2-handed sword and Pike
 Acquired spells (skills):
 10% chance to know any Neutral and Non-Aligned spell up to five point
 Has 7 spell points a day but can cast up to five a turn

ILLYRA
Seeress

AGE: 22 STRENGTH: 29 CONSTITUTION: 52
 STATUS: 4 DEXTERITY: 89 STAMINA: 50
 EXPERIENCE: 7 INTELLIGENCE: 89 HEALTH: 39
 REPUTATION: 10 CHARISMA: 82 HIT DICE: 11 points

SKILLS:

Lawful spells: Protection from Chaos, Clairvoyance, Healing, Fire
 35% chance to know any Lawful spell up to 8 points
 THREE Speak one other language
 FIVE Physical Training I
 EIGHTEEN Dagger
 TWENTY-SIX Troubador (How to put on an act.) Limited skills at present.
 36 spell points a day up to eight points a turn

JUBAL**Weapons Master**

AGE: 50 STRENGTH: 83 (99) CONSTITUTION: 91 (110)
 STATUS: 14 DEXTERITY: 80 (96) STAMINA: 91 (110)
 EXPERIENCE: 61 INTELLIGENCE: 83 HEALTH: 60
 REPUTATION: 91 CHARISMA: 61 HIT DICE: 19 points

SKILLS:

ONE Read and write
 TWO Figuring
 THREE Knows one other language (his choice)
 FIVE, SIX Physical Training I, II
 Knows all weapons TEN-EIGHTEEN

KURD THE VIVISECTIONIST

AGE: 43 STRENGTH: 42 CONSTITUTION: 50
 STATUS: 8 DEXTERITY: 95 STAMINA: 72
 EXPERIENCE: 0 INTELLIGENCE: 85 HEALTH: 67
 REPUTATION: None CHARISMA: 23 (due to 'habits') HIT DICE: 14 points

SKILLS:

ONE How to read
 TWO How to figure
 SEVEN How to ride
 EIGHTEEN How to use a Dagger
 When inflicting special damage roll two 10-sided dice for dexterity points lost vs. Humans only.
 Can be considered either Chaotic or Neutral depending on whether you believe his story or not.

MELILOT
Scibe

AGE: 49 STRENGTH: 68 CONSTITUTION: 23
 STATUS: 14 DEXTERITY: 58 STAMINA: 21
 EXPERIENCE: 8 INTELLIGENCE: 80 HEALTH: 41
 REPUTATION: 0 CHARISMA: 41 HIT DICE: 14 points

SKILLS:

ONE How to read and write
 THREE Speaks three other languages
 FOUR Reads and writes two other languages
 SEVEN Horsemanship I
 EIGHTEEN Dagger (+10% experience)

STREET URCHINS
NPC

NO. APPEARING: 1-10 Maximum Average Maximum Average
 AGE: 6-12 STRENGTH: 20 CONSTITUTION: 50
 STATUS: 0 DEXTERITY: 80 STAMINA: 30
 EXPERIENCE: 0-9 INTELLIGENCE: 70 HEALTH: 60
 REPUTATION: 0 CHARISMA: 80 HIT DICE: 8 points

SKILLS:

Dagger
 Club (does ½ normal damage)
 Spear (counts for sword as length)
 Note: Are simply street toughened children. Attributes should be 25-75% of adult values physically, 60-80% mentally. The only thing special about them is desperation and their closely knit relationships within the group.

 □ □ □ □ □ TRANSIENTS □ □ □ □ □

CIME**Witch Harlot**

AGE: 27 (seeming) STRENGTH: 47 CONSTITUTION: 63
 STATUS: 6 DEXTERITY: 73 STAMINA: 75
 EXPERIENCE: 7 INTELLIGENCE: 88 HEALTH: 61
 REPUTATION: 12 CHARISMA: 95 HIT DICE: 14 points

SKILLS:

35% chance to know any Neutral spells up to 8 point
 Neutral Spells: Abandon, Charisma, Theft, Ecstasy, Good Luck, Charm All
 THREE Speak one other language
 FIVE Physical Training I
 EIGHTEEN Dagger
 TWENTY-SIX 25% chance of having servants
 35 spell points a day but up to 8 a turn

LYTHANDE
Priest of the Blue Star

AGE: 60 STRENGTH: 74 CONSTITUTION: 60
 STATUS: 43 DEXTERITY: 80 STAMINA: 68

EXPERIENCE: 16 INTELLIGENCE: 98 HEALTH: 70
REPUTATION: 18 CHARISMA: 27 HIT DICE: 16 points

SKILLS:

Lawful Spells: Light, Healing, Truth, Fire
Neutral Spells: Strength, Rhetoric, Dispel Magic, Empathy, Life Force
40% chance to know any other spell of either alignment up to thirteen point

ONE, THREE, FOUR, FIVE, SIX, SEVEN
ELEVEN, TWELVE, FOURTEEN, FIFTEEN, EIGHTEEN
TWENTY-ONE, TWENTY-THREE (partial skill at making and ornamenting weapons)

128 spell points a day up to thirteen points a turn

SAMLOR hil SAMT

Caravan Master (exp)
Minor Mage (exp. lev 3)
Fighter (exp. lev 12)

AGE: 31 STRENGTH: 85 CONSTITUTION: 90
STATUS: 20 DEXTERITY: 90 STAMINA: 62
EXPERIENCE: 16 INTELLIGENCE: 84 HEALTH: 68
REPUTATION: 100! CHARISMA: 40 HIT DICE: 18 points

SKILLS:

ONE Read
TWO Figure
THREE Speak two other languages
FIVE, SIX Physical Training I, II
SEVEN, EIGHT, NINE Horsemanship I, II, III
TEN, TWELVE, FOURTEEN, EIGHTEEN Bow, Sword, Lance, Spear, Dagger, Shield
TWENTY-FOUR Husbandry

MAGICAL ABILITIES:

Can cast up to three 1-2 point spells.
Knows the following Lawful spells: Light, Protection from Chaos
Knows the following Non-Alignment spells: Gambling, Open Door, Find Gold
Knows the following Neutral spells: Charisma, Rhetoric
80% chance to know any Non-alignment spell up to six points
Has 24 spell points a day, six points a turn

*Get credit for being the champion of one god and cheating another and see what it does for you!

MONSTERS

GIANT CRABS (Bengil Crab of Sharranpip)

AVERAGE HIT POINTS: 1 BODY TYPE: Scaled
MOVEMENT: 4" (water) 2" (land)
ALIGNMENT: Chaotic HIT DICE: 1 (1-3)
(Hostile)

Similar to ants in their habits, these creatures are generally found in or near water where they feed on various marine life. They will also, like certain South American fish, feed on human flesh. On land they will not attack unless cornered (like in their nests) but in water they are dangerous. If the victim is swimming in less than 6' of water the crabs will be able to attack but in deeper water they cannot reach a swimming target. Boats will also offer protection unless the crabs can leap into them from above (so long as the boat is in water). When moving away from the nest they will be preceded by 1-6 scouts followed by the main body of 6-60. A nest will contain 1-10 nurses guarding the 6-60 eggs but there will be no other treasure but that left by earlier adventurers that were killed. Generally set to guard the water entrances to the temples and shrines of Weda Kriztawn. The flesh is poisonous to all but the ghoondah fish.

SIKKINTAIR

Alignment Av. HP Hit Dice Body type SPP No. Encountd
Neutral 52 15 Snake 3" Clear 1-6
Special 30"

Eats Bear and Buffalo
Like Valleys, lives primarily in the "Next World"
Can only be controlled by pipe of the Priest of IIs

MAGICAL ENCOUNTERS for THIEVES' WORLD

Commentary

It is assumed from all available descriptions of the activities within the city of Sanctuary that magicians operate alone or with only one or two assistants. There are referenes to various Guilds and organizations but none of them appear to have training centers in the city. This is not overly surprising considering the chaotic conditions that exist there which would be quite distracting to a disciplined study of magic.

Judging by the arrangements made by "The Puple Mage" an outdoor encounter would involve a mixture of human guards, tricks, traps and special animals covering a maze-like structure—all to frustrate the would-be thief or assassin.

Within the city the presence of a number of Temples does indicate that there are training structures for the priesthood(s). These involve rather elaborate temples with mazes, tricks, traps and special encounters as typified by the Temple of IIs and Dyareela/Heqt. At this point a specific locale has to be set by the Dungeon Master to accomodate that sort of situation accurately.

So with that in mind the following table is provided for the more common sort of encounter with a mage as might happen in the lanes and byways of Sanctuary!

LEVEL OF MAGIC-USER (FOR THIEVES' WORLD)

Table with columns: ROLL, LEVEL, D10 ROLL AND NUMBER OF ASSISTANTS

LEVEL OF ASSISTANT (roll for each)

Table with columns: ROLL, LEVEL

If in lair number of permanent defence spells equal to the Magic-users' level +1 for every year in residence up to ten extra points.

CITY ENCOUNTER CHARTS FOR SANCTUARY

- 1. Time of Day
2. Area of City

MODIFIED OUTSIDE TOWN TABLE H (Vol. I, pp29)

Table with columns: Base Chance, Eastern Edge (Normal, Day, Night), Remainder (Day, Night), The Maze (Day, Night)

OUTLAWS Go to Chart L (V. I, pp 30) for Numbers involved
Go to Chart M (V. I, pp 31) for Arms and Equipment
Go to Chart K (V. I, pp 30) for Soldier Types (Mtd/ Dismtd)

SOLDIERS Go to Chart L (V. I, pp 30) for Numbers involved
Go to Chart M (V. I, pp 31) for Arms and Equipment
Go to Chart K (V. I, pp 30) for Outlaw Types (Mtd/ Dismtd)

CIVILIANS Go to Table J (V. I, pp 30)
For GUARDS go to Table M (V. I, pp 31) for Arms and Equipment
go to Table K (V. I, pp 30) for Mtd/ Dismtd ratios

SPECIAL Go to Special Table (V. I, pp 30)
For SOLDIERS go to Table L (V. I, pp 30) for Numbers involved
go to Table M (V. I, pp 31) for Arms and Equipment
go to Table K (V. I, pp 30) for Outlaw Types (Mtd/Dismtd)

For OTHER go to Other Creatures Table N (V. I, pp 32) then appropriate creature entry (V. II, pp 30-31). If Other Creature is also Special go to Special Creature Table M (V. I, pp 33) for Type and then appropriate creature entry
For MAGICAL go to attached table

COMBAT MATRIX (from pp 48, Vol I) 'N', Annex to Matrix "N"

	<i>Human</i>	<i>Snake</i>	<i>Lion</i>	<i>Bird</i>	<i>Reptile</i>	<i>Scaled</i>	<i>Sikkintairs</i>
HUMAN	40	35	55	50	35	75	40
SNAKE	75	40	55	75	40	55	60
LION	70	60	40	50	55	40	55
BIRD	60	25	50	40	75	80	30
REPTILE	75	35	55	25	40	55	30
SCALED	80	60	60	20	45	40	40
SIKKINTAIRS	65	30	50	60	60	70	40

HIT LOCATIONS CHART (pp 49, Vol. I) 'O'

	<i>Type of Dice Used for Damage</i>						
	<i>1x4</i>	<i>1x6</i>	<i>1x8</i>	<i>1x10</i>	<i>1x12</i>	<i>2x10</i>	<i>Special</i>
HUMAN	01-20	21-35	36-50	51-65	66-75	76-80	81-100
SNAKE	01-20	21-35	36-55	56-75	76-90	—	91-100
LION	01-20	21-40	41-50	51-60	61-70	71-75	76-100
BIRD	01-05	06-15	16-25	26-40	41-50	51-60	61-100
REPTILE	01-25	26-55	56-70	71-80	81-85	—	86-100
SCALED	01-30	31-60	61-75	76-85	86-90	—	91-100
SIKKINTAIRS	01-10	11-20	21-35	36-50	51-65	66-75	76-100

ARTIFACTS, TRICKS, TRAPS, and GIZMOS

Below is a partial list of such items and how I would handle them within the context of ADVENTURES IN FANTASY. Volume references are to the first 3 volumes of AIF.

PIPES OF ILS — Allows the user to summon Sikkintairs, protects the user (and by implication those near him, say 10') and allows the user to command Sikkintairs onto a quest (such as kidnapping one or more individuals). If the user is slain the Sikkintairs will continue on their last orders. Upon completion of these orders they will, as they usually do, attack any living thing nearby with priority given to anything that is attacking the Sikkintairs.

PARCHMENT OF THE NEXT WORLD — A 4' by 8' parchment with magical runes inscribed along the edge of one side. When unfolded and hung (note that the surface cannot be pierced when hung up) allows anyone to enter one side and emerge into the "Next World" (Dimension, whatever). Cannot be folded up but must be rolled, if folded it will immediately be totally destroyed. Anything of less than 4' by 8' can use the entryway. By implication and legend there would seem to be other parchments that provide entry to other "Other Worlds", "Next Worlds" that are different from the ones where the Sikkintairs live.

STATUES OF ILS — These two statues are representations of the god IIs and are made out of solid gold. They would thus qualify as (see Vol. II, pp35) 5,000GP artifacts with saving throws, etc. as described in the paragraph marked #.

THUNDERSTONE OF ILS — Is capable of hurling bolts of lightning three times per day. Anything hit by such a bolt must make a saving throw against six point magic or die. Worth 200GP as a decorative amulet.

DIAMOND RODS OF CIME — Although evidently not rendered entirely powerless by their loss these rods would seem to enhance her regular powers and also offer some protection against magic. Treat them as being a Hair Amulet (Vol. II, pp41) and as a Diamond Talisman (Vol. II, pp43). Must be used together to gain the above advantages. Worth at least 500GP each (1,000GP total)

TEMPUS' SWORD — Evidence indicates that this weapon can negate any magical protection (like armor) and gives a 15% combat bonus to hitting. It has no Ego or Intelligence and is of Chaotic alignment (Vol. II, pp39). Worth 50-100GP total).

PROTECTIVE AMULET — Glows green, treat as Topaz Amulet (Vol. II, pp42). Needless to say this has no effect on Tempus' sword.

SINGING SWORD — Treat as an Amulet of Bells (Vol. II, pp40).

SERPENT BRACELET — When touched by anyone but the wearer it turns into a small but deadly serpent whose bite will almost instantly ossify (turn to rock) every bone in the body. Roll for saving throw against 6 point magic. Failure means death. Worth 10-100GP as decoration.

CANE OF TERROR — It's touch (except when properly held by the handle) will reduce the victim to gibbering in abject terror. Treat as a sword for attacks (i.e. weapon length) and give a 50% increase in the chance for a surprise attack when used in conjunction with a blind man disguise. Consider it as the 3 point insanity spell (Vol. II) 5 point Fear spell will last 1-3 days (not turns) and after running the 1-10 turns the victim will collapse into a gibbering heap. Has no intrinsic value.

SAVANKALA ROD OF AUTHORITY — Increases the bearers' Social Rank 5 points if they already are of noble rank. Increases your reputation 5 points no matter what your rank. It is worth 250GP normally as an artifact.

SMHEE'S (Rhandhee Ghee's) ANTI-SPIDER OINTMENT — Treat this as being capable of repelling all 'normal' insect attacks. Magically induced attacks would seem to still be possible or at least those by specially bred insects.

FIRE STICKS — Description seems to be that of regular wooden matches or white flares. If kept dry these will allow you to start fires immediately whether torches, campfires, or a thatched roof.

BLOWGUNS — Treat as short bow with 1/5 normal range. Can be easily concealed but takes one melee round to assemble for use. Once assembled and loaded for use can be concealed in one's robes. If dart is poisoned treat as saving throw vs. 8 point magic.

POISONED THORNS — Treat as saving throw vs. 3 point magic for each melee round you are entangled with the thorn bush.

**Jamie the Red Battling
a Sikkintair at the Gate**



CHIVALRY & SORCERY®

Wes Ives

I have taken some liberties with the facts as presented in Thieves' World, especially in the realm of Magic. All types of magic work in Sanctuary, as do prayers to a variety of Gods. However, it is quite beyond the scope of this offering to provide a tailored magic system for each mage in Sanctuary and do it the justice that a replacement for C&S' complex system demands. Therefore, I have smoothed the edges and ignored the eccentricities in an attempt to make the mages of Sanctuary comply with C&S magic. It is not the best of worlds, but it is the only one possible. I strongly suspect that one of the very last things an author considers when he or she is hot on the trail of a denouement is "how is this proposed magical effect going to fit into an over-all system of magic in a role-playing setting?" It is not their job, after all, to explain their magicians' systems; rather, their part is to use those systems wisely.

Another liberty is in weapon use. Since there is no "chivalry" per se in Sanctuary, but there are a large number of very good fighters with excellent training, either in the Imperial Guard or Hard Knock U., I have considered nearly everyone to be a chivalric fighter, unless they were manifestly not fighters at all. This decision is evident mainly in the fact that all characters have a weapon or weapons in which they specialize, and for which they receive fighter bonuses.

Finally, a few characters simply shouldn't be here at all; major among them are the Purple Mage (who never did anything except appear in one scene, dead, though he is included if you want to replay the Spiders scenario) and Molin Torchholder (who was just too ephemeral for me to get a line on).

-Wes Ives

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PRINCE, RETINUE and OFFICIALS

ARMAN

Sex: male Occupation: Hell Hound
 Birthplace: unknown Relatives: unknown
 Level: 5 Class: fighter
 Height: 5'7" Weight: 135 lbs.
 Constitution: 12 Strength: 14 Dexterity: 12
 Bardic Voice: 9 Intelligence: 9 Wisdom: 9
 Appearance: 9 Charisma: 10 Alignment: 16
 Personal Combat Factor: 12
 Body Points: 16
 Fatigue Points: 12

Like all Hell Hounds, Arman is well-trained, and is versed in the use of the Sword, Short Sword, and Light Crossbow. He is +8% to hit and -8% for parries with these three weapons.

AYE-GOPHLAN

Sex: male Occupation: Captain of the City Guard
 Level: 10 Class: fighter
 Height: 5'9" Weight: 155 lbs.
 Constitution: 13 Strength: 14 Dexterity: 12
 Bardic Voice: 12 Intelligence: 13 Wisdom: 15
 Appearance: 12 Charisma: 13 Alignment: 12
 Personal Combat Factor: 22
 Body Points: 28
 Fatigue Points: 21

As a Guardsman, Aye-Gophlan is versed in the use of the Broadsword, Dagger, Short Sword, and Spear, and is +12% to hit and to parry with all four weapons. On duty he wears AC 4; off-duty he wears AC 1. Aye-Gophlan is not a wealthy man, and lives from payday to payday on his Guardsman's salary of 10 SP per day.

BOURNE

Sex: male Occupation: Hell Hound
 Level: 5 Class: fighter
 Height: 6'1" Weight: 200 lbs.
 Constitution: 13 Strength: 16 Dexterity: 10
 Bardic Voice: 9 Intelligence: 11 Wisdom: 11
 Appearance: 14 Charisma: 11 Alignment: 14
 Personal Combat Factor: 13
 Body Points: 21
 Fatigue Points: 12

As a Hell Hound, Bourne is proficient with the Short Sword, Dagger, and Spear, and is +10 to hit and parry with each. He wears AC 5 when on duty.
 His pay is 9 SP per day, plus an honorarium of 5 SP per day to report back to the Emperor with any interesting observations about the Prince.

DANLIS

Sex: female Occupation: ancilla
 Level: 4 Class: non-fighter
 Height: 5'2" Weight: 95 lbs.
 Constitution: 13 Strength: 9 Dexterity: 14
 Bardic Voice: 15 Intelligence: 14 Wisdom: 16
 Appearance: 18 Charisma: 18 Alignment: 7
 Personal Combat Factor: 5
 Body Points: 9
 Fatigue Points: 8

PRINCE KADAKITHIS

Sex: male Occupation: Imperial Governor, Sanctuary
 Birthplace: Ranke Relatives: half-brother to the Emperor
 Level: 3 Class: non-fighter
 Height: 5'5" Weight: 120 lbs.
 Constitution: 13 Strength: 9 Dexterity: 14
 Bardic Voice: 15 Intelligence: 15 Wisdom: 16
 Appearance: 13 Charisma: 15 Alignment: 7
 Personal Combat Factor: 10
 Body Points: 11
 Fatigue Points: 11

As Imperial Governor, Kadakithis seldom needs to rely upon his own abilities as a swordsman. If he must fight, though, he is trained in the use of the Broadsword and Dagger, and +6% to hit and -6% to parry with both.
 The Prince is very wealthy.

QUAG

Sex: male Occupation: Hell Hound
 Birthplace: unknown Relatives: unknown
 Level: 8 Class: fighter
 Height: 5'8" Weight: 150 lbs.
 Constitution: 12 Strength: 12 Dexterity: 10
 Bardic Voice: 9 Intelligence: 8 Wisdom: 9
 Appearance: 10 Charisma: 10 Alignment: 9
 Personal Combat Factor: 15.5
 Body Points: 21
 Fatigue Points: 18

Quag is proficient with the following weapons: Sword, Short Sword, Spear, Light Crossbow. He is +12% to hit, and -12% to parry, with all of them.
 His pay is 9 SP per day.

RAZKULI

Sex: male Occupation: Hell Hound
 Birthplace: unknown Relatives: unknown
 Level: 2 Class: fighter
 Height: 5'5" Weight: 120 lbs.
 Constitution: 15 Strength: 12 Dexterity: 14
 Bardic Voice: 10 Intelligence: 12 Wisdom: 8
 Appearance: 10 Charisma: 11 Alignment: 8
 Personal Combat Factor: 7.5
 Body Points: 11
 Fatigue Points: 7

Razkuli is a young fellow, without as much training as the other Hell Hounds. He is +4% to hit and -4% to parry with the Sword and the Light Crossbow.
 As a new Hell Hound, he earns 7 SP per day.

TEMPUS

Sex: male Occupation: Hell Hound
 Birthplace: Azehur Relatives: younger brother, Lord of Azehur
 Level: 22 Class: fighter
 Height: 6'0" Weight: 180 lbs.
 Constitution: 15 Strength: 15 Dexterity: 13
 Bardic Voice: 14 Intelligence: 13 Wisdom: 15
 Appearance: 13 Charisma: 13 Alignment: 17
 Personal Combat Factor: 48
 Body Points: 32
 Fatigue Points: 40

Tempus is a favorite of Vashanka, who has given Tempus several tokens of appreciation:

- (1) Long Life—at least 3 centuries.
- (2) Regeneration—injuries heal at the rate of 2D6 points of damage per turn.
- (3) Disguise—he can assume the appearance of another person. Treat this as an Illusion cast by a MU of proficiency grade VI, for purposes determining the illusion's success or failure.
- (4) Enchanted Weapon—his weapon is a +8 Broadsword. There is an 80% chance that any missile directed at Tempus will be reflected back against the firer, and the sword functions as a Protective Device with 200 Experience Factors when Tempus is the target of Magick. The sword must be drawn to perform its warding functions.

WALEGRIN

Sex: male Occupation: Mercenary Captain
 Birthplace: unknown Relatives: Illyra
 Level: 7 Class: fighter
 Height: 6'2" Weight: 210 lbs.
 Constitution: 14 Strength: 16 Dexterity: 14
 Bardic Voice: 11 Intelligence: 13 Wisdom: 12
 Appearance: 12 Charisma: 12 Alignment: 10
 Personal Combat Factor: 15.5
 Body Points: 23
 Fatigue Points: 14

Walegrin is +12% to hit and -12% to parry with the Broadsword and the Dagger. He wears AC 3 when on duty, and AC 1 otherwise.
 While a soldier, he received 10 SP per day of active duty; since he has deserted, he receives no soldier's pay.

ZALBAR

Sex: male Occupation: Captain of the Hell Hounds
 Birthplace: unknown Relatives: unknown
 Level: 14 Class: fighter
 Height: 5'11" Weight: 170 lbs.
 Constitution: 12 Strength: 15 Dexterity: 12
 Bardic Voice: 9 Intelligence: 11 Wisdom: 13
 Appearance: 12 Charisma: 11 Alignment: 6
 Personal Combat Factor: 32
 Body Points: 26
 Fatigue Points: 28

A member of the Prince's personal guard, Zalbar is a well-trained military man, proficient with the Short Sword, Broadsword, Spear, and Light Crossbow. He is +12% to hit and -12% for parries with all of the above.

 □ □ □ □ □ □ RESIDENTS □ □ □ □ □ □

ALTEN STULWIG

Sex: male Occupation: healer
 Birthplace: unknown Relatives: none (Parents dead)
 Level: 7 Class: physician
 Height: 5'6" Weight: 130 lbs.
 Constitution: 14 Strength: 10 Dexterity: 14
 Bardic Voice: 7 Intelligence: 14 Wisdom: 13
 Appearance: 4 Charisma: 2 Alignment: 14
 Personal Combat Factor: 10
 Body Points: 16
 Fatigue Points: 15

Alten Stulwig carries a staff which he can wield with some proficiency, as it has been blessed by IIs. Treat it as a LH Quarterstaff. Alten is +6% to hit, and +12% to parry, with this weapon.

For his abilities as a doctor, see the Sourcebook. He earns 18 SP per day, plus the fringe benefit of knowing who has bought poisons, abortifacients, and such.

AMOLI

Sex: female Occupation: madame of the Lily Garden
 Level: 7 Class: non-fighter
 Height: 5'0" Weight: 100 lbs.
 Constitution: 14 Strength: 8 Dexterity: 11
 Bardic Voice: 11 Intelligence: 10 Wisdom: 12
 Appearance: 16 Charisma: 14 Alignment: 13
 Personal Combat Factor: 11
 Body Points: 12
 Fatigue Points: 14

Amoli would use a Dagger if she had to. However, she is usually guarded by a eunuch who is a level 10 Average Fighter, and who uses a Scimitar.

The Lily Garden is a main competitor of the Aphrodisia House. It has receipts of 10 GP per night.

ENAS YORL

Sex: ? Occupation: mage
 Birthplace: unknown Relatives: unknown
 Level: 22 Class: Power Word mage
 Height: ? Weight: ?
 Constitution: ? Strength: ? Dexterity: ?
 Bardic Voice: ? Intelligence: 18 Wisdom: 16
 Appearance: ? Charisma: ? Alignment: 10
 Personal Combat Factor: depends on his shape, but always low: he never gets enough practice in any single shape.
 Body Points: vary
 Fatigue Points: vary

Due to a curse, Enas Yorl is an unwilling shapeshifter. Every turn roll D100: if this roll is less than 4, then Enas Yorl has changed shape. Roll again: if this roll is between 6 and 30, his sex is female. If it is less than 5, he changes into some non-human species, otherwise he becomes a human male of random characteristics. The GM should go with the flow on this curse, and afflict Enas Yorl with whatever strikes the GM's fancy.

Enas Yorl is a powerful mage with the following abilities:

Concentration Level: 310

PMF: 33

Magick Level: 15

Spells Known:

Detection: Enemies, Invisible Presence, Observation, See the Invisible
 Communication/Transport: Teleportal, Levitate

Basic Magick: all Air, all Water

Commands: Charm, Sleep, Clumsiness, Confusion, Demoralization, Forgetfulness

Illusions: Blurred Image, Illusory Script, Phantasmal Landscape, Phantom Monsters, Phantom Forces, Detect (VI), Dispel (VI)

Ancient Lore: Night Vision, Ventriloquism, Astral Lock, Knock, Haste, Legend Lore

Demonology: through BMR 8

HANSE SHADOWSPAWN

Sex: male Occupation: thief
 Birthplace: unknown Relatives: unknown
 Level: 4 Class: thief

Height: 5'4" Weight: 115 lbs.
 Constitution: 16 Strength: 14 Dexterity: 18
 Bardic Voice: 9 Intelligence: 13 Wisdom: 12
 Appearance: 12 Charisma: 14 Alignment: 15
 Personal Combat Factor: 11
 Body Points: 13
 Fatigue Points: 8

Hanse' preferred weapons are the Light Sword and the Dagger; he is +8% to hit and -8% to parry with both. Hanse keeps about a half-dozen knives concealed about his person. He does not wear armor. Due to his abortive attempt to avenge Cudget, his mentor, Hanse is fairly wealthy, with 350 SP in his possession.

KEMREN, THE PURPLE MAGE

Sex: male Occupation: mechanican
 Level 17 Class: mage
 Height: 5'9" Weight: 145 lbs.
 Constitution: 10 Strength: 9 Dexterity: 13
 Bardic Voice: 10 Intelligence: 20 Wisdom: 14
 Appearance: 6 Charisma: 7 Alignment: 19

Kemren is a former devotee of Weda Krishtawn, and retains the custom of rubbing himself with rancid butter. He stinks to high heaven.

Personal Combat Factor: 24
 Body Points: 28
 Fatigue Points: 30

Kemren's weapon of choice is the Dagger, with which he is +11% to hit and -11% with his parries.

Kemren is a Mechanician Artificer with the following abilities:

Concentration Level: 160
 PMF: 30
 Magick Level: 12

Kemren knows many spells which he has placed into a variety of devices scattered throughout his lair:

Black Magick: Slow, Weakness

Ancient Lore: Noise, Hear, Knock, Silence, Healing, Haste

Illusion: Wall of Fog, Detect (V), Spectral Monsters (spiders)

Detection: all

Basic Magick: all Water, all Earth.

Kemren's home is well-guarded, both by living and unliving creatures. He has animated statues and other devices at his beck and call which would require 1000 days to construct by the C&S rules for animated servants.

KURD

Sex: male Occupation: healer
 Birthplace: Ranke Relatives: unknown
 Level: 9 Class: Physician
 Height: 5'8" Weight: 120 lbs.
 Constitution: 7 Strength: 8 Dexterity: 15
 Bardic Voice: 10 Intelligence: 19 Wisdom: 14
 Appearance: 4 Charisma: 10 Alignment: 17
 Personal Combat Factor: 5.5
 Body Points: 6
 Fatigue Points: 5

As a physician, Kurd has all of the medical skills listed in the Sourcebook. However, he gets less custom than does Alten Stulwig, even though Kurd's knowledge is greater. This is just as well, since it leaves Kurd with more time to pursue his studies. His daily income is 10 SP.

MASHA zil-INEEL

Sex: female Occupation: midwife, barber, dentist
 Birthplace: Sanctuary Relatives: none (Parents: merchant)
 Level: 6 Class: thief
 Height: 5'4" Weight: 100 lbs.
 Constitution: 15 Strength: 10 Dexterity: 18
 Bardic Voice: 9 Intelligence: 13 Wisdom: 13
 Appearance: 12 Charisma: 14 Alignment: 6
 Personal Combat Factor: 9
 Body Points: 14
 Fatigue Points: 12

Masha's favorite weapons are the Short Sword and the Dagger, and she is +12% to hit and -12% for parries with both. She wears no armor. A recent adventure has resulted in the acquisition of a fortune in jewelry: she now possesses fifty or so gems worth a total of 2000 GP. Her holding on to them is an open question.

MELILOT

Sex: male Occupation: master scribe
 Level: 9 Class: non-fighter
 Height: 5'4" Weight: 120 lbs.
 Constitution: 10 Strength: 9 Dexterity: 16
 Bardic Voice: 10 Intelligence: 16 Wisdom: 17
 Appearance: 10 Charisma: 14 Alignment: 17
 Personal Combat Factor: 14
 Body Points: 17
 Fatigue Points: 15

Mellot's favorite weapon is the pen, which really is mightier than most swords in his hands. If someone wanted to get physical, Mellot would defend himself with a Dagger, and later destroy his opponent with a few well-chosen forgeries.

MIZRAITH

Sex: male Occupation: mage
 Level: 22 Class: illusionist
 Height: 5'6" Weight: 125 lbs.
 Constitution: 11 Strength: 9 Dexterity: 15
 Bardic Voice: 9 Intelligence: 18 Wisdom: 15
 Appearance: 8 Charisma: 13 Alignment: 14
 Personal Combat Factor: 16
 Body Points: 19
 Fatigue Points: 21

Mizraith's weaponry and armor is his magic. His magical abilities are as follows:

Concentration Level 310

PMF: 32

Magick Level: 15

In C&S terms, Mizraith is a Thaumaturge. He knows the following spells:

Demonology: through BMR 7

Black Magick: Slow, Weakness, Curse, Antidote, Possession

Ancient Lore: Ventriloquism, Astral Lock, Silence, Farsight, Legend

Lore, Doppelganger, Gaseous Form, Interdimensional Labyrinth, Super

Concentration, Vitality

Illusion: All through Ninth Circle inclusively

Commands: Charm Person, Mesmerism, Geas, Forgetfulness, Summon

(allows Mizraith to force any of his students to appear before him)

Detection: Magick, Enemies, Poison, Observation, See Invisible

Basic Magic: all Fire, all Air

MYRTIS

Sex: female Occupation: madame of Aphrodisia House
 Birthplace: unknown Relatives: unknown
 Level: 10 Class: non-fighter
 Height: 5'4" Weight: 105 lbs.
 Constitution: 15 Strength: 9 Dexterity: 13
 Bardic Voice: 14 Intelligence: 13 Wisdom: 15
 Appearance: 19 Charisma: 18 Alignment: 8
 Personal Combat Factor: 14
 Body Points: 20
 Fatigue Points: 18

Myrtis doesn't fight. If she had to, she would use a Dagger, but for what does one hire guards, hmmm?

Aphrodisia House is a very successful establishment, and is an economic bulwark of Sanctuary. Average nightly receipts are 25 GP.

ONE-THUMB (LASTEL)

Sex: male Occupation: prop. of the Vulgar Unicorn
 Level: 8 Class: non-fighter
 Height: 5'8" Weight: 155 lbs.
 Constitution: 12 Strength: 11 Dexterity: 14
 Bardic Voice: 10 Intelligence: 13 Wisdom: 13
 Appearance: 7 Charisma: 10 Alignment: 20
 Personal Combat Factor: 13
 Body Points: 18
 Fatigue Points: 14

One-Thumb seldom needs to fight. When he must, he uses either a Dagger or a Light Sword, and is +8% to hit and parry with each weapon. He does not wear armor.

One-Thumb's income from the Vulgar Unicorn, plus his other, far less respectable activities, bring him an income of 50 SP daily.

 □ □ □ □ □ □ **TRANSIENTS** □ □ □ □ □ □

CAPPEN VARRA

Sex: male Occupation: bard
 Birthplace: unknown Relatives: unknown
 Level: 5 Class: thief
 Height: 5'6" Weight: 125 lbs.
 Constitution: 13 Strength: 12 Dexterity: 17
 Bardic Voice: 19 Intelligence: 14 Wisdom: 15
 Appearance: 16 Charisma: 21 Alignment: 7
 Personal Combat Factor: 11.8
 Body Points: 15
 Fatigue Points: 11

Cappen Varra's preferred weapon is the Light Sword, with which he is +10% to hit and -10% with his parries. He wears AC 1.

JAMIE THE RED

Sex: male Occupation: hired sword
 Birthplace: northlands Relatives: unknown; parents royalty?
 Level: 6 Class: fighter
 Height: 6'2" Weight: 210 lbs.
 Constitution: 16 Strength: 18 Dexterity: 12
 Bardic Voice: 9 Intelligence: 11 Wisdom: 11
 Appearance: 13 Charisma: 11 Alignment: 10
 Personal Combat Factor: 15
 Body Points: 26
 Fatigue Points: 14

Jamie's favorite weapons are the Claymore (use LH Barbarian Longsword) and the LH Thrusting Spear; with both, he is +12% to hit and -12% to parry. He wears a Chain Hauberk (AC 7) and a helm which is the equivalent of a type 4 helm.

JARVEENA

Sex: female Occupation: apprentice scribe
 Birthplace: Holt (Yenized) Relatives: none surviving
 Level: 3 Class: thief
 Height: 5'0" Weight: 95 lbs.
 Constitution: 17 Strength: 10 Dexterity: 15
 Bardic Voice: 14 Intelligence: 15 Wisdom: 18
 Appearance: 10 Charisma: 11 Alignment: 10
 Personal Combat Factor: 4
 Body Points: 12
 Fatigue Points: 7

Jarveena's preferred weapon is the Throwing Dagger. Her PCF score of 4 belies her expertise with this weapon: when using a Throwing Dagger her PCF is 15. Her armor is AC 1; her dodge chance is -15%. Jarveena carries her wealth with her: one C&S gold piece, and a silver pin which can be sold for 3 GP.

LYTHANDE

Sex: (fe)male Occupation: mercenary mage
 Birthplace: unknown Relatives: unknown
 Level: 17 Class: mage of the Blue Star
 Height: 6'8" Weight: 250 lbs.
 Constitution: 12 Strength: 9 Dexterity: 14
 Bardic Voice: 16 Intelligence: 20 Wisdom: 18
 Appearance: 8 Charisma: 16 Alignment: 8
 Personal Combat Factor: 24
 Body Points: 28
 Fatigue Points: 30

Lythande's weapon of choice is the Light Sword, with which he is +11% to hit and -11% to his parries. He wears no armor. Lythande's magical abilities are as follows:

Concentration Level: 160
 PMF: 30
 Magic Level: 12

In C&S terms, Lythande is a Sorcerer, a "solitary hex master" who has specialized in Power Word Magic. His focus is the blue star emblazoned on his forehead. He knows the following spells:

Demonology: through BMR 7
 Black Magick: Slow, Weakness, Curse, Antidote, Possession
 Ancient Lore: Noise, Hear, Knock, Silence, Healing, Haste

Illusion: Wall of Fog, Delusion, Trustworthiness, Projected Image, Detect (V)

Commands: Charm, Sleep, Mesmerism, Geas
 Detection: Magick, Invisible Presence, Observation
 Basic Magick: all Fire, all Air

Lythande is not as wealthy as he could be. He possesses about 100 GP. However, should he hire himself out, he commands a wage of 8 GP per day, plus bonuses.

SAMLOR hil SAMT

Sex: male Occupation: caravan master
 Level: 12 Class: fighter
 Height: 6'0" Weight: 190 lbs.
 Constitution: 12 Strength: 14 Dexterity: 12
 Bardic Voice: 11 Intelligence: 12 Wisdom: 14
 Appearance: 9 Charisma: 12 Alignment: 9
 Personal Combat Factor: 26
 Body Points: 33
 Fatigue Points: 24

Samlor is an accomplished fighter, and is versed in the use of the Dagger, Short Sword, and Broadsword. He is +12 to hit and parry with each. When he expects to fight, Samlor wears AC 5. Samlor hil Samt's caravans are fairly lucrative, and bring him an income of 25 SP daily. The earnings are not consistent, of course, but rather come in lump sums every month or so, when a caravan has safely reached its destination.

SMHEE

Sex: male Occupation: avenger for Weda Krizhtawn
 Level: 7 Class: thief
 Height: 5'0" Weight: 180 lbs.
 Constitution: 14 Strength: 9 Dexterity: 14
 Bardic Voice: 11 Intelligence: 15 Wisdom: 15
 Appearance: 6 Charisma: 7 Alignment: 5
 Personal Combat Factor: 10
 Body Points: 20
 Fatigue Points: 16

Smhee is not as ugly as his appearance score seems to indicate. However, it is the practice of priests of Weda Krizhtawn to smear themselves with rancid butter, which makes for foul air around them. When he fights, Smhee uses a Garrote if he can take his prey unaware, or a Dagger if he must attack frontally. With a Garrote, Smhee will inflict 10 points of damage per turn if he can snare his target—the chance that he will be able to slip the noose over the target's head is 25% (assuming he has maneuvered himself into a position behind the unsuspecting victim), and may be modified by circumstances. With the Dagger, Smhee has a 14% bonus to his normal hit chances. Smhee is also a moderately skilled physician, with knowledge of all medical arts through fourth level.

 □ □ □ □ □ □ **MONSTERS** □ □ □ □ □ □

BENGIL CRABS

Body: 30 Weight: 100 Move: 40 (90 swim)
 Armor Class: 6 Hit Bonus: +10% Dodge: -0%
 Attacks: 3 x WDF MGB 10 pincers.

Bengil crabs are social arachnids. They nest in groups of 5-30 (5D6), and have an ant-like communicative ability. The crabs are air-breathers, but their preferred environment is the water (unless cornered or defending eggs), but they are totally without fear in the water. Kemren keeps a nest of these crabs in all of the watercourses leading into his lair. If a prudent explorer times it right, the crabs can be bypassed, as they leave their nest en mass to feed at night. Note, though, that they also return en mass, so it is not wise to tarry in a Bengil crab nesting pool.

SIKKINTAIR (The Flying Knives)

Body: 65 Move 50 (650 fly)
 Armor Class: 1 Hit Bonus: 15% Dodge: -10%
 Attacks: 3 x WDF MGC talons; 4 x WDF MGB bite

The Sikkintair are from another plane of existence and, thanks to Cappen Varra and Jamie the Red, they probably can't get here anymore. However, there are always those (usually mages without better sense) who think that a Sikkintair would make an excellent servitor . . .

DRAGONQUEST

Eric Goldberg

Introduction

This essay is a set of guidelines for using Thieves' World characters with the DragonQuest rules. Herein are explanations of the reasoning which went into the character ratings, and suggestions on how to reconcile the differences between Thieves' World and DragonQuest. The gamesmaster and the players are bound to tinker with the instructions and perhaps even second-guess the character values: the design decisions are given as a basis for comparison, and for those who are initially reluctant to invest a large amount of time into the preparation of this scenario.

The laws of Thieves' World and of the DragonQuest universe have experienced a superficially similar development. The most striking correspondence between the two, at least for an outside observer, is the presence of magic. The technology closely resembles that of Europe during the High Middle Ages and, despite the presence of things supernatural, humanity is dominant. Of greatest importance, from the perspective of the player-characters, is that there is plenty of roaming room for wandering adventurers in either world.

The divergences between the two worlds are of more immediate concern to the reader. Magic is the foremost problem in adaptation, because it works quite differently in each world and its workings are described in more than one way in the Thieves' World anthologies. The apparent absence of the non-humanoid races (such as elves) and, to a lesser extent, most of the mythological monsters from Thieves' World can cause culture shock for the visitor from the DragonQuest universe. Lastly, the rigid power and social structures do not permit ready infiltration by outsiders, let alone outworlders.

Over There

When a DragonQuest character enters Thieves' World, the following adjustments are made to his capabilities:

1. His Aspect (see 7) has no effect whatsoever.
2. An Astrologer (see 52) cannot use his skill until he has spent at least one month studying the night sky of Thieves' World. His rank with the skill is halved (round fractions down) once he gains the use of it. Prognosticative magic (such as Reading the Stars [44.5; Q-1]) will never work for a character alien to Sanctuary.
3. Any capabilities unique to the DragonQuest universe do not function in Thieves' World. For example, a Black Magician could never Call his Master (46; T-14) while in Sanctuary. The named demons with which a Greater Summoner deals can gate into Thieves' World, but see below.
4. Any wholly magical beings (such as familiars) native to the DragonQuest universe sicken within an hour of entering Thieves' World. Halve any such being's Fatigue, Endurance, and success chances for all abilities (round all fractions down). Exception: Named demons do not suffer these effects. How-



ever, the chance of summoning is quartered (round fractions down), and there is no chance the justifiably annoyed demon will grant the summoner the services of a lesser spirit. Succubi, incubi, and heroes are not affected by this rule.

5. Thieves' World is considered a mana-poor area (see 27.1) only for characters who originated in a DragonQuest world.

6. A character's Magic Resistance (see 31) does not protect him from magic cast by a magician native to Thieves' World. However, counterspells do work and Magic Resistance still functions against a magician who has also journeyed from a DragonQuest world.

These effects cease to trouble the characters once they return to the DragonQuest universe.

Believed Missing In Action

Two major aspects of Thieves' World life are not defined in these pages, because both are beyond the current scope of the DragonQuest rules. Supplementary material will eventually encompass gods and religious orders, but I can hardly presume to formulate rigid rules which recreate their effects upon DragonQuest characters in Thieves' World.

Nevertheless, it is recommended that the Ilsig and Rankan gods be treated as ultrapowerful beings who can do just about anything in their respective spheres of influence—anything, that is, which does not bring them into conflict with another god. A god's influence sphere is defined as of what she or he is the god: Eshi, for example, is the goddess of love and virginity. Except in exceedingly unusual circumstances, no character can withstand a god's power without the protection of another god. (When in the bad graces of an Ilsig god, supplicate to a Rankan god, and vice-versa.) Every god should be assumed to have the power of Full Geas (see 83.2).

Religion is necessarily closely tied to the gods. If the gamesmaster constructs an adventure so that the player-characters encounter priests of one or more religions, it is suggested that these priests be granted quasi-clerical abilities (as in pagan and early Catholic legend). These rely heavily on ritual—in both senses of the word—and personal magic, which is intended to directly affect an individual (the Healer skill [55] and curses [84.3 *et seq.*] are good examples of this). Presumably, spells which are scaled-down versions of the liege god's special powers are part of the priest's repertoire.

Dwarves, elves, halflings, giants, orcs, and shapechangers, near-humans in general, are unknown to the folk of Sanctuary. Elves and dwarves can pass for humans with strange powers, like the Raggah. Shapechangers have no difficulties unless they change to were-form, or a magician divines their true nature. Orcs can, by a stretch of the imagination, pass for hideous or degenerated humans. Giants and halflings cannot conceal their alien nature; the safest explanation is that they are wizard's get. Such a claim may not be fully believed, but will encourage a disinclination to verify the statement. The gamesmaster can have visiting near-humans become the subject of local gossip, but he shouldn't subject them to overt racial prejudice. The people of Sanctuary have long ago adopted an attitude of leaving well-enough alone unless there is a profit to be made.

The mythological monsters of the DragonQuest universe also appear to be largely unknown in Sanctuary. Creatures which can fairly be described as fabulous are found exclusively in the company of the magical fraternity or far from town. The gamesmaster, when introducing a beastie in the scenario, may assume that an analog exists for almost any monster in DragonQuest but the dragons. (Sikkintairs, for instance, are very similar to gryphons.) Just assume that the creature goes

by a different name, has an altered appearance, and explain why a magician bothered to bring the player-characters into contact with it.

Sanctuary is currently suffering a depression. The purchasing power of silver and gold is much greater in that town than in the average DragonQuest world. Though research has failed to determine the shaboozh-to-silver-penny exchange rate, the gamesmaster is advised to depress prices by no more than an order of magnitude (ten times). Fees for services rendered (such as the use of a skill) are correspondingly lowered. Pay close attention to monetary matters: regardless of what Prince Kadakithis would like to think, they are first in the hearts of the Sanctuary population.

New Characters and Story Personalities

The player who generates a character born in Thieves' World is fortunate, because he has avoided the indubitably unpleasant experience of the character's formative years. Assuming that the character is part of the great unwashed (literally and figuratively) and not the offspring of a Rankan noble or local prosperous factor, he has learned to fend for himself at a very early age and probably has undergone severe emotional trauma.

The prototypical Sanctuary personality is shot through with animal cunning and duplicity. Men have no scruples about satisfying their sexual lusts, preying on unprotected women or children depending on circumstances and tastes. Women dispassionately trade their favors for goods and services. Everyone ruthlessly contends for status. A player-character is likely to be more virtuous than this vile composite (as are most of the protagonists of the stories), but proper role-play in Sanctuary usually requires putting one's worst foot forward or sideways.

The character generation procedure is modified as follows for a Thieves' World/DragonQuest character:

1. The Perception value begins at 8 (exception to 5.4).
2. If the character's Physical Beauty is 22 or greater, he or she has been sold or shanghai'd as a slave (the player has the option of generating another character) unless the character's heritage is Merchant Prince or Nobility.
3. A player does not have to successfully roll to have a character of the opposite gender.
4. A character may only be human. Near-human characters are prohibited.
5. A Thieves' World character does not have an Aspect per the DragonQuest rules. If the gamesmaster thinks he can figure out how the S'Danzo read people's futures, he can assign astrological signs accordingly.
6. Adjust the probabilities on the Social Status Table (8.1) as follows: Poor Trash 01-20, Impoverished Gentlefolk 21-35, Burgher or Farmer 36-43, Merchant 44-60, Merchant Prince 61-62, Craftsman or Adventurer 63-72, Bandit/Thief/Pirate 73-89, Lesser Nobility 90-99, and Greater Nobility 00.
7. All characters are automatically treated as bastards regardless of their actual legitimacy, unless they are born of merchant prince or noble parents. Additionally, increase the probability of a character actually being a bastard by 15% for all social classes. The chance of being a legitimate child is accordingly reduced.
8. Double the character's initial allotment of Experience Points, and divide the initial allotment of shaboozh (not silver pennies) by five.
9. It is strongly suggested that male characters take the Thief skill per 8.6, and that female characters take either Thief

or Courtesan (54).

10. A character who begins as an Adept has no experience points or shaboozh to start.

11. A female character may not gain Rank with a weapon which has a weight of greater than 1 pound (see 19.3) if her upbringing has been mostly confined to the civilized areas of the Rankan Empire.

12. No character born to Thieves' World may be of the College of Greater Summoning. The gamesmaster may wish to construct a College unique to Thieves' World which deals with the summoning of powerful beings, though this ability seems to be in the domain of the priesthood.

13. A character may not acquire the Astrologer skill unless he or she is full or half-S'Danzo.

14. A character begins play life at age 15. His characteristic values reflect potentials, rather than actual values. The value of each characteristic will reach its actual value by his 18th year. The gamesmaster decides the rate at which characteristic points are gained; if he does not want to leave himself open to constant argument, he should declare all point gains are strictly linear (so an Endurance point, for instance, would be realized once every 9 months). The characteristic values are initially reduced as follows:

PS -3 MD -2 EN -4 MA -2 WP -1

Agility is at full value. Physical Beauty is decreased by 3 if it is greater than 15, or increased by 1 if it is 15 or less.

The following character generation restrictions are optional. These restrictions are not in accord with the DragonQuest philosophy of starting all characters roughly equal, but do reflect the grim realities of Thieves' World life.

15. A character may not be an Adept unless his Magic Aptitude is greater than 15. Furthermore, a character has only a 30% chance of becoming an Adept. The player must assign his characteristics before he rolls to determine whether his character is an Adept.

16. An Adept begins play life at age 25, and so has reached his potential with his characteristic values (but see 18 below).

17. A Healer's Rank cannot exceed the highest Rank he has achieved with a spell or ritual not of the Colleges of Black Magics or Necromantic Conjurations. If the character is not an Adept, his Healer Rank ceiling is 1.

18. Because of the mind-set imposed on the girls of Sanctuary, female characters suffer in comparison to males. The effective characteristic values for a female are reduced by 2 for PS, EN, and MA. A female can achieve her potential in a stress situation (as did Masha) or by proper tutelage (as must have happened with Lythande). A female character who has yet to achieve her potential must pay double experience point costs for combat and all skills except Astrologer, Courtesan, Healer, and Languages. Once a woman achieves her potential, her capabilities are never again degraded because of her gender. (These handicaps are the result of indoctrination, and not of any sort of inferiority. The same effect could be recreated with boys in a female-dominated society.)

19. Every player must roll D10 at the conclusion of character generation. If the roll is 5 or less, the character suffered a grievous injury during his adolescence. Roll on the Grievous Injury Table (18.5). A character will not die except on a roll of 10, and all wounds which heal with the passage of time have done so. Other deleterious effects remain with the character. A roll of 43 (disfigurement) reduces PB by 2 in Thieves' World.

An Adept character generated in Thieves' World is, of course, constrained by the modifications to the magic system described in the next section of this text.

Each story personality of any importance is described to us from at least two perspectives, which disagree on minutiae more often than not. Poul Anderson's character with "cat-like tread" is not necessarily identical to Bob Asprin's character with "cat-like tread." Anderson's tread may indicate a character with an Agility of 21 and a Thief skill of Rank 2, while Asprin's metaphor could be a prosaic way of telling us a character has an Agility of 20. There is, obviously, no hard-and-fast conversion rate applied to personalities. I did not often have the luxury of even this confusion: Messrs. Anderson and Asprin are too proficient at their craft to constantly provide me with the same descriptions as a basis for comparison between characters.

The greater problem is, however, lack of description. The writers were not considerate enough to take us on a guided tour of each character's physical and mental potentials. We can, for instance, narrow Jamie the Red's Physical Strength to the 22-24 range, but his Willpower could be any one of a greater span of values.

Therefore, all values which link a Thieves' World personality to the DragonQuest rules are given as number ranges. (Thus Jamie's PS is given as 22-24, and his WP as 8-16.) This allows players to both second-guess my decisions and still end up with a value which is "official." For those who don't want the bother of constant reference to the books to choose one number from each range of values, simply average the high and the low values in each range. (Jamie's PS would be 23 and his WP would be 12.) This system leaves room for any new evidence about individual personalities which may come forth in the third Thieves' World volume.

Nor do the personalities all conform to the parameters given for characteristics in the character generation rules. These are not freshly-generated DragonQuest characters, but personalities who have the experience of several adventures and who operate in different living conditions. Accordingly, their characteristic values may have been modified due to any of the following circumstances.

Advancing Age. Even in a fantasy world, the elderly find that time has played havoc with their physical and mental well-being. Hakiem may be craftier than he was in the days of his youth, but he is not quite the man he once was.

Gender. The female personalities' importance in the scheme of things is reflected by the paucity of female protagonists. I do not approve of the sexist nature of Rankan society, but I still must show that Masha is not yet the equal of Cappen Varra.

Injury. Jarveena's unfortunate condition speaks for itself.

Experience. Those characters who have many accomplishments to their credit are assumed to have spent Experience Points to improve their characteristics.

Magic

Many variations on one magic theme—at least I think it is one theme—are described in the Thieves' World stories. The rules by which magic exists in Sanctuary are not the same as for the DragonQuest universe. The following modifications to the DragonQuest magic system represent a composite of the magics practiced by some of the story personalities.

1. An Adept may practice magic of more than one College. An Adept begins play knowing the magic of one College. To

gain use of another College's magic within the same Alignment (34.1), he must spend 6 months of study and 5000 Experience Points; for the first College (only) of a different Alignment, he must spend 1 year in study and 7500 Experience Points. The Adept may know up to his Magic Aptitude in spells and rituals of Rank 5 or less for each College of which he has knowledge.

2. An Adept may never practice the magics of all Colleges within an Alignment, though he may practice all but one. The following pairs of Colleges are mutually exclusive: Fire and Water, Illusions and Naming Incantations.

3. An Adept must undergo a Ritual of Purification (32.2) if he wants to switch from the magic of one College to that of another without hazard. If an Adept switches without benefit of the ritual, subtract 25 from his Cast Chance (for all magic) if he switches within an Alignment, and 50 if he switches between Alignments.

4. An Adept increases his Cast Chance by 15 for each Fatigue Point he spends. The Cast Chance must equal or exceed 100 by expenditure of Fatigue Points if possible.

5. If a spell or ritual has a Cast Chance of 100 or greater, it cannot backfire. If, however, the Cast Chance is less than 100, any failure roll causes backfire.

6. A character's Magic Resistance has no effect unless he has a focus. A focus may either be a counterspell, or an object into which a counterspell has been invested (32.3; Cappen Varr's amulet is such a focus). The normal effects of a counterspell are in addition to the focus.

7. A spell is always cast per the procedure described in 33 (as amended above). A full minute is not required.

8. Cold iron does not inhibit the casting of magic for an Adept native to Thieves' World.

9. If an Adept depends on a secret for his magical powers (as does Lythande), his powers may be usurped by someone who knows his secrets:

a. The usurper must state the secret to the Adept. As long as the Adept remains in sight or sound range of the usurper, the usurper may draw on his power.

b. Upon correctly stating the Adept's secret, usurper is granted temporary knowledge of all the Adept's magical lore. (Effectively, the usurper can read the Adept's mind.)

c. The Adept cannot cast a spell or ritual as long as the usurper is using his power.

d. When the usurper casts a spell or ritual with the Adept's power, the Adept is powerless to harm him. The regular spell or ritual procedure is used, except the usurper's Magic Aptitude is figured in the calculation (not the Adept's) and any Fatigue Point loss is first taken from the Adept and, when the Adept's Fatigue is exhausted, from the usurper. Backfire results apply to both usurper and Adept.

e. A spell may not be cast using both the usurper's and the Adept's Fatigue during the same round. The usurper may choose to switch the Fatigue drain to himself if he does not think the Adept has the necessary points remaining.

f. The usurper may drain the entirety of the Adept's Fatigue Points and then cause the Adept to fall comatose until the Fatigue is restored.

g. An Adept is free to cast spells or rituals while his secret is being pronounced or when his usurper is not using his powers and the Adept has Fatigue Points remaining.

10. A character may be granted talents by a god in return for personal service. A talent is a magical ability which automatically works whenever the god specified it could be used. A talent usually only affects the character's own capabilities; he could not, for instance, injure or control another being with most talents.

A character cannot resist a god's personal magic, unless he is directly protected by another god. A god is impervious to a character's magic.

Two quasi-magical skills also are changed for Thieves' World:

11. No Astrologer may attempt to change a prediction (52.4). A full S'Danzo—not a half-S'Danzo—may attempt to divine another being's intent towards a querent or in reaction to certain events. (Moonflower determined Bourne's and Lirain's plot against the Prince and Shadowspawn.) The success chance is figured as for a regular question (52.5), but the S'Danzo is able to give a clear answer if successful.

12. A Healer may not resurrect the dead (55.7). The gamesmaster can allow the gods to bring the dead to life, though I can't imagine why a deity would bother—one human votary is as good as any other.

Personality Format

The information for all personalities is organized in the following manner:

Name. Aliases, titles, and trade names are parenthesized.

Position. A phrase describes the personality's occupation or responsibility in Sanctuary.

Appearances. Each time a personality is present in the narrative, the page reference for when we first encounter him or her is given. Passing mentions of a name are ignored. I have left the physical descriptions of the personalities to the authors and to Ace's artists, as they are the official authorities on this. TW means Thieves' World; VU indicates Tales from the Vulgar Unicorn.

Characteristics. Characteristics are given in the same order for each character. Fatigue and Action Point Allowance, which depend on the Endurance and Agility selected, respectively, must be referenced from 5.2 and 5.3. Each characteristic is presented as a range: see the explanation near the end of **New Characters and Story Personalities**, above.

Combat. The gamesmaster is sometimes asked to choose secondary weapons for a personality. (Rank with bare hands counts as a weapon.) Any armor and/or shield is listed.

Magic. I have taken the liberty of adding three Colleges which will appear in the first DragonQuest magic supplement (shaping magics, lesser summoning, and rune magics). If you have not acquired that supplement, ignore references to it.

Talents and Occupation. This is self-explanatory.

Skills. Again, the gamesmaster may be asked to choose secondary skills for a personality.

Comments. Any special possessions or magical conditions (such as being cursed) is mentioned. If the personality might not be in town or alive during the player-characters' adventuring, the gamesmaster is warned of this.

A "?" at the end of any ability indicates that the gamesmaster may choose to ignore that ability.

If any player takes excessive advantage of his knowledge of the books or of the information in the next section, the gamesmaster should volunteer the offending character to further the cause of science as one of Kurd's subjects.

PRINCE, RETINUE, and OFFICIALS

ARMAN

Hell Hound; bodyguard of Prince Kadakithis.

First Mentioned: TW 12.

PS 19-23 AG 12-18 MA 12-18
MD 12-18 EN 18-22 WP 8-14
PC 8-12 PB 10-20

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 2-4; 2 other skill 0-2.

Arman usually wears only the equivalent of leather armor and goes without shield while on patrol. He is reputed to be incorruptible.

AYE-GOPHLAN

Captain of a guardpost on Processional.

First Mentioned: TW 20.

PS 17-21 AG 15-21 MA 5-9
MD 11-19 EN 12-20 WP 10-16
PC 8-12 PB 8-18

Sword weapon 2-6; 2 other weapons 1-5; dagger 3-9; leather; plain buckler.

No magic.

No talents.

Thief 3-7; other skills 0-2.

BOURNE

Hell Hound; bodyguard of Prince Kadakithis.

First Mentioned: TW 12, 158.

PS 19-23 AG 13-19 MA 5-7
MD 12-18 EN 17-21 WP 10-16
PC 9-13 PB 9-19

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 2-4; 2 other skill 0-2.

DANLIS

Ancilla to the Lady Rosanda.

First Mentioned: TW 101.

PS 9-17 AG 11-17 MA 7-13
MD 13-21 EN 10-14 WP 20-24
PC 11-15 PB 20-24

Small weapon 0-2; no armor.

No magic.

No talents.

Troubador 1-9; 2 other skills 0-4.

MOLIN TORCHHOLDER

Priest-Builder for the Rankan Gods.

First Mentioned: TW 84, VU 166.

PS 10-16 AG 9-17 MA 8-22
MD 11-19 EN 12-18 WP 14-22
PC 8-12 PB 10-20

Two colleges?; minor magic.

May have talents at gamesmaster's discretion.

PRINCE KADAKITHIS ("Kitty-Cat")

Military Governor of Sanctuary; step-brother of the Rankan Emperor.

First Mentioned: TW 10, 46, 174; VU 166.

PS 7-13 AG 13-17 MA 6-10
MD 12-18 EN 12-16 WP 14-20
PC 5-7 PB 14-22

Sword weapon 3-9; 1 other weapon 2-4; leather.*

No magic.

No talents.

Two skills 0-4?

Kadakithis wears this armor for protection against assassins and can don whatever armor he chooses.

QUAG

Hell Hound; bodyguard of Prince Kadakithis.

First Mentioned: TW 12, 179; VU 175.

PS 18-22 AG 11-17 MA 5-7
MD 12-18 EN 18-22 WP 10-16
PC 8-10 PB 9-19

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 3-5; 2 other skills 0-2.

RAZKULI

Hell Hound; bodyguard of Prince Kadakithis.

First Mentioned: TW 12, VU 263.

PS 18-24 AG 11-17 MA 5-7
MD 12-18 EN 18-22 WP 10-16
PC 8-12 PB 10-20

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 2-4; 2 other skills.

TEMPUS

Hell Hound; sell-sword and Vashanka's minion.

First Mentioned: VU 193, 229, 287.

PS 22-26 AG 16-20 MA 7-13
MD 17-21 EN 16-22 WP 15-23
PC 12-22 PB 11-17

Bastard sword 7-9; other sword weapon 5-7; 2 other weapons 2-6; chainmail?

Minor magic.

Regeneration: Tempus regenerates one Endurance Point per round in combat.

When not engaged in combat, his regeneration ability depends on how Vashanka is disposed towards him. Note that Tempus can regenerate grievous injuries.

Illusionary Visage: Tempus can alter his facial appearance at will.

Military scientist 3-9; Spy or Thief 3-5; 2 other skills 3-5?

Tempus' magical sword adds 20 to his Base Chance in combat, and dispells all defensive enchantments of Rank 15 or less. It glows with a pale pinkish light in the presence of enemies, especially Ilsgs.

WALEGRIN

Guard soldier from Sanctuary garrison.

First Mentioned: VU 126.

PS 17-23 AG 15-21 MA 7-11
MD 11-17 EN 14-20 WP 13-19
PC 9-11 PB 12-20

Sword weapon 3-7; 2 other weapons 2-8; leather; improved buckler?

No magic.

No talents.

Military scientist 2-6; other skills 1-7.

ZALBAR

Captain of the Hell Hounds.

First Mentioned: TW 10, 177, 204, 241; VU 263.

PS 21-25 AG 13-19 MA 5-7
MD 13-19 EN 19-23 WP 8-14
PC 13-17 PB 15-21

Sword weapon 6-10; 2 other weapons 4-8; dagger 4-8; chainmail; improved buckler.

No magic.

No talents.

Military scientist 4-6; 2 other skills 0-4.

RESIDENTS

ALTEN STULWIG

Apothecary.

First Mentioned: VU 151.

PS 18-20 AG 12-16 MA 5-13
MD 14-18 EN 14-22 WP 13-17
PC 5-9 PB 11-17

Quarterstaff 1-3; 1 small weapon 2-4; no armor.

Minor magic?

No talents.

Alchemist 3-7; Merchant 2-6; Thief 1.

As the first of his alchemical abilities (50.5), he can mix medicines.

AMOLI

Madam of the Lily Garden.

First Mentioned: TW 219, 254.

PS 6-12 AG 12-18 MA 8-12
MD 16-20 EN 8-16 WP 13-21
PC 8-16 PB 10-18

Two knives or small throwing weapons 0-2; no armor.

No magic.

No talents.

Courtesan 5-7; Merchant 2-6; Thief 1.

Amoli is classed as unsavory in Sanctuary -quite a feat of depravity.

DUBRO

Town smithy.

First Mention: TW 58; VU 124.

PS 21-25 AG 6-10 MA 5-9
MD 14-18 EN 15-23 WP 7-11
PC 6-10 PB 10-16

Mattock 1-5; 2 other large weapons 0-2; bare hands 4-8; cloth armor.

No magic.

Smith.

Merchant 0-6; 1 other skill 0-4.

ENAS YORL

Wizard.

First Mention: VU 37, 113; VU 172.

PS var AG var MA 24-36
MD var EN var WP 14-22
PC 12+var PB var

Small stabbing weapon 0-2*; var.

Colleges of Ensorcelments and Enchantments (Ensorceller), Sorceries of the Mind, Illusions, and Celestial Magics (Star Mage); minor magic.

Spy 1-3*; 2 other skills 0-2*; var.

var: variable; *only while humanoid in form.

Enas Yorl is the victim of an impressive major curse which may have been augmented by magical backfire. He is a most difficult personality to play. His form randomly changes during a 24-72 hour cycle. His forms divide in roughly this fashion: 50% human male, 25% exotic human or humanoid, and 25% bizarre enough to confine him to quarters. Enas Yorl's physical capabilities are determined by his current form, but his mental and magical facilities usually remain unchanged.

HAKIEM (The Storyteller)

Professional gossip.

First Mention: TW 4, 167; VU 1, 134, 199.

PS 6-14 AG 5-11 MA 6-12
MD 15-21 EN 7-13 WP 13-19
PC 15-25 PB 5-13

Dagger 0-4; bare hands 0-2; no armor.

No magic.

No talents.

Troubadour 4-8 (includes: amuse small children, compose and recite stories and legends); Spy 2-6; 1 other skill 0-2?

HAWKMASK

Tough and bodyguard in Jubal's employ.
First Mention: TW 73, 191; VU 194, 278.

PS 15-21 AG 12-18 MA 5-9
MD 11-91 EN 16-22 WP 7-17
PC 5-13 PB 7-23

Large weapon 0-4; medium weapon 2-6; small weapon 1-5; bow weapon 0-6?; leather; improved buckler?

Minor magic?

May have magical protection.

Thief 0-6; Assassin 0-4; 2 other skills 0-4?

ILLYRA (The Seeress)

Half-S'Danzo fortune-teller.

First Mention: TW 57, 93; VU 124, 153.

PS 6-12 AG 14-20 MA 12-24
MD 15-21 EN 7-13 WP 13-19
PC 12-20 PB 20-24

Small stabbing weapon 0-2?; no armor.

Minor magic?

No talents.

Astrologer 4-6; Merchant 1-3; Thief 1; 1 other skill 0-4?

Illyra is believed to be under a minor curse (84.30) which has rendered her barren.

JUBAL

Crime-lord of Sanctuary.

First Mention: TW 185; VU 160, 278.

PS 16-20 AG 14-18 MA 5-9
MD 14-18 EN 13-19 WP 15-23
PC 9-13 PB 7-15

2 sword weapons 3-7; knife 4-8; 2 other weapons 1-7; leather*.

No magic.

No talents.

Assassin 1-5; Thief 2-4; Merchant 4-10; 1 other skill 1-5.

*May wear any armor if he feels he needs it.

MASHA ZIL-INEEL

Doctor's Assistant and Hairdresser turned Adventurer.

First Mention: VU 5.

PS 4-14 AG 13-21 MA 6-8
MD 14-18 EN 10-14 WP 19-25
PC 10-22 PB 13-21

Dagger 0-2; short sword 0-2; no armor.

No magic.

Limited berserkergang: Masha can, in moments of crisis, perform feats of strength, coordination, and daring far beyond her apparent capabilities.

Healer 1; Thief 1-3; 1 other skill 1-3.

MELILOT (The Scribe)

Owens a translation firm.

First Mention: TW 17.

PS 6-12 AG 14-20 MA 7-13
MD 14-18 EN 7-15 WP 13-19
PC 12-16 PB 6-10

Small weapon 0-2?; no armor.

No magic.

No talents.

7-9 languages 8-10; Merchant 5-9; 2 other skills 1-5.

KURD (The Vivisectionist)

Medieval research scientist.

First Mention: VU 272.

PS 6-12 AG 8-12 MA 7-11
MD 14-22 EN 6-12 WP 17-23
PC 7-11 PB 6-10

Small weapon 0-2?; no armor.

Minor magic?

No talents.

Healer 1; 2 other skills 2-6.

MIZRAITH.

Magician.

First Mention: TW 226.

PS 7-5 AG 8-16 MA 28-36
MD 10-18 EN 8-12 WP 15-21
PC 7-13 PB 7-13

Stabbing weapon 0-2?; no armor.

Colleges of Necromantic Conjurations, Enchantment and Ensorcelment (Enchanter), Sorceries of the Mind and Lesser Summoning; minor magic.

Has talents at gamesmaster's discretion.

Mechanician 1-7; 2 other skills 0-8.

MYRTIS

Madam of Aphrodisia House.

First Mention: TW 237, 284.

PS 5-13 AG 15-21 MA 10-14
MD 17-23 EN 8-16 WP 13-21
PC 12-16 PB 17-25

Small weapon 0-2?; no armor.

No magic.

Courtesan 8-10; Merchant 5-9; 1 other skill 1-7.

ONE-THUMB (LASTEL)

Owens the Vulgar Unicorn.

First Mention: TW 109, 209.

PS 13-19 AG 12-16 MA 6-10
MD 12-20 EN 14-18 WP 15-19
PC 7-17 PB 7-13

Rapier 3-7; dagger 3-7; 1 other weapon 1-3?; no armor.

No magic.

Bartender.

Merchant 3-7; Assassin 5-7; Thief 1-3; 1 other skill 0-2?

CAPPEN VARRA (The Minstrel)

"The only honest man in Sanctuary."

First Mention: TW 70, 91, 272.

PS 9-15 AG 20-22 MA 12-20
MD 16-22 EN 10-16 WP 14-16
PC 15-21 PB 15-21

Rapier 5-7; spear 1-3; small weapon 2-4; cloth armor.

Minor magic.

Knows geometry; understands basic principles of magic.

Troubador 7-9; Thief 4-8; 3 other skills 1-5; 2 other languages 6-10.

Cappen Varra possesses an amulet which acts as a focus for and adds 50 to his Magic Resistance after he speaks three truths about the Adept casting magic at him. He also composes a mean rondel.

CIME (The Witch Harlot)

Free-lance prostitute.

First Mention: VU 205.

PS 6-12 AG 12-20 MA 17-23
MD 14-22 EN 6-14 WP 13-19
PC 10-14 PB 13-21

Small weapon 0-2; no armor.

Black magician?; minor magic.

No talents.

Courtesan 3-7; 3 other skills 1-5? (but not Thief).

Cime is the victim of a major curse (84.4) which prevents her from sleeping with any man except as a client, and she has vowed to slay sorcerers.

HANSE or SHADOWSPAWN

Thief extraordinaire.

First Mention: TW 111, 156, 197; VU 202, 229.

PS 12-16 AG 20-24 MA 5-9
MD 19-25 EN 10-14 WP 16-20
PC 13-21 PB 20-24

Dagger 2-8; Knife 2-8; 1 other weapon 0-2?

No magic.

No talents.

Thief 8-10; Spy 4-8; Merchant 3-7.

JAMIE THE RED

Younger son of a mountain king.

First mention: TW 102.

PS 22-24 AG 15-19 MA 5-7
MD 10-18 EN 21-25 WP 8-16
PC 7-11 PB 11-19

Claidheamh-mor 4-6; 1 sword weapon 4-6; knife 6-8; battle axe 5-7; spear 2-4; chainmail; plain buckler?

No magic.

No talents.

Ranger 3-5; Thief 1; other skills 0-4?

JARVEENA

Translator in Melilot's employ.

First Mention: TW 19.

PS 5-9 AG 13-19 MA 6-8
MD 15-21 EN 7-15 WP 18-24
PC 6-12 PB 5-11

Dagger 02-?; no armor.

No magic.

No talents.

3 languages 8-10 (includes Yenized);

Thief 0-4; 1 other skill 0-2?

KEMREN, THE PURPLE MAGE

Renegade priest of Weda Krizhtawn.

First Mention: VU 80.

PS 5-11 AG 10-16 MA 25-31
MD 11-17 EN 7-13 WP 16-22
PC 6-12 PB 9-15

Stabbing weapon 1-3; 1 other weapon 0-2?; no armor.

Colleges of Sorceries of the Mind, Water Magics, Enchantments and Ensorcelments (Enchanter), Black Magics, Illusions and Shaping Magics; minor magic.

Has talents at gamesmaster's discretion. Mechanician 4-10; Merchant 1-5; 2 other skills 1-3.

LYTHANDE (The Star-Browed)

Adept of the Blue Star.

First Mention: TW 71, 197, 248, 267.

PS 10-16 AG 11-17 MA 22-26
MD 12-16 EN 9-15 WP 14-20
PC 11-17 PB 9-17

Sword weapon 3-7; stabbing weapon 2-6; 1 other weapon 0-2; no armor.

Colleges of Illusions, Air Magics, Water Magics, Sorceries of the Mind, and Celestial Magics (Shadow Weaver); minor magic.

Teleport to the Place That Is Not.

Thief 1-5; Ranger 1-5; Alchemist 0-8; 2 other skills 0-6.

SAMLOR HIL SAMT

Caravan master.

First Mention: VU 91.

PS 15-21 AG 14-18 MA 8-20
MD 13-17 EN 14-18 WP 16-20
PC 12-18 PB 8-16

Dagger 5-9; 1 medium weapon 3-5; 1 bow weapon 3-5?; no armor.*

College of Ensorcelments and Enchantments (Enchanter); minor magic.

No talents.

Merchant 3-7; Ranger 3-7; Thief 1; other skill 2-4?

**Samlor probably wears armor in the desert or when on convoy.*

SMHEE

Priest of Weda Krizhtawn

First Mentioned: VU 30.

PS 15-21 AG 18-22 MA 15-17
MD 11-17 EN 12-16 WP 14-20
PC 9-15 PB 8-14

Dagger 3-9; 2 other weapons 1-3; cloth armor?

College of Water Magics?; minor magic.

No talents.

Spy 3-7; 2 other skills 1-5.

RACES

These are formatted as are the races of the DragonQuest universe (6). The "Chance" indicates the percentage chance of a new character being that race (6.3).

THE S'DANZO

The seers of Thieves' World, though they show surprising disinclination for other magics.

Special Ability: only a full or a half-S'Danzo may be an Astrologer. See also section "E" of note 11 prefacing these statistics.

EN -1; MA +1; PC +1.

(Full S'Danzo) Chance: 15%. Racial Multiplier 1.3.

(Half S'Danzo) Chance: 20%. Racial Multiplier 1.2.

The gamesmaster must choose which of the characteristic modifiers apply to half S'Danzos.

MONSTERS**BENGIL CRAB OF SHARRANPIP**

First Mention: VU 56.

Natural habitat: Beach and Shoals.

No talents, skills, or magic.

Movement rate: Crawling: 250.

PS 12-22 MD 3-9 AG 5-10
MA none EN 5-8 FT 6-9
WP 5-6 PC 7-11 PB 2-6
AP 4-6 NA 2 DP/strike

Attacks: a Bengil crab can attack with 2 claws each with a BC of 35% and +1 Damage.

SIKKINTAIR (Flying Knife)

First Mention: TW 124.

Natural habitat: Mountains and Plains.

No talents, skills, or magic.

Movement rates: Walking 100, Flying 850.

PS 32-40 MD 15-20 AG 10-16
MA 2-5 EN 20-25 FT 15-30
WP 0-5 PC 7-14 PB 0-5
AP 12-15 NA 4 DP/strike

Attacks: A sikkintair can attack with 2 talons, each with a BC of 30% and +5% Damage.

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DUNGEONS & DRAGONS®

Steve Marsh

D&D® (DUNGEONS & DRAGONS®) is a relatively simple system with all the ends left open for the DM to expand as he'd like, in contrast to AD&D™, where all the ends are filled in minute detail.

Each character is the sum of his experience and life. As in most legends, each D&D® character's vitality (and the reflections of it) increases as he overcomes enemies and barriers.

In D&D® the transition to the heroic and supramundane occurs relatively soon as characters gain more hit dice, thereby allowing the players to experience the vigor and pace that permeates most of our legends.

In adapting Sanctuary, remember that the major characters (the ones detailed in this volume) are extraordinary. You could scour the Empire and not find their like. Each is heroic and worthy of note. Each has been adapted with consideration of what they actually did (not what they said they did or what they said they were) in comparison to what others around them achieved. A DM should feel free to add or subtract, or to create new classes in which to fit the characters.

When placing Sanctuary in a D&D® world, note that Sanctuary appears to be a magic-poor world with few magicians and few magic items (except for those given out by the god of war—and those bite pretty hard). It also seems to be a bit poorer than the average world, but then we see it mostly from the viewpoint of slum dwellers, and their world always is poor.

This adaptation has been done within the limits and guidelines of the two D&D® books. As everything done with those, a DM should feel that these are merely a place to start with his or her creativity, rather than a place for it to end. You may wish to read the Sanctuary anthologies differently than I did, see the uniqueness of the characters as less, and differ with me on almost every point. Yet please remember that this is a good faith effort to give a fair interpretation of the material.

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□ □ PRINCE, RETINUE and OFFICIALS □ □

AYE-GOPHLAN

8th level fighter
ALIGNMENT: Lawful
HIT POINTS: 56
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-10
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 17
INTELLIGENCE: 09
WISDOM: 10
CONSTITUTION: 16
DEXTERITY: 14
CHARISMA: 17

BOURNE

8th level fighter
ALIGNMENT: Chaotic
HIT POINTS: 44
ARMOR CLASS: 4 (chain + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-10 (1d8+2)
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 16
INTELLIGENCE: 11

WISDOM: 12
DEXTERITY: 13
CONSTITUTION: 14
CHARISMA: 08

DANLIS

2nd level fighter
ALIGNMENT: Neutral
HIT POINTS: 12
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +3
FAVORITE WEAPON: Dagger
MOVE: 120'/turn
STRENGTH: 12
INTELLIGENCE: 17
WISDOM: 09
CONSTITUTION: 11
DEXTERITY: 18
CHARISMA: 18

KADAKITHIS

9th level fighter
ALIGNMENT: Lawful
HIT POINTS: 45
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-9
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 13
INTELLIGENCE: 17
WISDOM: 17 - +2 vs. magic-based saving throws
CONSTITUTION: 14
DEXTERITY: 16
CHARISMA: 18

MOLIN TORCHHOLDER

11th level cleric
ALIGNMENT: Neutral
HIT POINTS: 40
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-7
HIT BONUS: +1
FAVORITE WEAPON: Mace
MOVE: 90'/turn
STRENGTH: 14
INTELLIGENCE: 13
WISDOM: 18 - +3 on magic-based saving throws
CONSTITUTION: 12
DEXTERITY: 11
CHARISMA: 18
SPELLS:

1st level	2nd level	3rd level	4th level	5th level
Detect Evil	Bless	Continual	Cure Serious	Commune
Light	Hold Person	Light	Wounds	Dispel Evil
Protection/evil	Know Alignment	Striking	Protection/evil 10'r.	Quest
Cure Light Wounds	Remove Curse	Find Traps	Create Water	
			Cure Disease	

For the DM Molin may be the most powerful cleric in Sanctuary. His spells represent the powers available to those who serve Ranke. He is likely to charge in coin and service (backed by Quest) for any of the powers of his god that he invokes for others.

GENERIC HELL HOUND [Arman, Quag, Razkuli]**7th level fighter**

HIT POINTS: 39

ARMOR CLASS: 4 (chain + DEX bonus)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-10 (1D8+2)

HIT BONUS: +3

FAVORITE WEAPON: Sword

MOVE: 90'/turn

STRENGTH: 16

INTELLIGENCE: 12

WISDOM: 12

CONSTITUTION: 14

DEXTERITY: 13

CHARISMA:

Reputations of Hell Hounds are such that the morale of any intelligent opposition to them will drop by 1D4. A Hell Hound never has morale failure and adds 1 to the morale of those he is with.

Non-generic Hell Hounds do exist. They are tougher than the normal Hell Hound, and not as self-sacrificing or as loyal.

In dealing with Hell Hounds, players should discover that they are incorruptible and completely loyal to the Empire.

TEMPUS**14th level fighter**

HIT POINTS: 86

ARMOR CLASS: 3 (chain + shield + DEX bonus)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-10 (1D8+2)

HIT BONUS: +3

FAVORITE WEAPON: Sword

MOVE: 120'/turn

STRENGTH: 17

INTELLIGENCE: 16

WISDOM: 18 - +3 on all magic-based saving throws

CONSTITUTION: 18

DEXTERITY: 15

CHARISMA: 11

Tempus audited the Blue Star in an effort to regain Cime and dominate the unlawful forces in himself.

When in favor with his god, Tempus is able to regenerate a point of damage every round. When not in favor, he regenerates a point of damage every day (in addition to normal healing). When he is between favor and disfavor (which often happens when the god is displeased but not truly angry) he regenerates a point of damage every hour.

Tempus carries one of the weapons of his god. Such weapons are fearsome, and often consume their bearers. They generally take one experience level plus a percentage of the experience points of the character in order to purchase them. They also reduce the percentage of earned experience (thus Cime earns only a fraction of the experience her actions would usually bring).

Tempus' weapon is a sword with edge and point. It is preternatural in its effects. Using it he does double damage (6-20 / 2D8+4) and gets double attacks. The sword reflects spells back at their casters and reverses magic bonuses (against this sword +3 armor would be -3 armor, a magic arrow would return to the person who fired it, etc.). The sword is +5 to hit. With the sword he gets (with bonuses) two attacks at +8 for 6-20 points each.

As one who was once a man and who longs for peace and love, Tempus is driven. He will aid those who he perceives could be as he was. For this reason he is in the slum of Sanctuary serving the Prince when he could be making more money in the capital. For this reason he befriends 'Snipe' (Hanse Shadowspawn). He cares for the people and tries to serve them. And he hates those who prey on others and who flout the laws and he will slay them any time and any place. The DM should play him as a hero of elemental proportions and motivations.

WALEGRIN**8th level fighter**

ALIGNMENT: Lawful

HIT POINTS: 47

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-10

HIT BONUS: +3

FAVORITE WEAPON: Sword

MOVE: 90'/turn

STRENGTH: 16

INTELLIGENCE: 17

WISDOM: 09

CONSTITUTION: 14

DEXTERITY: 15

CHARISMA: 16

The DM should remember that Walegrin is very streetwise and a strong tactician. He is not likely to get bushwhacked or to walk into ambush.

ZALBAR THE HELLHOUND**9th level fighter**

ALIGNMENT: Lawful

HIT POINTS: 70

ARMOR CLASS: 4 (chain + DEX bonus)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-10 (1D8+2)

HIT BONUS: +3

FAVORITE WEAPON: Sword

MOVE: 90'/turn

STRENGTH: 17

INTELLIGENCE: 09

WISDOM: 14

CONSTITUTION: 17

DEXTERITY: 15

CHARISMA: 12 (17)

As a non-com with long experience and a good memory, Zalbar knows how to discipline and motivate men. For those who know him, his charisma is 17 rather than 12.

 □ □ □ □ □ □ RESIDENTS □ □ □ □ □ □

ALTEN STULWIG**5th level cleric**

ALIGNMENT: Neutral

HIT POINTS: 25

ARMOR CLASS: 7 (cloth + DEX bonus)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

HIT BONUS: +1

FAVORITE WEAPON: Staff

MOVE: 120'/turn

STRENGTH: 11

INTELLIGENCE

WISDOM: 18 + 3 on magic-based saving throws

CONSTITUTION: 13

DEXTERITY: 15

CHARISMA: 09

Spells:

Level 1 2nd Level

Healing x 2 Bless

Find Traps

Alten Stulwig's wisdom score reflects his great knowledge of natural healing methods and his understanding of natural ways.

Because of this he can heal all vitamin deficiency diseases, induce miscarriages, and heal fevers—in short he has a 5 x wisdom (90%) chance of getting any result that a modern drug could achieve. He also has a few low level spells.

A DM should use Alten Stulwig as an NPC healer who will charge a "reasonable" price without asking questions. For any of his herbs he'll charge 150% of whatever the market price would otherwise be.

AMOLI**6th level thief**

ALIGNMENT: Neutral

HIT POINTS: 27

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

HIT BONUS: +2

FAVORITE WEAPON: dagger

MOVE: 120'/turn

STRENGTH: 10

INTELLIGENCE: 15

WISDOM: 12

CONSTITUTION: 16

DEXTERITY: 17

CHARISMA: 15

Thiefly Skills:

Open Locks 45%

Remove Traps 40%

Pick Pockets 45%

Climbing 92%

Move Silently 45%

Hiding 35%

Listening 1-3

Amoli should be played as a rugged individual who has climbed fairly close to the top of her world using whatever tools she had available. She prefers to negotiate to gain what she wants but will resort to violence if forced.

**Molin Torchholder****DUBRO THE SMITH****5th level fighter**

ALIGNMENT: Lawful

HIT POINTS: 45

ARMOR CLASS: 6 (may be increased to 1)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-9 (1D6+3)

HIT BONUS: +4

FAVORITE WEAPON: Hammer

MOVE: 120'/turn (to 60'/turn)

STRENGTH: 18

INTELLIGENCE: 08

WISDOM: 11

DEXTERITY: 13

CONSTITUTION: 18

CHARISMA: 08

ENAS YORL**12th level magic-user**

ALIGNMENT: Lawful

HIT POINTS: 48

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: 1-4

HIT BONUS: 0

FAVORITE WEAPON: Dagger

MOVE: 120'/round

STRENGTH: 10

INTELLIGENCE: 18

WISDOM: 15 - +1 vs. magic-based saving throws

CONSTITUTION: 16

DEXTERITY: 10

CHARISMA: 03

Enas Yorl can cast lasting polymorphs to heal deformities (at a high price). He knows many of the secrets of Sanctuary, and the past of many of its inhabitants. Part of this knowledge comes from his possession of a magic glass allowing him to view all of Sanctuary at will.

He should be played as one who already knows what the players want and why they want it. His contacts and magic usually will have shown/told him everything—or so it will appear. He will not venture forth, but can be hired to cast spells and enchant items at 150% of what the normal charge would be. His special polymorph spell (the one that lasts) is 6th level and may require some enchanting.

HAKIEM**6th level thief**

ALIGNMENT: Neutral

HIT POINTS: 16

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

HIT BONUS: +2

FAVORITE WEAPON: Dagger

MOVE: 120'/turn

STRENGTH: 09

INTELLIGENCE: 18

WISDOM: 6 - +2 vs. magic-based saving throws

CONSTITUTION: 10

DEXTERITY: 17

CHARISMA: 15

Thiefly Skills:

Open Locks 45%

Remove Traps 40%

Climbing 92%

Pick Pockets 45%

Move Silently 45%

Hiding 35%

Listening 1-3

Hakiem is a very bright but now-crippled thief who can no longer reach locks or second stories. Tough enough to hold his own against those who would rob him, having enough friends that no one would molest him for amusement, bright and quick enough that he learned much lore in his younger days, Hakiem now tells tales in the marketplace and begs for a living.

He is cunning and proud. He scrapes bottom for a living when times are rough (as they are now) and tells tales when people have a few coppers to spare. For a price he will tell an adventurer the appropriate tale that will fill in general background knowledge or historical information. He can direct one to any place in town. In giving information or tales he will try to receive his pay first and then shortchange the payer. He will wait for his pay but, if forced to, will raise a hue and cry if not paid. He is a very useful source of information for newcomers.

HANSE SHADOWSPAWN**7th level thief**

ALIGNMENT: Chaotic
 HIT POINTS: 33
 ARMOR CLASS: 5
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-6 (1D4+2)
 HIT BONUS: +4
 FAVORITE WEAPON: Throwing Dagger
 MOVE: 120'/turn
 STRENGTH: 16
 INTELLIGENCE: 11
 WISDOM: 09
 CONSTITUTION: 16
 DEXTERITY: 17
 CHARISMA: 14
 Thieflly Skills:
 Open Locks 55% Remove Traps 50% Pick Pockets 55%
 Move Silently 55% Hide in Shadows 45% Climbing 93%
 Listening 1-4

HAWKMASK, Thief**2nd level thieves**

ALIGNMENT: Chaotic
 HIT POINTS: 7
 ARMOR CLASS: 7
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 HIT BONUS: +1
 FAVORITE WEAPON: Sword
 MOVE: 120'/turn
 STRENGTH: 12
 INTELLIGENCE: 11
 WISDOM: 09
 CONSTITUTION: 10
 DEXTERITY: 13
 CHARISMA: 08
 Thieflly Skills:
 Open Locks 20% Find Traps 15% Remove Traps 10%
 Pick Pockets 25% Move Silently 30% Climb 75%
 Hear Noise 1-2 Hide in Shadow 25%

HAWKMASK, Fighter**2nd level fighters**

ALIGNMENT: Chaotic
 HIT POINTS: 14
 ARMOR CLASS: 5
 NO. OF ATTACKS: 1
 DAMAGE BONUS: +1
 FAVORITE WEAPON: Sword
 MOVE: 90'/turn
 STRENGTH: 13
 INTELLIGENCE: 10
 WISDOM: 10
 CONSTITUTION: 12
 DEXTERITY: 10
 CHARISMA: 08
 See note below.

The fighters provide muscle and the thieves provide touch. Fighters usually will be encountered in groups of 3-5 (2+1D3) and thieves in groups of 1-3 (1D3). The fighters are often making their presence felt; the thieves often are on their way to murder someone.

ILLYRA**6th level 'cleric'**

ALIGNMENT: Lawful
 HIT POINTS: 27
 ARMOR CLASS: 8
 NO. OF ATTACKS: 1
 DAMAGE/ATTACKS: 1-4
 HIT BONUS: +1
 FAVORITE WEAPON: Light Club/Dagger
 MOVE: 120'/turn
 STRENGTH: 09
 INTELLIGENCE: 15
 WISDOM: 18 - +3 on magic-based saving throws
 DEXTERITY: 13
 CONSTITUTION: 10
 CHARISMA: 16
 Favorite Spells:

1st Level	2nd Level	3rd Level	4th Level
Detect Evil	Bless	Locate Object	Protection/Evil 10'r
Detect Magic	Know Alignment		

In telling the past of an item, Ilyra will not be able to reveal what it is, but will be able to give enough information that the players should be able to deduce what they have. With the future she will make the players aware of events that have an impact on their lives (advance warning of a draft or of a Mountain Man attack for example). This ability requires much DM discretion.

Ilyra works for hire but rarely leaves her stall. She fears to be involved in the world of the magic-users of Sanctuary or the conflicts of the gods, preferring to remain in the world of her tribal magic (a type of clerical magic. She is not powerful but she is wise and knows where to find help. She has some herb lore, the chance of her being able to

duplicate a modern drug being 4 x intelligence (or 60%) and her chance of having the necessary herb 2 x wisdom (or 36%). If she doesn't have the drug her chance of being able to find it is 2 x charisma (or 32%). The formulas are given in case her characteristics change.

JUBAL**11th level fighter**

ALIGNMENT: Chaotic
 HIT POINTS: 70
 ARMOR CLASS: 3 (chain + DEX bonus)
 NO. OF ATTACKS: 1 (or 2 at -1 each)
 DAMAGE/ATTACK: 4-11 (1-8+3)
 HIT BONUS: +5
 FAVORITE WEAPON: Sword
 MOVE: 120'/turn
 STRENGTH: 18
 INTELLIGENCE: 15
 WISDOM: 12
 CONSTITUTION: 17
 DEXTERITY: 16
 CHARISMA: 17

KEMREN, THE PURPLE MAGE**11th level Magic User**

ALIGNMENT: Chaotic
 HIT POINTS: 28
 ARMOR CLASS: 9
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 HIT BONUS: +2
 FAVORITE WEAPON: Dagger
 MOVE: 120'/turn
 STRENGTH: 09
 INTELLIGENCE: 18
 WISDOM: 15 - +1 on magic-based saving throws
 DEXTERITY: 16
 CONSTITUTION: 09
 CHARISMA: 16
 Favorite Spells: A Sample List

1st Level	2nd Level	3rd Level
Magic Missile x 2	Phantasmal Force x 3	Water Breathing
Shield		Hold Person
Sleep		
4th Level	5th Level	6th Level
Charm Monster	Cloudkill	Invisible Stalker
Polymorph Others	Hold Monster	
Hallucinatory Terrain	Wall of Stone	

Assuming a time before his death (or even perhaps after it if great powers stirred to raise him from the dead), the Purple Mage is deadly and powerful. He is sliding toward neutrality, caring not for the outside world except that it not bother him. At the same time his lust for power and safety draws him out into intrigues and daring. He is likely to be the connecting point for some conspiracies arising outside of Sanctuary. He is also one of the few possessing huge amounts of portable wealth and an independent paramilitary organization (the Raggah).

KURD THE VIVISECTIONIST**7th level magic-user**

ALIGNMENT: Neutral
 HIT POINTS: 17
 ARMOR CLASS: 9
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 HIT BONUS: 0
 FAVORITE WEAPON: Knife
 MOVE: 120'/turn
 STRENGTH: 09
 INTELLIGENCE: 18
 WISDOM: 18 - +3 on magic-based saving throws
 CONSTITUTION: 12
 DEXTERITY: 12
 CHARISMA: 06
 Favorite Spells:

1st Level	2nd Level	3rd Level	4th Level
Charm Person	ESP	Hold Person	Confusion
Sleep	Web	Clairvoyance	
Hold Portal			

MASHA**3rd level thief**

ALIGNMENT: Lawful
 HIT POINTS: 9
 ARMOR CLASS: 7
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-7
 HIT BONUS: +3
 FAVORITE WEAPON: Short Sword
 MOVE: 120'/turn
 STRENGTH: 13
 INTELLIGENCE: 12
 WISDOM: 14 - +1 on magic-based saving throws
 DEXTERITY: 16
 CONSTITUTION: 10
 CHARISMA: 13
 Thieflly Skills:
 Open Locks 25% Remove Traps 10% Pick Pockets 40%
 Move Silently 40% Hide in Shadows 40% Climbing 35%

Listening 1-3
 Adventurous, resourceful, possessing some initiative, slightly cowed by her deadening situation, Masha is the archetype of the lower-level NPC that characters will mingle with and perhaps hire.

If post 'Spiders of the Purple Mage' she is independent and growing alive as she starts her new life. In this case the DM should treat her as someone likely to hire others in lawful pursuits and perhaps more likely to take risks as well. Add 1 level, 4 hit points, and 5% to all her skills.

MELILOT THE SCRIBE**6th level thief**

ALIGNMENT: Chaotic
 HIT POINTS: 22
 ARMOR CLASS: 8
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-7
 HIT BONUS: +2
 FAVORITE WEAPON: Shortsword
 MOVE: 120'/turn
 STRENGTH: 13
 INTELLIGENCE: 18
 WISDOM: 16 - +2 vs. magic-based saving throws
 CONSTITUTION: 11
 DEXTERITY: 14
 CHARISMA: 10
 Thieflly Skills:
 Open Locks 65% Remove Traps 60% Climbing 10%
 Pick Pockets 65% Move Silently 65% Listening 1-4
 Hide in Shadows 55%

MIZRAITH THE MAGE**11th level magic-user**

ALIGNMENT: Chaotic
 HIT POINTS: 35
 ARMOR CLASS: 9
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 HIT BONUS: 0
 FAVORITE WEAPON: Dagger
 MOVE: 120'/turn
 STRENGTH: 09
 INTELLIGENCE: 18
 WISDOM: 15 - +2 vs. magic-based saving throws
 CONSTITUTION: 14
 DEXTERITY: 11
 CHARISMA: 09
 Favorite Spells:

<i>1st Level</i>	<i>2nd Level</i>	<i>3rd Level</i>
Charm Person	Phantasmal Force	Dispel Magic
Detect Magic	Mirror Image	Fireball
Shield	Web	Protection/normal Missiles
Ventriloquism		
<i>4th Level</i>	<i>5th Level</i>	<i>6th Level</i>
Confusion	Pass Wall	Invisible Stalker
Dimension Door	Wall of Stone	
Wall of Ice		

For each point of wisdom, or for each level (whichever is less) a mage may maintain 1 spell (if he knows the secret and is of high enough

level) via difficult enchantments. Mizraith has mastered a technique of stealing wisdom from others so that they and not he maintain the spells he continues.

Whenever Mizraith is involved in sorcerous conflict, all of the spells he maintains are subject to temporary warping and side effects. Lastel may have met his doom that way.

Like most of Sanctuary's sorcerers, Mizraith seems to be interested in sex and reputation. He judges by age and wealth. The statistics given are for Mizraith without his sons and without his spells being disturbed. If warned and aware of a life or death confrontation he would be accompanied by two of his sons equal to the statistics above and would have twice the spells himself. In that case, treat him as 14th level.

MYRTIS**4th level magician**

ALIGNMENT: Neutral
 HIT POINTS: 16
 ARMOR CLASS: 6
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 HIT BONUS: +3
 FAVORITE WEAPON: Dagger
 MOVE: 120'/turn
 STRENGTH: 09
 INTELLIGENCE: 16
 WISDOM: 16 - +2 vs. magic-based saving throws
 CONSTITUTION: 13
 DEXTERITY: 18
 CHARISMA: 18
 Favorite Spells:

<i>1st Level</i>	<i>2nd Level</i>
Charm Person x 2	Wizard Lock
	Phantasmal Force

ONE-THUMB (LASTEL)**9th level fighter**

ALIGNMENT: Chaotic
 HIT POINTS: 62
 ARMOR CLASS: 6 (leather + DEX bonus)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-9 (1D6+3)
 HIT BONUS: +4
 FAVORITE WEAPON: Cleaver
 MOVE: 120'/turn
 STRENGTH: 18
 INTELLIGENCE: 13
 WISDOM: 08
 CONSTITUTION: 16
 DEXTERITY: 14
 CHARISMA: 15

□ □ □ □ □ □ TRANSIENTS □ □ □ □ □ □

CAPPEN VARRA**9th level thief**

ALIGNMENT: Lawful
 HIT POINTS: 35
 ARMOR CLASS: 4 (leather + DEX bonus)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-9
 HIT BONUS: +4
 FAVORITE WEAPON: Sword
 MOVE: 120'/turn
 STRENGTH: 13
 INTELLIGENCE: 16
 WISDOM: 14 - +1 on magic-based saving throws
 DEXTERITY: 18
 CONSTITUTION: 14
 CHARISMA: 18
 Thieflly Skills:
 Open Locks 75% Remove Traps 70% Pick Pockets 75%
 Move Silently 75% Climbing 95% Hide in Shadows: 65%
 Listening 1-4

LYTHANDE of the Blue Star**9th level 'elf'**

ALIGNMENT: Lawful
 HIT POINTS: 42
 ARMOR CLASS: 4 (DEX bonus)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-9
 HIT BONUS: +3
 FAVORITE WEAPON: Sword
 MOVE: 120'/turn
 STRENGTH: 13
 INTELLIGENCE: 17
 WISDOM: 16 - +2 vs. magic-based saving throws
 CONSTITUTION: 14
 DEXTERITY: 16
 CHARISMA: 14
 Sample Spell List:

<i>1st Level</i>	<i>2nd Level</i>	<i>3rd Level</i>
Charm Person	Invisibility	Dispel Magic
Sleep	ESP	Hold Person
Hold Portal	Phantasmal Force	Lightning Bolt
<i>4th Level</i>	<i>5th Level</i>	
Confusion	Feeblemind	
Wall of Fire		

SAMLOR hil SAMT**8th level fighter**

ALIGNMENT: Lawful
 HIT POINTS: 62
 ARMOR CLASS: 7 (city) 2 (chain + shield) elsewhere
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-8
 HIT BONUS: +4
 FAVORITE WEAPON: Short Sword
 MOVE: 120'/turn (city) 90'/turn (elsewhere)
 STRENGTH: 16
 INTELLIGENCE: 17
 WISDOM: 13 - +1 to magic-based saving throws
 DEXTERITY: 16
 CONSTITUTION: 17
 CHARISMA: 08

SMHEE**11th level thief**

HIT POINTS: 24
 ARMOR CLASS: 7
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2/5
 HIT BONUS: +4
 FAVORITE WEAPON: Dagger/Garotte
 MOVE: 120'/turn
 STRENGTH: 14
 INTELLIGENCE: 15
 WISDOM: 16 - +1 on magic-based saving throws
 CONSTITUTION: 09
 DEXTERITY: 18
 CHARISMA: 06
 Thiefly Skills:
 Open Locks 95% Remove Traps 90% Pick Pockets 95%
 Move Silently 95% Climbing 97% Listening 1-5
 Hide in Shadows 85

Smhee is skilled in splinting broken bones and using antibiotics. He also knows and can manipulate the pressure points of the human body. He was once devoutly Lawful but now considers himself Neutral and fit for purgatory to cleanse his stains and return him to a Lawful status so that he can enter the heaven of Weda Krizhtawn.

If he lost weight and butter, he would have charisma 16.

Smhee is the archetype of the thief-assassin. Not able to take on a prepared mage or fighter face-to-face, nonetheless he can strike any time and any place where spells or men-at-arms are unready. He provides the DM with the statistics of a master assassin as well as an individual unique in his own right. Smhee as Smhee should be played with

CIME of the Blue Star**7th level 'elf'**

ALIGNMENT: Neutral
 HIT POINTS: 27
 ARMOR CLASS: 7
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 HIT BONUS: +2
 FAVORITE WEAPON: see below
 MOVE: 120'/turn
 STRENGTH: 10
 INTELLIGENCE: 17
 WISDOM: 15 - +1 vs. magic-based saving throws
 CONSTITUTION: 10
 DEXTERITY: 17
 CHARISMA: 17
 Magic Spells:

<i>1st Level</i>	<i>2nd Level</i>	<i>3rd Level</i>	<i>4th Level</i>
Charm Person	Knock	Infravision	Wall of Fire
Magic Missile	Phantasmal	Lightning Bolt	
Shield	Force		

Cime wears two rods of diamond. One voids magic cast at her and functions as the wand of her choice and aids her in her task of slaying mages; the other functions as the weapon of her choice. If it strikes as a weapon doing 1-4 points of damage, it is +5 to hit. If it strikes as a weapon doing 1-6 points of damage, it is +4 to hit. If it strikes as a weapon doing 1-8 points of damage it is +3 to hit, and so on, down to 1-12 and +1. It functions in a blur of energy. The rods reduce her earned experience by 90%. They function only for her.

JAMIE THE RED**7th level fighter**

ALIGNMENT: Lawful
 HIT POINTS: 50
 ARMOR CLASS: 4 (chainmail + DEX bonus)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12 (1D10+2)
 HIT BONUS: +3
 FAVORITE WEAPON: Pole Arm, Sword
 MOVE: 90'/turn
 STRENGTH: 17
 INTELLIGENCE: 09
 WISDOM: 12
 DEXTERITY: 15
 CONSTITUTION: 16
 CHARISMA: 13

JARVEENA**5th level thief**

ALIGNMENT: Neutral
 HIT POINTS: 28
 ARMOR CLASS: 6
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 HIT BONUS: +2
 FAVORITE WEAPON: Thrown Dagger
 MOVE: 120'/turn
 STRENGTH: 09
 INTELLIGENCE: 15
 WISDOM: 12
 CONSTITUTION: 13
 DEXTERITY: 17
 CHARISMA: 04
 Thiefly Skills:
 Open Locks 50% Remove Traps 30% Pick Pockets 55%
 Move Silently 55% Climbing 93% Hide in Shadows 45%
 Listening 1-4

Jarveena is both a scribe and a mercenary thief for the DM. She is interested in money but has some scruples about how she obtains it. Neither murder nor torture appeal to her. She prefers not to prostitute herself but will if nothing else will work.

only one goal in mind—the slaying of the Purple Mage. Smhee will be subtle and careful, but everything he does should lead to that end. He will be careful of his means, willing to act the Neutral but not the Chaotic.

The DM should realize that Smhee has trailed the Purple Mage for over a decade and is now tougher and more prepared than he has ever been. In all that time Smhee has never been suspected nor detected by his prey. Should he choose to stalk a lesser prey he would be just as deadly and just as patient.

□ □ □ □ □ GODS and MONSTERS □ □ □ □ □

These are stats for the gods in both avatar and full manifestations. For a god's hit points, take his active worshippers and divide by 1,000. The worshippers must be active.

The usual armor class is considered to be bare skin.

ILS—has an intelligence of 19 and a wisdom of 24. Other requisites are unimportant. He would see one act into the future (his opponents all declare what they are going to do and then he gets to act first while they are forced to do what they declared). He has a 95% chance of knowing anything happening within lands where he is worshipped. His aspect would not change in different scales of manifestation.

His knowledge of hidden weaknesses should be simulated by having the first three attacks upon him (or one he has strengthened) fail and his first three attacks do triple damage if they connect.

SHIPRI—an avatar of Shipri would have a wisdom of 21 and a charisma of 17. She would have use of all Lawful clerical spells. A full manifestation of Shipri would have the use of all clerical spells in either form and would be able to cast two per round.

ANEN—he probably would not manifest himself. If he did, his major abilities would be to cause drunkenness by touch, to raise the dead like a 12th level cleric, and to come back from the dead within three months of being slain. His full manifestation would cause drunkenness by sight and by breath (eye-to-eye contact and a 60' x 20' cone). It also would result in uncontrolled plant growth. He could use all plant control spells of magical or clerical nature.

ESHI—in avatar form Eshi would inspire lust and love for her form. Her charisma would be at maximum. In a full manifestation, Eshi would inspire lust and love for the nearest person. Her curse probably would be impotence/frigidity.

THUFIR—his avatar would be a travelling man, probably on foot. Treat him as a 12th level fighter. His full manifestation would have the strength of every road behind him. As long as he stands upon a road he would have every ability of every class. If he left a road he would act as a fighter with a lot of hit points.

THILLI—her avatar probably would be able to use all protection spells and Wall of Fire without limit. It could also kindle a small fire in almost any circumstance. Her full manifestation would have active all protection spells, and would be able to use all Wall spells (except Wall of Ice) without limit. The manifestation would turn undead as does a 14th level cleric against an individual undead—not against a group of undead beings.

SHALPA—the avatar would be a 12th level thief. A full manifestation would be both thief and fighter of the 14th level.

THEBA—an avatar of Theba would have unlimited use of first and second level clerical spells and the ability to create food and water.

A full manifestation of Theba would have unlimited use of first through fourth level clerical spells, the ability to create simple food and water, and would cause peace (like Charm but no commands) to all within 180'.

SAVANKALA—he would manifest himself as a fire elemental (just as a conjured elemental) with all fire-type magical spells, as if thrown by a 12th level magic-user. In full manifestation, he would be the size of the elemental ruler (in the world of Sanctuary he may be the elemental ruler) and has all fire/light spells as if they were cast by a 14th level magic-user, but with twice the range.

SABELLIA—her avatar temporarily would add 2 to the intelligence and wisdom of all within 200'. It could turn any clouds into rain within line of sight. Her full manifestation would have all the powers of the avatar and require magical weapons of +3 or better hit and have an armor class of -2. She is indeed distant from man regardless of her appearance.

VASHANKA—his avatar is that of a 12th level fighter. It will probably have stone giant strength and be armed with a +3 weapon with 1-3 extraordinary powers. His full manifestation is as strong as a titan and will be armed with a +5 weapon bearing 3-6 extraordinary powers. It can also use an unlimited amount of lightning bolts and can cast 1 per round when in hand-to-hand melee, 3 per round otherwise.

AZYUNA—a beautiful woman in avatar form. She is able to polymorph herself an unlimited amount of times, by only for a period of an hour each day. She usually will appear in the form of a woman that a man desires, and she will sleep with him. She will return to her proper form (a full-bodied female) as the act of intercourse gives her strength.

She does not have the ability to fully manifest herself, since she is bound to Vashanka's couch.

DYAREELA—in avatar form Dyareela would have chaotic clerical spells of fourth level and below, and would melee with fingernails like swords—each blow being like the attack of 5 swords, one attack with one hand per round. In a full manifestation, Dyareela would have all chaotic clerical spells, drain life energy like a vampire (two levels per blow) and its claws would as swords +1, an attack with each set of claws per round.

Dyareela has an alternate avatar of a 14th level magic-user (hrast ra krodi).

HEQT—in avatar form, Heqt reinforces humans. She will give them doubled chances of success and two chances to make their saving throws. She also will rechannel thwarted energy—a spell that is blocked might be rechannelled to burst a dam, or strike from behind. In full manifestation, Heqt is a giant toad. She has all clerical spells, and can bite with a titan's strength for the same damage.

THE BLUE STAR—in game terms, the Blue Star turns men into elves. They use both weapons and magic, have unlimited life spans, and become somewhat fey. Should they violate the constraints, they act only as human fighters.

SIKKINTAIR (The Flying Knives)

ALIGNMENT: Neutral
 ARMOR CLASS: 3
 HIT DICE: 9
 MOVE: 90'/180'/turn
 ATTACKS: 2 claws/1 bite
 DAMAGE: 1-6/claw
 3-18/bite
 NO. APPEARING: 1-8
 SAVE AS: cleric, 9th level
 MORALE: 10
 TREASURE TYPE: F

BENGIL CRAB

ALIGNMENT: Neutral
 ARMOR CLASS: 4
 HIT DICE: ½
 MOVE: 30/90
 ATTACKS: 2 claws
 DAMAGE: 1-3/claw
 NO. APPEARING: 20-200
 SAVE AS: fighter-1
 MORALE: 5/land, 12/water
 TREASURE TYPE: C

SHERRANPIP SPIDER

ALIGNMENT: Chaotic
 ARMOR CLASS: 6
 HIT DICE: 2
 MOVE: 120'/turn
 ATTACKS: 1 bite
 DAMAGE: 1-6 + poison/bite
 save vs. poison at -2
 NO. APPEARING: 1-100
 SAVE AS: fighter 2
 MORALE: 7
 TREASURE TYPE: D

The small spiders have ½ of a hit point and do only poison when they bite (with -8 to saving throw).

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THE FANTASY TRIP™

Rudy Kraft

Incorporating Thieves' World into the world of Cidri and The Fantasy Trip game system is not an impossible task but does present some difficulties. Aside from the obvious, but minor, problems (such as revising all the streets and buildings to fit a hexagonal grid) there are three major areas of difficulty.

The first involves the creation of accurate non-player character statistics. Some characters transfer with little difficulty. The characters without magical abilities, for example, are not too tough. The skills, weapons, and abilities they use in the anthologies are, for the most part, within the rules of The Fantasy Trip. One small difficulty does arise, however. The Fantasy Trip system limits the number of things a character can know how to do, based on his or her IQ. The typical Thieves' World character has many more talents than is appropriate for the IQ the character demonstrates in the anthologies. I was left with two choices. I could ignore the rules and give characters whatever talents I thought appropriate or I could grant unreasonably high IQs in order to encompass the necessary talents. I chose to do the latter. If a GM disagrees with my decision she or he should feel free to reduce the IQs to a lower level.

The wizards presented a more serious problem. Magic in The Fantasy Trip and magic in Thieves' World are not exactly the same thing (although they do bear some similarities to each other). All the magicians featured in the anthologies are far more powerful than any player characters could hope to be. They know and are able to use a large number of spells (only a few of which are even mentioned in the books). Many of these spells bear no resemblance to any normal The Fantasy Trip spells. For game purposes the GM might just as well assume that the magicians know whatever spells they happen to need. I have, however, listed those standardized spells which were used in the anthologies.

As a further point, neither Enas Yorl nor Lythande has apprentices while Mizraith does. In The Fantasy Trip apprentices with Aid spells are a necessity for powerful magicians. This does not appear to be the case in Thieves' World. For game purposes assume that Enas Yorl, Lythande, Mizraith, and the Purple Mage all have sources of (nearly unlimited) strength which are not dependent on The Fantasy Trip rules.

Another difficulty arises in the area of religion. Cidri (probably) has no gods. Being religious brings no special benefits (other than financial ones if you recruit enough followers). In Thieves' World, however, gods clearly do exist. They interact with each other and with their worshippers and they serve as a constant source of friction in the mundane world.

How a GM should deal with this is an open question. Clearly ignoring the gods completely will lose some of the flavor of the city. But the gods are hard to deal with and most mortals don't directly interact with them too often. Each GM will have to decide the issue individually.

The final problem is in incorporating the city of Sanctuary and its surrounding region into an ongoing campaign. The standard The Fantasy Trip world of Cidri is large enough to contain almost anything. There is no reason why Sanctuary and the entire Rankan Empire cannot just be placed in a previously undefined or empty section of the world. The player characters could find their way there by ship or via a well-hidden gate.

Another plausible option would have Thieves' World as an independent planet, one of 371 alternate worlds discovered by Mnoren, accessible only by gate.

The last option for incorporation would be to simply include the city of Sanctuary itself but not any of the surrounding region. This

Enas Yorl



provides the GM with a partially fleshed-out environment all ready to play the next time the player-characters enter a new city.

The important thing to remember is that each GM should use Thieves' World as best suits her or his campaign. Straining the structure of a campaign to neatly fit into the confines of someone else's fantasy world is never a wise idea. Even the anthologies' authors didn't struggle to make every detail of every story entirely consistent with the works of the other authors. They settled for a general feeling of reality. So should you.

□ □ PRINCE, RETINUE and OFFICIALS □ □

ARMAN (Hell Hound)

ST16, DX16 (adjDX13), IQ12, MA6.

TALENTS: Sword, Shield, Literacy, Warrior, Veteran.

WEAPONS: Broadsword (2D).

ARMOR: Any, usually chain (3 hits).

BOURNE (Hell Hound)

ST12, DX16 (adjDX13), IQ12, MA6.

TALENTS: Sword, Shield, Literacy, Warrior, Veteran, Alertness.

WEAPONS: Broadsword (2D).

ARMOR: Any, usually chain (3 hits).

DANLIS (Companion to Lady Rosanda)

ST9, DX13, IQ16, MA10.

TALENTS: Literacy, Diplomacy, Sex Appeal, Charisma, Knife.

WEAPONS: Dagger (1D-1).

ARMOR: None.

PRINCE KADAKITHIS (Imperial Governor)

ST12, DX14 (adjDX12), IQ15, MA6.

TALENTS: Charisma, Sword, Literacy, Recognize Value, New Followers, Diplomacy, Courtly Graces, Shield, Bow.

WEAPONS: Broadsword (2D).

ARMOR: Any, usually chain (3 hits).

MOLIN TORCHHOLDER (High Priest)

ST11, DX14 (adjDX12), IQ14, MA8.

TALENTS: Priest, Theologian, Architect/Builder, Literacy, Sword, Courtly Graces.

WEAPONS: Shortsword (2D-1).

ARMOR: Any, usually leather (2 hits).

QUAG (Hell Hound)

ST17, DX16 (adjDX13), IQ11, MA6.

TALENTS: Sword, Shield, Literacy, Warrior, Veteran.

WEAPONS: Broadsword (2D).

ARMOR: Any, usually chain (3 hits).

RAZKULI (Hell Hound)

ST16, DX16 (adjDX13), IQ11, MA6.

TALENTS: Sword, Shield, Literacy, Warrior, Veteran.

WEAPONS: Broadsword (2D).

ARMOR: Any, usually chain (3 hits).

TEMPUS (Hell Hound)

ST18, DX17 (adjDX14), IQ17, MA6.

TALENTS: Priest, Sword, Literacy, Warrior, Veteran, Alertness, Silent Movement, Horsemanship, Expert Horsemanship.

WEAPONS: Magic Broadsword +5DX (2D).

ARMOR: Any, usually chain (3 hits).

Tempus has three special abilities: (1) he regenerates all wounds and fatigue at the rate of 1 point of ST per turn; (2) he is able to disguise himself with a selective illusion changing his appearance, so that some viewers see Tempus unchanged; (3) he can communicate with Vashanka, and sometimes persuade him to change his actions. It is quite likely also that both Tempus and his sword have additional powers.

WALEGRIN (Mercenary Captain)

ST17, DX16 (adjDX13), IQ13, MA6.

TALENTS: Sword, Shield, Thrown Weapons, Literacy, Warrior, Veteran, Diplomacy.

WEAPONS: Bastard sword (1 hand, 2D+1).

ARMOR: Any, usually chain (3 hits).

AYE-GOPHLAN (Captain of the Guard)

ST13, DX15 (adjDX12), IQ13, MA6.

TALENTS: Thief, Sword, Silent Movement, Alertness, Shield, Bow.

WEAPONS: Broadsword (2D).

ARMOR: Any, usually chain (3 hits).

□ □ □ □ □ RESIDENTS □ □ □ □ □

ALTEN STULWIG (Apothecary)

ST12, DX14, IQ14, MA10.

TALENTS: Chemist, Naturalist, Business Sense, Quarterstaff, Literacy.

WEAPONS: Quarterstaff (1D+2).

ARMOR: None.

AMOLI (Madam of the Lily Garden)

ST9, DX14, IQ13, MA10.

TALENTS: Business Sense, Sex Appeal, Charisma, Knife, Literacy.

WEAPONS: Dagger (1D+1).

ARMOR: None.

DUBRO (Smith)

ST18, DX14, IQ10, MA10.

TALENTS: Armorer, Ax/Mace, Sex Appeal, Shield, Alertness, Business Sense.

WEAPONS: Hammer (1D+1).

ARMOR: None.

ENAS YORL (Magician)

ST20+, DX17 (variable), IQ35, MA10 (variable).

TALENTS: Literacy, Recognize Value, Assess Value, Detection of Lies, Knife, Charisma (if form allows), Courtly Graces (if form allows).

WEAPONS: None apparent.

ARMOR: None.

SPELLS: Long Distance Teleport, Freeze, Create Gate, Shape Shifting.

SPECIAL NOTES: *As Enas Yorl changes shape his characteristics will change some too.*

HAKIEM (Storyteller and Informant)

ST10, DX11, IQ14, MA10.

TALENTS: Alertness, Thief, Storyteller†, Spying, Silent Movement, Knife.

WEAPONS: Dagger (1D-1).

ARMOR: None.

† **SPECIAL NOTES:** *Storyteller is a new talent much like the Bard talent except that the ability is to talk rather than singing.*

HANSE SHADOWSPAWN (Thief)

ST9, DX16, IQ17, MA10.

TALENTS: Thief, Master Thief, Sword, Alertness, Acute Hearing, Silent Movement, Thrown Weapons, Sex Appeal.

WEAPONS: Shortsword (2D-1), Daggers (1D-1).

ARMOR: None.

TYPICAL HAWKMASK

ST14, DX14 (adjDX12), IQ10, MA8.

TALENTS: Warrior, Sword, Shield, Horsemanship.

WEAPONS: Broadsword (2D).

ARMOR: Leather (2 hits).

ILLYRA (Fortune Teller)

ST8, DX14, IQ14, MA10.

TALENTS: Sex Appeal, Knife, Fortune Telling†.

WEAPONS: Dagger (1D-1).

ARMOR: None.

† **SPECIAL NOTES:** *Illyra's Fortune Telling ability is best left up to the individual GM. He or she should use it only to give the characters clues at appropriate times and never to get the entire answer to their problem.*

JUBAL (Master Criminal)

ST16, DX16, IQ17, MA10.

TALENTS: Business Sense, Sword, Warrior, Fencing, Shield, Charisma, Thrown Weapons.

WEAPONS: Bastard sword (2D+1), Dagger (1D-1).

ARMOR: Any, usually none.

KEMREN (The Purple Mage)

ST14+, DX14, IQ27, MA10.

TALENTS: Animal Handler, Literacy, Charisma, New Followers, Recognize Value, Assess Value, Mechanician, Monster Followers I, Alchemist, Swimming, Boating, Mathematician.

WEAPONS: None.

ARMOR: None.

SPELLS: Illusions of all sizes.

SPECIAL NOTES: *Kemren is able to draw strength from a complicated series of water wheels. He uses this power to maintain a large army of illusionary spiders.*

KURD (Medical Scientist)

ST8, DX10, IQ14, MA10.

TALENTS: Knife, Literacy, Physiker, Master Physiker.

WEAPONS: Dagger (1D-1).

ARMOR: None.

MASHA (Midwife)

ST12, DX14 (adjDX13), IQ14, MA10.

TALENTS: Sword, Swimming, Horsemanship, Sex Appeal, Acute Hearing.

WEAPONS: Broadsword (2D).

ARMOR: Cloth (1 point).

MIZRAITH THE MAGE (Wizard)

ST16+, DX16, IQ31, MA10.

TALENTS: Business Sense, Literacy, Knife, Recognize Value.

WEAPONS: None.

ARMOR: None.

SPELLS: Has all TFT spells.

SPECIAL NOTES: *Mizraith is responsible for maintaining the curse on One-Thumb's potential killer.*

MYRTIS (Madam of Aphrodisia House)

ST8, DX14, IQ14, MA10.

TALENTS: Sex Appeal, Business Sense, Knife, Literacy, Charisma, Recognize Value, Courtly Graces.

WEAPONS: Dagger (1D-1).

ARMOR: None.

ONE-THUMB or LASTEL (Innkeeper of the Vulgar Unicorn)

ST14, DX15, IQ15, MA10.

TALENTS: Business Sense, Sword, Warrior, Animal Handler, Fencing, Literacy, Recognize Value, Bartender, Alertness.

WEAPONS: Rapier (1D).

ARMOR: None.

SPECIAL NOTES: *Lastel has arranged for a curse to affect whoever kills him. His killer would never die but would live forever in helpless agony.*

□ □ □ □ □ □ TRANSIENTS □ □ □ □ □ □

CAPPEN VARRA (Poet and Minstrel)

ST13, DX16 (adjDX15), IQ10, MA10.

TALENTS: Bard, Sword, Fencing, Literacy.

WEAPONS: Rapier (1D), Dagger (1D-1).

ARMOR: Cloth (1 point).

JAMIE THE RED (Adventurer)

ST17, DX17 (adjDX14), IQ15, MA6.

TALENTS: Sword, Warrior, Sex Appeal, Charisma, Pole Weapons, Shield, Thrown Weapons, Veteran.

WEAPONS: Bastard sword (2D+1), Halberd (2D), Spear (1D), Dagger (1D-1).

ARMOR: Chain (3 hits).

SPECIAL NOTES: *He is not so heavily armed when just travelling about the streets.*

JARVEENA (Scribe)

ST9, DX14, IQ14, MA10.

TALENTS: Literacy, Knife, Thrown Weapons.

WEAPONS: Dagger (1D-1).

ARMOR: None.

LYTHANDE (Priestess of the Blue Star)

ST16, DX16, IQ29, MA10.

TALENTS: Sword, Sex Appeal, Silent Movement, Literacy, Disguise, Alchemy.

WEAPONS: Rapier (1D).

ARMOR: None usually.

SPELLS: Unnoticability, Rainstorm, Wizard's Wrath, Control Person, Illusion, Pentagram, Geas, Summon Demon, Summon Lesser Demon, Spell Shield, Create/Destroy Elemental.

SPECIAL NOTES: *Lythande can be assumed to draw strength from her Blue Star. In addition to the normal potions available to alchemists, Lythande knows how to make a love potion. She also knows a spell which allows her to "step out of time" to consider her position carefully before deciding her next action.*

SAMLOR HIL SAMT (Caravan Merchant)

ST15, DX15 (adjDX14), IQ14, MA10.

TALENTS: Business Sense, Animal Handler, Sword, Shield, Bow, Warrior, Thrown Weapons, Horsemanship.

WEAPONS: Cutlass (2D-2), Dagger (1D-1).

ARMOR: Cloth (1 point).

SMHEE (Priest of Weda Krizhtawn)

ST13, DX14 (adjDX13), IQ22, MA10.

TALENTS: Silent Movement, Knife, Physiker, Blowgun, Literacy, Thrown Weapons, Swimming, Priest, Detect Traps, Alertness, Remove Traps, Thief, Boating, Mathematician.

WEAPONS: Dagger (1D-1), Blowgun (poison).

ARMOR: Cloth (1 point).

□ □ □ □ □ □ □ **MONSTERS** □ □ □ □ □ □ □

SIKKINTAIR

ST33, DX13, IQ7, MA6/15 flying.

WEAPONS: Bite (2D+1), 2 Claws (1D+1).

ARMOR: 3 point skin.

SPECIAL NOTES: *The sikkintair is a 3-hex creature.*

TEMPLE APE

ST13, DX13, IQ6, MA10.

WEAPONS: Bite (1D+1).

ARMOR: 1 point skin.

BENGIL CRABS

ST13, DX8/13 in water, IQ6, MA6/10 swimming.

WEAPONS: 2 Claws (2D+2).

ARMOR: 6 point shell.



RUNEQUEST

Steve Perrin

How The World's Magic Works

The world of which Sanctuary is a part allows for many forms of magic. Characters such as Enas Yorl, Lythande, the Purple Mage, and others each have their own magics, all of which work. One universal aspect of this magic, however, is that anyone in its presence is aware of it. This is a primal response, akin to the itch between the shoulder blades when an assassin has his eye on your back. It is described as a tingling sensation, and might be just the reaction of skin to a subtle electrical discharge as a by-product of magic in action. After all, magic is described elsewhere as 'awareness,' and this sensation can be considered as just one form of awareness impinging on another.

RuneQuest Rules for the Religions of Thieves' World

Unlike the cults of Glorantha, the religions of Sanctuary do not have an elaborate structure of Priests, Rune Lords, Initiates, and lay members, with benefits according to rank. In Sanctuary a Temple is made up of Priests, apprentice-priests or acolytes, and the worshipping masses. For the purposes of *RuneQuest*, we can assume that the Priests have access to all the usual *RuneQuest* Rune magic, just as has been shown for Mollin Torchholder and Lythande.

But no Sanctuary religion has the equivalent to a Divine Intervention Rune spell. Instead, a Priest may, through Divination, call for the god to observe the special situation. The god then makes up its own mind as to whether or not it intervenes. As indicated in "The Dream of the Sorceress," this often takes the form of direct intervention through a personification of the god on the mortal plane.

The gods also are perfectly capable of observing for themselves and of taking action without call from their Priests. Among other things, this keeps the Priests honest.

Agents

Some gods choose agents for themselves upon the mortal plane. Tempus is an example, as is the Order of the Blue Star. This agenthood may be requested and worked for, as with the Blue Star, or descend unasked upon the recipient, as seems to be the case with Tempus. In either case, the status of agent offers advantages and disadvantages.

Advantages of agenthood normally include immortality and special powers, such as Tempus's regeneration and identity-masking abilities, or the unlimited Power and magic of the Blue Star.

Disadvantages generally take the form of geases or other constraints on behavior. Tempus must rape, not love; Lythande must hide her sex and not eat before men. Also, as in the case of Tempus, the agent seems to take on most of the temperament and attitudes of the god. The agents of the Blue Star, who worship a force, not an entity, have no such problems, and are allowed to follow their own wyrds so long as they stand ready on the final day of battle against Chaos.

Spells for the Priests of Sanctuary

Aside from the general run of Rune spells, the pantheons of Ranke and IIs, as well as the non-aligned gods, have analogs in the gods of Glorantha. Rune spells appropriate to the analog will be appropriate to the Sanctuary god.

CYCLE ONE: THE ILSIG GODS

IIs—follow those of Lankhor Mhy, with some of the leadership spells of Orlanth Rex and the deception spells of the unpublished Eurmal cult.

Shipri All-Mother—Shipri's priestesses are equivalent to those of Chalana Arroy.

Anen—this god has all the plant-influencing powers of Aldrya and Gata.

Eshi—this goddess corresponds to the not-yet-published Uleria, goddess of love.

Thufir—the Issaries figure of Sanctuary.

Thuli—has no direct Gloranthan equivalent, but her Rune magic is fairly obvious, having to do with beneficial fire.

Shalpa—this god is equivalent to the Lambril thief god, soon to be published in *Different Worlds Magazine*.

Theba—worship resembles that of the Flesh Man of the Light-bringers pantheon.

CYCLE TWO: THE RANKAN GODS

Savankala—the sun god, similar to Yelmadio in its spells, but with full use of fire elementals. It is, in fact, far closer to the so-far-unpublished Yelm cult.

Sabellia—this goddess has some similarities to the Red Goddess, but they are faint.

Vashanka—this deity is similar to both Humakt and Humakt's opponent, Zorak Zoran. He is also a storm god, like Orlanth, with all the worse aspects of all three gods. Vashanka, more than any other, is likely to create agents tied and ribboned by geas and gift.

Azyuna—Like Eshi, Azyuna is a love goddess, though her emphasis is more on deception and adultery.

CYCLE THREE: THE OTHER GODS

Dyareela—this embodiment of evil's priests would have many appropriate spells shown in *Cults of Terror*.

Heqt—this renewing goddess has much in common with Eiritha and other earth goddesses of Glorantha.

Battle Magic For Thieves' World

Virtually all of the following *RuneQuest* descriptions of the denizens of Sanctuary show battle magic spells available to them. Readers of *Thieves' World* and *Tales from the Vulgar Unicorn* know that the regular residents do not have this normal source of Gloranthan strength—battle magic, available to any Gloranthan character who has the money, is unavailable to citizens of Sanctuary for ANY price.

However, purchasers of this *Thieves' World* adventure pack may want to use this material in a full *RuneQuest* campaign set in Glorantha. (In Chaosium's own playtesting, the city of Sanctuary became the city of Refuge, perched at the tip of a peninsula in the fabled Holy Country.) For adventures involving the people of Sanctuary, the non-player characters need at least the same spells as the adventuring RQ characters who will encounter them.

The spells chosen for the inhabitants of Sanctuary are mostly weapon- and ability-enhancing spells; the morale-affecting

Demoralize is the usual attack spell. Given a little suspension of disbelief, one can assume that the characters of Sanctuary used these spells in the printed stories, but that their chroniclers felt it unnecessary to mention such commonplace details. Alternately, one may assume that battle magic in Sanctuary is a very private thing, and not likely to be mentioned or explained to some nosey roving-reporter.

No Sanctuary citizen has been given POW storage devices or crystals, or bound spirits except for the major magicians and priests. A place like Sanctuary cannot be expected to have retained many crystals, and Spirit Binding is an uncommon practice in the Rankan Empire.

□ □ PRINCE, RETINUE and OFFICIALS □ □

AYE-GOPHLAN, Human male, lay member of Savankala. Captain of the Guard in Sanctuary. Age 36.

STR 14 CON 12 SIZ 13	Right Leg (01-04)	3/5
INT 13 POW 15 DEX 16	Left Leg (05-08)	3/5
CHA 12	Abdomen (09-11)	4/5
	Chest (12)	4/6
Mov 8	Right Arm (13-15)	3/4
Hit Points 13	Left Arm (16-18)	3/4
	Head (19-20)	4/5

1H Sword (1D8+1+1D4) 50% SR 5 Parry 40% (20)
 Short sword (1D6+1) 65% SR 6 Parry 60% (20)
 Javelin (1D10+1D2) 35% SR 1 Parry 40% (12)
 1H Short spear (1D6+1+1D4) 35% SR 4 Parry 40% (15)
 Large shield Parry 35% (16)

SPELLS: Bladesharp 3, Demoralize, Dispel Magic, Heal 4, Protection 4.

SKILLS: [Knowledge 05%] Evaluate Treasure 75%; [Manipulation 10%] Climbing 75%, Hide Item 85%, Jumping 65%, Lock Picking 70%, Map Making 50%, Riding 50%, Swimming 65%, Trap Set/Disarm 75%; [Stealth 05%] Camouflage 35%, Hide in Cover 80%, Move Silently 75%, Pick Pockets 95%; [Perception 0%] Listen 85%, Spot Hidden Item 75%, Spot Trap 75%, Tracking 40%; [other] Oratory 40%.

LANGUAGES: Speak IIsig 75%, Speak Rankan 55%.

MAGIC ITEMS: none.

DANLIS, Human female. Lay member of Sabellia. Rankan Lady in Waiting. Age 32.

STR 12 CON 16 SIZ 13	Right Leg (01-04)	0/6
INT 17 POW 14 DEX 14	Left Leg (05-08)	0/6
CHA 15	Abdomen (09-11)	0/6
	Chest (12)	0/7
Mov 8	Right Arm (13-15)	0/5
Hit Points 17	Left Arm (16-18)	0/5
	Head (19-20)	0/6

Dagger (1D4+2+1D4) 40% SR 8 Parry 30% (12)

SPELLS: Countermagic 2, Detect Enemies, Heal 2, Protection 3.

SKILLS: [Knowledge 10%] Evaluate Treasure 75%; [Manipulation 15%] Climbing 45%, Jumping 50%, Map Making 75%, Riding 75%, Swimming 60%; [Stealth 05%] Hide in Cover 45%, Move Silently 45%; [Perception 10%] Listen 50%, Spot Hidden Item 50%, Spot Trap 50%, Tracking 30%.

LANGUAGES: (Speak/Read-Write) Rankan 100%/80%, IIsig 75%/65%.

MAGIC ITEMS: none.

HELL HOUND [Sample Character]

STR 15 CON 15 SIZ 15	Right Leg (01-04)	6/6
INT 11 POW 14 DEX 16	Left Leg (05-08)	6/6
CHA 12	Abdomen (09-11)	6/6
	Chest (12)	7/7
Mov 8	Right Arm (13-15)	6/5
Hit Points 16	Left Arm (16-18)	6/5
	Head (19-20)	6/6

1H Sword (1D8+1+1D4) 65% SR 4 Parry 60% (20)
 Dagger (1D4+2+1D4) 75% SR 6 Parry 50% (12)
 1H Long spear (1D8+1+1D4) 50% SR 3 Parry 45% (15)
 Composite bow (1D8+1) 75% SR 1 Parry 25% (10)
 2H Great Axe (2D6+2+1D4) 60% SR 3 Parry 60% (15)
 Medium shield Parry 65% (12)

SPELLS: Bladesharp 3, Demoralize, Heal 3, Protection 4.

SKILLS: [Knowledge 0%] Evaluate Treasure 65%; [Manipulation 05%] Climbing 80%, Jumping 75%, Riding 75%, Swimming 45%; [Stealth 0%] Camouflage 40%, Hide in Cover 60%, Move Silently 50%; [Perception 0%] Listen 75%, Spot Hidden Item 50%, Spot Trap 45%, Tracking 60%.

LANGUAGES: Speak/Read-Write Rankan 80%/40%.

MAGIC ITEMS: none.

See Zalbar for notes on armor and weapon use by Hell Hounds.

MOLIN TORCHHOLDER, Human male. Rankan High Priest of Savankala. Age 52.

STR 10 CON 12 SIZ 15	Right Leg (01-04)	0/5
INT 16 POW 20 DEX 13	Left Leg (05-08)	0/5
CHA 17	Abdomen (09-11)	0/5
	Chest (12)	0/6
Mov 8	Right Arm (13-15)	0/4
Hit Points 14	Left Arm (16-18)	0/4
	Head (19-20)	0/5

1H Sword (1D8+1+1D4) 65% SR 5 Parry 60% (20)

Staff (1D6+1D4) 65% SR 4 Parry (12) 60%

SPELLS: Bladesharp 4, Countermagic 4, Demoralize, Detect Magic, Dispel Magic 4, Farsee, Light.

RUNESPELLS: Divine Intervention 4, Divination 3, Extension 2, Shield 4, Summon Small Salamander (2 uses), Summon Medium Salamander (2 uses), Summon Large Salamander, Vision (3 uses).

SKILLS: [Knowledge 10%] Evaluate Treasure 85%; Architecture 95%; [Manipulation 15%] Climbing 30%, Hide Item 25%, Jumping 30%, Lock Picking 20%, Map Making 55%, Riding 85%, Swimming 50%, Trap Set/Disarm 20%, Masonry 85%; [Stealth 0%] Camouflage 45%, Hide in Cover 25%, Move Silently 25%, Pick Pockets 05%; [Perception 10%] Listen 70%, Spot Hidden Item 25%, Spot Trap 25%, Tracking 40%; [other] Oratory 90%.

LANGUAGES: Speak/Read-Write Rankan 95%/75%, Read Enlibaran 65%, Read Venished 80%, Speak/Read-Write IIsig 25%.

MAGIC ITEMS: Rod of Office, a Power storage device storing POW equal to the POW of the user.

Molin is a High Priest of the cult of Savankala, a sun god. He is described like a Rune Priest of that god. He does not have a familiar, but his rod of office does act as a Power storage device (it is not a crystal, since this is not Glorantha). The rod will only work as a Power storage device for a priest of Savankala.

PRINCE KADAKITHIS, Human male, lay member of Savankala. Rankan noble now Prince Governor of Sanctuary. Age 20.

STR 13 CON 15 SIZ 11	Right Leg (01-04)	5/6
INT 16 POW 18 DEX 13	Left Leg (05-08)	5/6
CHA 14	Abdomen (09-11)	6/7
	Chest (12)	7/8
Mov 8	Right Arm (13-15)	6/5
Hit Points 16	Left Arm (16-18)	6/5
	Head (19-20)	6/6

1H Sword (D8+2) 65% SR 6 Parry 65% (20)

Composite bow (D8+1) 50% SR 2

1H Spear (D8+1) 60% SR 5 Parry 35% (15)

SPELLS: Bladesharp 4, Coordination, Demoralize, Disrupt, Glamour, Healing 3, Mindspeech, Protection 4.

SKILLS: [Knowledge 10%] Evaluate Treasure 40%, General Knowledge 45%, First Aid 25%, Treat Disease 15%, Identify Plants 25%, Identify Animals 40%, Identify Minerals 50%; [Manipulation 15%] Map Making 50%, Climbing 60%, Hide Item 25%, Jumping 50%, Riding 75%, Swimming 80%, Rowing 20%; [Stealth 05%] Camouflage 15%, Hide in Cover 10%, Move Quietly 10%; [Perception 10%] Listen 50%, Spot Hidden Items 15%, Spot Trap 15%, Tracking 25%; [other] Oratory 60%.

LANGUAGES: (Speak/Read-Write) Rankan 90%/100%, IIsig 40%/25%, Enlibaran 10%/60%.

MAGIC ITEMS: Savankh symbol of authority is a matrix of Glamour—stores 12 pts. POW, works only for members of ruling family of Ranke.

Most of the Prince's skills come from training. He is actually little-experienced. The armor shown for him is his combat armor. He is unlikely to be wearing it unless he knows he is going to get into a fight, or he needs it for a ceremonial occasion.

TEMPUS, Human male, Initiate of Vashanka. Rankan Hell Hound directly answerable to Prince Kadakithis. Age 350.

STR 18 CON 18 SIZ 18	Right Leg	(01-04)	6/7
INT 18 POW 21 DEX 20	Left Leg	(05-08)	6/7
CHA 10	Abdomen	(09-11)	11/7
	Chest	(12)	7/8
Mov 8	Right Arm	(13-15)	6/6
Hit Points 21	Left Arm	(16-18)	6/6
	Head	(19-20)	7/7

1H Sword (D8+D6+1) 95% SR 3 Parry 95% (20)
 Throwing dagger (D4+D3) 95% SR 1 (10)
 Parrying dagger (D4+2+D6) 95% SR 5 Parry 95% (20)
 Dagger (D4+2+D6) 95% SR 5 Parry 95% (12)
 1H Spear (D8+D6+1) 95% SR 2 Parry 60% (15)
 Composite bow (D8+1) 95% SR 1 Parry 50% (10)
 2H Great axe (2D6+2+1D6) 95% SR 2 Parry 95% (15)
 Medium shield (1D6+1D6) 75% SR 5 Parry 95% (12)

SPELLS: Bladesharp 4, Countermagic 4, Demoralize, Dispel Magic 2, Disruption, Ignite, Invisibility, Mindspeech, Speedart.

SKILLS: [Knowledge 20%] Evaluate Treasure 75%, General Knowledge 55%, First Aid 65%, Treat Disease 25%, Treat Poison 45%, Identify Plants 55%, Identify Animals 70%, Identify Minerals 90%; [Manipulation 15%] Map Making 45%, Climbing 90%, Hide Item 55%, Jumping 90%, Lock Picking 65%, Trap Set/Disarm 65%, Riding 100%, Disguise 100% (see note, Magic Items), Swimming 90%, Rowing 60%; [Stealth 20%] Camouflage 75%, Hide in Cover 85%, Move Quietly 85%, Pick Pockets 50%; [Perception 20%] Listen 90%, Spot Hidden Items 75%, Spot Trap 85%, Taste Analysis 50%, Tracking 65%; [other] Oratory 50%.

LANGUAGES: (Speak/Read-Write) Rankan 90%/50%, Ilsig 25%/0%.

MAGIC ITEMS: Tempus has two magic abilities—he regenerates 1 hit point in each damaged hit location per melee round, and he can put illusion of Disguise over himself in order to look like someone else.

Tempus is a special Initiate of Vashanka (perhaps even a Rune Lord). His gifts from Vashanka mean that he can regenerate one point of damage in every hit location damaged every melee round and can put an illusion over himself alone to look like anyone else.

WALEGRIN, Human male, no identified cult membership. An Ilsig mercenary. Age 35.

STR 15 CON 15 SIZ 15	Right Leg	(01-04)	6/6
INT 14 POW 10 DEX 16	Left Leg	(05-08)	6/6
CHA 15	Abdomen	(09-11)	7/6
	Chest	(12)	7/7
Mov 8	Right Arm	(13-15)	5/5
Hit Points 16	Left Arm	(16-18)	5/5
	Head	(19-20)	5/6

1H Sword (D8+1+1D4) 75% SR 4 Parry 60% (20)
 Short sword (D6+1+D4) 60% SR 5 Parry 60% (20)
 1H Spear (D8+1+D4) 65% SR 3 Parry 50% (15)
 Large shield Parry 80% (16)

SPELLS: Bladesharp 3, Countermagic 2, Detect Magic, Glamour, Healing 2.

SKILLS: [Knowledge 05%] Evaluate Treasure 70%; [Manipulation 10%] Climbing 85%, Hide Item 40%, Jumping 75%, Lock Picking 15%, Map Making 45%, Riding 80%, Swimming 50%, Trap Set/Disarm 30%; [Stealth 05%] Camouflage 60%, Hide in Cover 50%, Move Silently 45%, Pick Pockets 10%; [Perception 05%] Listen 80%, Spot Hidden Item 45%, Spot Trap 55%, Tracking 65%; [other] Oratory 50%.

LANGUAGES: (Speak/Read-Write) Ilsig 75%/40%, Rankan 80%/50%.

MAGIC ITEMS: none.

The armor shown for Walegrin is combat armor. He'd wear less and leave shield and spear at home while wandering the streets.

ZALBAR, Human male, lay member of Savankala. A Rankan, one of the five Hell Hounds. Age 35.

STR 17 CON 17 SIZ 15	Right Leg	(01-04)	6/6
INT 14 POW 15 DEX 14	Left Leg	(05-08)	6/6
CHA 16	Abdomen	(09-11)	6/6
	Chest	(12)	7/7
Mov 8	Right Arm	(13-15)	6/5
Hit Points 18	Left Arm	(16-18)	6/5
	Head	(19-20)	6/6

1H Sword (1D8+1+1D4) 80% SR 5 Parry 80% (20)
 Dagger (1D4+2+1D4) 75% SR 7 Parry 75% (12)
 1H Long spear (1D8+1+1D4) 70% SR 4 Parry 45% (15)
 Composite bow (1D8+1) 60% SR 2 Parry 05% (10)
 2H Great axe (2D6+2+1D4) 70% SR 4 Parry 50% (15)
 Medium shield Parry 85% (12)

SPELLS: Bladesharp 4, Demoralize, Detect Enemies, Heal 4, Protection 4.

SKILLS: [Knowledge 05%] Evaluate Treasure 50%; [Manipulation 15%] Climbing 75%, Hide Item 40%, Jumping 60%, Lock Picking 30%, Map Making 60%, Riding 80%, Swimming 50%, Trap Set/Disarm 65%; [Stealth 05%] Camouflage 50%, Hide in Cover 50%, Move Silently 50%; [Perception 05%] Listen 50%, Spot Hidden Item 45%, Spot Trap 65%, Tracking 70%; [other] Oratory 75%.

LANGUAGES: Speak/Read-Write Rankan 90%/40%, Speak Ilsig 50%.

MAGIC ITEMS: none.

Like all the Hell Hounds, Zalbar is unlikely to be wearing more than sword and dagger on his patrols, and his usual armor will be thick leather on his torso and thinner leather on limbs and head. For battle armor he will wear full helm, plate on his chest and legs, scale on his abdomen, and chainmail on his arms.

RESIDENTS

ALTEN STULWIG, Human male. A Sancturite, he is a lay member of Ils, and an apothecary. Age 35.

STR 12 CON 14 SIZ 12	Right Leg	(01-04)	0/5
INT 15 POW 15 DEX 12	Left Leg	(05-08)	0/5
CHA 11	Abdomen	(09-11)	0/5
	Chest	(12)	0/6
Mov 8	Right Arm	(13-15)	0/4
Hit Points 14	Left Arm	(16-18)	0/4
	Head	(19-20)	0/5

Staff (1D6) 50% SR 6 Parry 50% (15)
 Dagger (1D4+2) 30% SR 9 Parry 30% (12)

SPELLS: Bludgeon 1, Detect Enemies, Detect Gems, Detect Gold, Detect Silver, Heal 2.

SKILLS: [Knowledge 0%] Evaluate Treasure 45%, First Aid 90%, Treat Disease 75%, Treat Poison 60%, Make Healing Potion 4; [Manipulation 05%] Climbing 40%, Jumping 35%, Swimming 25%; [Stealth 0%] Hide in Cover 25%, Move Silently 25%; [Perception 0%] Listen 50%, Spot Hidden Item 45%; [other] Oratory 65%.

LANGUAGES: Speak/Read-Write Ilsig 90%/90%, Speak Rankan 25%.

MAGIC ITEMS: none.

AMOLI, Human female, the Madam of the Lily Garden. Age 45.

STR 10 CON 16 SIZ 10	Right Leg	(01-04)	0/6
INT 15 POW 14 DEX 14	Left Leg	(05-08)	0/6
CHA 13	Abdomen	(09-11)	0/6
	Chest	(12)	0/7
Mov 8	Right Arm	(13-15)	0/5
Hit Points 16	Left Arm	(16-18)	0/5
	Head	(19-20)	0/6

Dagger (1D4+2) 45% SR 8 Parry 25% (12)

SPELLS: Befuddle, Bladesharp 1, Coordination, Detect Enemies, Glamour, Heal 2, Light, Silence.

SKILLS: [Knowledge 0%] Evaluate Treasure 80%; [Manipulation 0%] Hide Item 60%, Lock Picking 45%, Swimming 65%, Trap Set/Disarm 25%; [Stealth 0%] Hide in Cover 30%, Move Silently 45%, Pick Pockets 85%; [Perception 0%] Listen 75%, Spot Hidden Item 35%, Spot Trap 45%; [other] Oratory 75%.

LANGUAGES: (Speak/Read-Write) Ilsig 95%/75%, Rankan 75%/25%, Enlibaran 60%/15%, S'Danzo 20%/0%.

MAGIC ITEMS: none.

DUBRO, Human male. A Sancturite, he is a smith and lives in the Bazaar. Age 35.

STR 18 CON 16 SIZ 18	Right Leg	(01-04)	0/6
INT 11 POW 12 DEX 13	Left Leg	(05-08)	0/6
CHA 10	Abdomen	(09-11)	2/6
	Chest	(12)	2/7
Mov 8	Right Arm	(13-15)	0/5
Hit Points 18	Left Arm	(16-18)	0/5
	Head	(19-20)	0/6

Hammer (1D6+2+1D6) 85% SR 6 Parry 45% (15)

SPELLS: Bludgeon 2, Glue 4, Heal 2, Light, Repair.

SKILLS: [Knowledge 0%] Evaluate Treasure 40%; [Manipulation 10%] Climbing 35%, Jumping 40%, Riding 25%, Swimming 45%, Trap Set/Disarm 40%, Armor Making 55%, Weapon Making 75%, Shield Making 45%, Blacksmithing 95%; [Stealth 0%] Hide in Cover 40%, Move Silently 25%; [Perception 0%] Listen 50%; [other] Oratory 30%.

LANGUAGES: Speak Ilsig 80%, Speak S'Danzo 40%, Speak Rankan 25%.

MAGIC ITEMS: none.

ENAS YORL, a wizard, about whom little is known. Age 185.

STR ? CON ? SIZ ?	Right Leg	(01-04)	??
INT 18 POW 25 DEX ?	Left Leg	(05-08)	??
CHA 15	Abdomen	(09-11)	??
	Chest	(12)	??
Mov 8?	Right Arm	(13-15)	??
Hit Points variable.	Left Arm	(16-18)	??
	Head	(19-20)	??

Enas Yorl's forms vary.

Dagger (1D4+2) 50% SR ? Parry 45% (12)

Staff ((1D6) 60% SR ? Parry 50% (10)

SPELLS: Conjure Monster 85%, Detect Magic 95%, Dispel Magic 90%, Illusion 95%, Paralyze 95%, Read Magic 95%, Teleport 55%.

SKILLS: [Knowledge 20%] Evaluate Treasure 80%; [Manipulation ?%] Map Making 100%; [Stealth ?%] Move Silently 80%, Pick Pockets 60%; [Perception 20%] Spot Hidden Item 85%, Spot Trap 85%, Tracking 75%; [other] Oratory 75%.

LANGUAGES: Speak/Read-Write all languages 100%.

MAGIC ITEMS: Staff of Command for basilisks; 100% effective.

With Enas Yorl, magic is a skill. Unlike most RuneQuest magicians, he does not use POW to make his spells. His POW is a catalyst causing the manipulations of the world through his spells.

The spells listed for him are fairly obvious in definition. He must make his skill roll to work the spell, and spells such as Paralyze must overcome the victim's POW. A fumble roll with a spell means that it affects him adversely. The list of spells is incomplete, dealing only with the magical effects he performs in the course of the first two books.

HAKIEM THE STORYTELLER, Human male, a lay member of IIs. He is a street-dweller, and very poor. Age 55.

STR 9 CON 15 SIZ 10	Right Leg	(01-04)	0/5
INT 15 POW 14 DEX 17	Left Leg	(05-08)	0/5
CHA 16	Abdomen	(09-11)	0/5
	Chest	(12)	0/6
Mov 8	Right Arm	(13-15)	0/4
Hit Points 15	Left Arm	(16-18)	0/4
	Head	(19-20)	0/5

Dagger (1D4+2) 45% SR 7 Parry 25% (12)

SPELLS: none.

SKILLS: [Knowledge 05%] Evaluate Treasure 25%, History of Sanctuary 90%, History of Ranke 40%, History of Ilsig 75%, History of the World 25%; [Manipulation 15%] Climbing 50%, Hide Item 75%, Jumping 30%, Lock Picking 40%, Map Making 50%, Riding 20%, Swimming 30%; [Stealth 15%] Camouflage 40%, Hide in Cover 60%, Move Silently 50%, Pick Pockets 25%; [Perception 0%] Listen 75%, Spot Hidden Item 60%; [other] Oratory 95%.

LANGUAGES: Speak Ilsig 95%, Speak Rankan 20%, Speak S'Danzo 10%, Speak Enlibaran 05%.

MAGIC ITEMS: none.

HANSE SHADOWSPAWN, Human male, lay member of Shalpa the Swift. A Sancturite thief. Age 18.

STR 13 CON 15 SIZ 12	Right Leg	(01-04)	1/5
INT 15 POW 15 DEX 18	Left Leg	(05-08)	1/5
CHA 10	Abdomen	(09-11)	2/5
	Chest	(12)	2/6
Mov 8	Right Arm	(13-15)	1/4
Hit Points 15	Left Arm	(16-18)	1/4
	Head	(19-20)	1/5

Shortsword (1D6+1+1D4) 75% SR 6 Parry 75% (20)

Dagger [right hand] (1D4+2+1D4) 75% SR 7 Parry 75% (12)

Dagger [left hand] (1D4+2+1D4) 75% SR 7 Parry 75% (12)

Thrown dagger (1D4+1D2) 75% SR 1

SPELLS: Befuddle, Heal 2, Shimmer 2, Silence.

SKILLS: [Knowledge 0%] Evaluate Treasure 80%; [Manipulation 0%] Climbing 95%, Jumping 95%, Lock Picking 95%, 90%; [Stealth 0%] Camouflage 50%, Hide in Cover 95%, Move Silently 95%, Pick Pockets 95%; [Perception 0%] Listen 90%, Spot Hidden Item 95%, Spot Trap 85%, Tracking 55%; [other] Oratory 25%.

LANGUAGES: Speak Ilsig 85%, Speak Rankan 75%.

MAGIC ITEMS: none.

Hanse's weapon expertise may be high for one who has had as little actual combat as Shadowspawn, but the lad learns quickly and has a natural talent for using his weapons.

HAWKMASKS, mercenaries for Jubal.

STR 14 CON 14 SIZ 12	Right Leg	(01-04)	1/5
INT 11 POW 13 DEX 14	Left Leg	(05-08)	1/5
CHA 10	Abdomen	(09-11)	3/5
	Chest	(12)	3/6
Mov 8	Right Arm	(13-15)	1/4
Hit Points 14	Left Arm	(16-18)	1/4
	Head	(19-20)	3/5

Shortsword (1D6+1+1D4) 60% SR 7 Parry 60% (20)

Dagger (1D4+2+1D4) 65% SR 8 Parry 50% (10)

Composite bow (1D8+1) 60% SR 2 Parry 35% (10)

SPELLS: Countermagic 4, Demoralize, Heal 2, Protection 3, Speedart.

SKILLS: [Knowledge 0%] Evaluate Treasure 45%, General Knowledge 30%; [Manipulation 0%] Map Making 25%, Climbing 55%, Hide Item 35%, Jumping 65%, Lock Picking 40%, Trap Set/Disarm 35%, Riding 65%, Disguise 25%, Swimming 45%, Rowing 35%; [Stealth 0%] Camouflage 30%, Hide in Cover 45%, Move Quietly 50%, Pick Pockets 35%; [Perception 0%] Listen 50%, Spot Hidden Item 55%, Spot Trap 45%, Tracking 60%.

LANGUAGES: Speak Ilsig 80%, Speak Rankan 35%.

MAGIC ITEMS: none.

ILLYRA, Human female, a lay member of S'Danzo. A fortune-teller who lives in the Bazaar. Age 21.

STR 10 CON 15 SIZ 10	Right Leg	(01-04)	0/6
INT 16 POW 20 DEX 15	Left Leg	(05-08)	0/6
CHA 14	Abdomen	(09-11)	0/6
	Chest	(12)	0/7
Mov 8	Right Leg	(13-15)	0/5
Hit Points 16	Left Leg	(16-18)	0/5
	Head	(19-20)	0/6

Dagger (1D4+2) 35% SR 8 Parry 20% (12)

SPELLS: Countermagic 3, Demoralize, Detect Enemies, Detect Life, Detect Spirit, Mind Speech.

SKILLS: [Knowledge 10%] Evaluate Treasure 60%, Read Cards 100%; [Manipulation 15%] Climbing 50%, Hide Item 40%, Jumping 50%, Lock Picking 20%, Map Making 30%, Riding 30%, Swimming 30%, Trap Set/Disarm 20%; [Stealth 05%] Hide in Cover 40%, Move Silently 60%, Pick Pockets 35%; [Perception 10%] Listen 65%, Spot Hidden Item 35%, Dream 65%; [other] Oratory 60%.

LANGUAGES: Speak S'Danzo 90%, Speak/Read-Write IIsig 80%/10%, Speak/Read-Write Rankan 25%/10%.

MAGIC ITEMS: none.

While Ilyra may have dreams of prophecy at any time, they are only 65% sure to be correct, and she can will herself to dream the necessary dream only 65% of the time. Her ability to divine with her cards is 100%. She uses no spells as such: these are skills.

JUBAL, Human male, the criminal leader of Sanctuary. Age 50.

STR 18 CON 15 SIZ 16	Right Leg	(01-04)	4/6
INT 15 POW 16 DEX 16	Left Leg	(05-08)	4/6
CHA 15	Abdomen	(09-11)	4/6
	Chest	(12)	4/7
Mov 8	Right Arm	(13-15)	4/5
Hit Points 16	Left Arm	(16-18)	4/5
	Head	(19-20)	1/6

Shortsword (1D6+1+1D6) 90% SR 5 Parry 90% (20)
 Composite bow (1D10+1) 90% SR 1 Parry 20% (10)
 2H Axe (2D6+2+1D6) 90% SR 3 Parry 90% (15)
 1H Sword (1D8+1D6) 90% SR 4 Parry 90% (20)
 2H Sword (2D8+1D6) 90% SR 3 Parry 90% (20)
 2H Spear (1D10+1+1D6) 90% SR 3 Parry 90% (15)
 all Shields Parry 90%

SPELLS: Bladesharp 4, Demoralize, Disrupt, Dispel Magic 3, Protection 4, Silence, Speedart.

SKILLS: [Knowledge 10%] Evaluate Treasure 95%; [Manipulation 15%] Climbing 55%, Hide Item 70%, Jumping 65%, Lock Picking 80%, Map Making 90%, Riding 90%, Swimming 65%, Trap Set/Disarm 55%; [Stealth 10%] Camouflage 90%, Hide in Cover 85%, Move Silently 85%, Pick Pockets 75%; [Perception 10%] Listen 90%, Spot Hidden Item 80%, Spot Trap 80%, Tracking 60%; [other] Oratory 80%.

LANGUAGES: (Speak/Read-Write) IIsig 95%/95%, Rankan 80%/50%.

MAGIC ITEMS: none.

Scalpel (1D3+1) 45% SR 7 Parry 25% (6)

SPELLS: Glue 2, Heal 2, Repair.

SKILLS: [Knowledge 05%] Evaluate Treasure 50%; First Aid 75%; Manipulation 15%] Climbing 40%, Jumping 45%, Riding 30%, Swimming 30%; [Stealth 15%]; [Perception 05%] Listen 75%, Spot Hidden Item 80%; [other] Make Healing 6 potion; Oratory 35%.

LANGUAGES: Speak/Read-Write Rankan 85%/95%.

MAGIC ITEMS: none.

MASHA, Human female, lay member of Sherpa. A Sanctuary midwife. Age 30.

STR 13 CON 15 SIZ 12	Right Leg	(01-04)	0/5
INT 15 POW 16 DEX 15	Left Leg	(05-08)	0/5
CHA 15	Abdomen	(09-11)	0/5
	Chest	(12)	0/6
Mov 8	Right Arm	(13-15)	0/4
Hit Points 15	Left Arm	(16-18)	0/4
	Head	(19-20)	0/5

Shortsword (1D6+1+1D4) 45% SR 7 Parry 45% (20)
 Dagger (1D4+2+1D4) 65% SR 8 Parry 50% (12)

SPELLS: Heal 2, Sleep, Vigor.

SKILLS: [Knowledge 05%]; [Manipulation 10%] Climbing 50%, Hide Item 60%, Jumping 55%, Riding 60%, Swimming 70%, Midwifery 80%; [Stealth 10%] Hide in Cover 70%, Move Silently 80%; [Perception 05%] Listen 80%, Spot Hidden Item 75%, Spot Trap 75%, Tracking 25%; [other] Oratory 20%.

LANGUAGES: Speak IIsig 90%, Speak Rankan 40%.

MAGIC ITEMS: none.

Masha occasionally has good hunches. A referee may allow a roll of her POW or less on D100 as her chance of getting a good hunch about some plan or object.

KEMREN, THE PURPLE MAGE, Human male. Cultist of Weda Krizhtawn; Sherranpip national. Age 55.

STR 12 CON 15 SIZ 11	Right Leg	(01-04)	1/6
INT 16 POW 20 DEX 16	Left Leg	(05-08)	1/6
CHA 17	Abdomen	(09-11)	1/6
	Chest	(12)	1/7
Mov 8	Right Arm	(13-15)	1/5
Hit Points 16	Left Arm	(16-18)	1/6
	Head	(19-20)	1/6

Dagger (1D4+2) 55% SR 7 Parry 45% (12)

SPELLS: any battle magic spell; Command Spider; Illusory Spider; other spells as appropriate.

SKILLS: [Knowledge 10%] Evaluate Treasure 85%, Breed Spiders 95%; [Manipulation 15%] Hide Item 40%, Map Making 40%, Riding 05%, Swimming 95%, Trap Set/Disarm 80%; [Stealth 05%] Camouflage 60%; [Perception 10%] Listen 40%, Spot Hidden Item 40%, Spot Trap 35%; [other] Oratory 60%.

LANGUAGES: Speak/Read-Write Sherranpip 90%/100%, Speak Raggah 60%, Speak IIsig 45%, Speak Rankan 45%.

MAGIC ITEMS: 12 Power-generating water wheels.

The POW-generating wheels each provide one point of POW to Kemren every hour. Each wheel will store only six points POW before it discharges one point for every point it stores. The maximum POW possible from the devices in one hour is 72 points.

KURD, Human male. A Rankan deviate who has come to Sanctuary to practice vivisection. Age 50.

STR 10 CON 12 SIZ 08	Right Leg	(01-04)	0/4
INT 16 POW 13 DEX 17	Left Leg	(05-08)	0/4
CHA 08	Abdomen	(09-11)	0/4
	Chest	(12)	0/5
Mov 8	Right Arm	(13-15)	0/3
Hit Points 11	Left Arm	(16-18)	0/3
	Head	(19-20)	0/4

MELILOT THE SCRIBE, Human male. Age 48.

STR 10 CON 15 SIZ 13	Right Leg	(01-04)	0/4
INT 17 POW 15 DEX 14	Left Leg	(05-08)	0/4
CHA 12	Abdomen	(09-11)	0/4
	Chest	(12)	0/5
Mov 8	Right Arm	(13-15)	0/3
Hit Points 11	Left Arm	(16-18)	0/3
	Head	(19-20)	0/4

Dagger (1D4+2) 35% SR 8 Parry 25% (12)

SPELLS: Coordination, Detect Enemies, Glamour, Heal 4, Light.

SKILLS: [Knowledge 10%] Evaluate Treasure 85%; [Manipulation 15%] Lock Picking 50%, Map Making 85%, Illuminated Letters 45%; [Stealth 10%] Pick Pockets 45%; [Perception 10%] Listen 55%, Spot Hidden Item 65%; [other] Oratory 65%, Bargaining 55%.

LANGUAGES: Speak/Read-Write IIsig 100%/90%, Speak/Read-Write Rankan 85%/90%, Read-Write Enlibaran 75%, Read-Write Yenized 55%, Read-Write Caronnanian 50%.

MAGIC ITEMS: none.

MIZRAITH, Human male. A Rankan sorcerer. Age 180.

STR 09 ON 18 SIZ 12	Right Leg	(01-04)	0/7
INT 18 POW 19 DEX 19	Left Leg	(05-08)	0/7
CHA 15	Abdomen	(09-11)	0/7
	Chest	(12)	0/8
Mov 8	Right Arm	(13-15)	0/6
Hit Points 19	Left Arm	(16-18)	0/6
	Head	(19-20)	0/7

Staff (1D6) 50% SR 4 Parry 40% (12)

SPELLS: any battle magic, Creation, Curse, Illusion, Power Tap, Teleportation.



SKILLS: [Knowledge 15%] Evaluate Treasure 80%, General Knowledge 60%; [Manipulation 25%] Map Making 65%; [Stealth 25%]; Perception 15%] Listen 75%, Spot Hidden Item 75%, Spot Trap 75%, Tracking 75%; [other] Oratory 60%.

LANGUAGES: (Speak/Read-Write) Rankan 100%/100%, Iisig 75%/95%, Enlibaran 40%/80%.

MAGIC ITEMS: unknown.

Mizraith and his rival, Markmor, both seem to have gained the secret of perpetual Mind Links with lesser mages, and have them in a kind of surreptitious thrall. One way to attack them would be to discover who they are tapping for Power and kill the tappers.

MYRTIS, Human female, a lay member of Shipri All-Mother. Madame of Aphrodisia House and unofficial leader of Red Lanterns. Age is a secret.

STR 10 CON 15 SIZ 12	Right Leg	(01-04)	0/5
INT 18 POW 16 DEX 15	Left Leg	(05-08)	0/5
CHA 21	Abdomen	(09-11)	0/5
	Chest	(12)	0/6
Mov 8	Hit Points 15	Right Arm	(13-15) 0/4
		Left Arm	(16-18) 0/4
		Head	(19-20) 0/5

Dagger (1D4+2) 40% SR 7 Parry 30% (12)

SPELLS: Befuddle, Countermagic 6, Detect Enemies, Glamour, Iron-hand 4.

SKILLS: [Knowledge 10%] Evaluate Treasure 95%, Accounting 95%; [Manipulation 15%] Climbing 30%, Hide Item 25%, Jumping 30%, Lock Picking 50%, Map Making 50%, Riding 65%, Swimming 75%, Trap Set/Disarm 20%, Love Making 95%, Dalliance 95%, Lewd Devices 85%; [Stealth 15%] Camouflage 25%, Hide in Cover 60%, Move Silently 75%, Pick Pockets 60%; [Perception 10%] Listen 95%, Spot Hidden Item 75%, Spot Trap 60%, Tracking 30%; [other] Bargaining 90%, Oratory 90%.

LANGUAGES: Speak/Read-Write Iisig 95%/95%, Speak/Read-Write Rankan 80%/30%, Speak Enlibaran 30%, Speak Caronnian 20%, Speak S'danzo 10%, Speak Raggah 05%.

MAGIC ITEMS: none.

ONE-THUMB/LASTEL, Human male. Owner of the Vulgar Unicorn and a Rankan noble. Age 45.

STR 17 CON 17 SIZ 14	Right Leg	(01-04)	0/6
INT 14 POW 16 DEX 15	Left Leg	(05-08)	0/6
CHA 11	Abdomen	(09-11)	0/6
	Chest	(12)	0/7
Mov 8	Hit Points 18	Right Arm	(13-15) 0/5
		Left Arm	(16-18) 0/5
		Head	(19-20) 0/6

Rapier (1D6+1+1D4) 75% SR 6 Parry 75% (15)

Parrying Dagger (1D4+2+1D4) 45% SR 8 Parry 75% (20)

SPELLS: Bladesharp 3, Demoralize, Detect Enemies, Heal 4, Shimmer 4, Silence. Protected by spell maintained by Mizraith: anyone slaying One-Thumb/Lastel will live in agony forever.

SKILLS: [Knowledge 05%] Evaluate Treasure 75%; [Manipulation 15%] Climbing 55%, Hide Item 35%, Jumping 60%, Lock Picking 70%, Map Making 55%, Riding 80%, Swimming 75%, Trap Set/Disarm 65%; [Stealth 10%] Camouflage 60%, Hide in Cover 65%, Move Silently 65%, Pick Pockets 45%; [Perception 05%] Listen 80%, Spot Hidden Item 65%, Spot Trap 50%, Tracking 40%.

LANGUAGES: (Speak/Read-Write) Rankan 85%/85%, Iisig 80%/45%.

MAGIC ITEMS: none.

The manner of Mizraith's spell is that, on One-Thumb's death, Mizraith will instantly know the perpetrator(s) and attack him (them) POW versus POW three times. If any of the attacks succeed, the victim's nerve ends will react as if being burned, and the victim will fall into a coma which should last years, the nerve endings continuing to 'burn' all that time.

Hanse Shadowspawn

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CAPPEN VARRA, Human male. A Caronnian minstrel. Age 32.

STR 13 CON 15 SIZ 12	Right Leg	(01-04)	1/6
INT 15 POW 18 DEX 17	Left Leg	(05-08)	1/6
CHA 14	Abdomen	(09-11)	1/6
	Chest	(12)	2/7
Mov 8	Right Arm	(13-15)	1/5
Hit Points 16	Left Arm	(16-18)	1/5
	Head	(19-20)	1/6

Rapier (1D6+1+1D4) 85% SR 4 Parry 80% (15)
2H Spear (1D10+1+1D4) 25% SR 3 Parry 15% (15)

SPELLS: Bladesharp 3, Demoralize, Detect Enemies, Glamour, Heal 3, Protection 4.

SKILLS: [Knowledge 10%] Evaluate Treasure 50%, General Knowledge 50%; [Manipulation 20%] Climbing 95%, Hide Item 45%, Jumping 75%, Lock Picking 50%, Map Making 70%, Riding 85%, Swimming 75%, Trap Set/Disarm 50%; [Stealth 10%] Camouflage 20%, Hide in Cover 80%, Move Silently 70%, Pick Pockets 50%; [Perception 10%] Listen 75%, Spot Hidden Item 75%, Spot Trap 50%, Tracking 40%; [other] Oratory 75%, Singing 85%, Poetry 95%.

LANGUAGES: (Speak/Read-Write) Caronnian 95%/85%, Rankan 75%/65%, IIsig 75%/65%.

MAGIC ITEMS: snake amulet with Countermagic 4 if he states the three truths.

Cappen's silver snake amulet acts as a matrix for Countermagic 4. It must be activated by saying the three truths. He has a 75% chance to come up with the three truths within one melee round, at which point the Countermagic will start at strike rank 1 of the next melee round. If he doesn't make the roll, he can try again in every melee round until successful.

CIME, Human female. A Rankan harlot. Age 350.

STR 14 CON 14 SIZ 12	Right Leg	(01-04)	1/5
INT 17 POW 20 DEX 17	Left Leg	(05-08)	1/5
CHA 16	Abdomen	(09-11)	1/5
	Chest	(12)	1/6
Mov 8	Right Arm	(13-15)	1/4
Hit Points 15	Left Arm	(16-18)	1/4
	Head	(19-20)	1/5

Dagger (1D4+2+1D4) 95% SR 7 Parry 95% (12)

SPELLS: Bladesharp 4, Countermagic 6, Demoralize, Heal 3, Shimmer 2, Speedart.

SKILLS: [Knowledge 15%] Evaluate Treasure 65%, General Knowledge 35%, Brew Poison 20, Make Blade Venom 15; [Manipulation 15%] Climbing 65%, Jumping 75%, Lock Picking 45%, Riding 85%, Swimming 90%, Trap Set/Disarm 80%; [Stealth 15%] Hide in Cover 70%, Move Silently 90%, Pick Pockets 60%; [Perception 15%] Listen 95%, Spot Hidden Item 75%, Spot Trap 80%, Tracking 60%.

LANGUAGES: Speak/Read-Write Rankan 95%/85%.

MAGIC ITEMS: two diamond rods. The first rod has a 4-point spell-resisting crystal and a 4-point spirit support crystal; the second rod gives the possessor a vampire-like Power-draining ability.

JAMIE THE RED, Human male. A Highlander mercenary. Age 25.

STR 18 CON 18 SIZ 18	Right Leg	(01-04)	6/7
INT 13 POW 17 DEX 15	Left Leg	(05-08)	6/7
CHA 15	Abdomen	(09-11)	7/7
	Chest	(12)	7/8
Mov 8	Right Arm	(13-15)	6/6
Hit Points 21	Left Arm	(16-18)	6/6
	Head	(19-20)	7/5

Thrown spear (1D10+1D3) 75% SR 2

2H spear 85% (1D10+1+1D6) 85% SR 3 Parry 75% (15)
2H bastard sword (1D10+1+1D6) 90% SR 4 Parry 90% (15)
1H bastard sword (1D10+1+1D6) 90% SR 5 Parry 90% (20)
Left hand parrying dagger (1D4+2+1D6) 80% SR 7 Parry 95% (20)
Medium shield Parry 50% (12)

SPELLS: Bladesharp 4, Countermagic 3, Demoralize, Fanaticism, Farsee, Glue 1, Mobility, Speedart.

SKILLS: [Knowledge 10%] Evaluate Treasure 45%; [Manipulation 20%] Climbing 65%, Hide Item 35%, Jumping 75%, Lock Picking 25%, Map Making 40%, Riding 90%, Swimming 35%, Trap Set/Disarm 30%; [Stealth -05%] Camouflage 40%, Hide in Cover 55%, Move Silently 45%, Pick Pockets 05%; [Perception 10%] Listen 50%, Spot Hidden Item 50%, Spot Trap 50%, Tracking 75%.

LANGUAGES: Speak/Read-Write Highlander 90%/40%, Speak IIsig 60%, Speak Rankan 50%.

MAGIC ITEMS: none.

JARVEENA, Human female. A Yenized scribe working for Melilot. Age 15.

STR 12 CON 15 SIZ 10	Right Leg	(01-04)	0/6
INT 16 POW 18 DEX 15	Left Leg	(05-08)	0/6
CHA 10	Abdomen	(09-11)	0/6
	Chest	(12)	0/7
Mov 8	Right Arm	(13-15)	0/5
Hit Points 16	Left Arm	(16-18)	0/5
	Head	(19-20)	0/6

Dagger (1D4+2) 40% SR 7 Parry 35% (10)

Thrown dagger (1D4) 75% SR 1 Parry 35% (10)

SPELLS: Detect Life, Glue, Heal 2, Silence.

SKILLS: [Knowledge 10%] Evaluate Treasure 15%; [Manipulation 15%] Climbing 75%, Hide Item 50%, Jumping 45%, Lock Picking 60%, Map Making 75%, Riding 45%, Swimming 55%; [Stealth 05%] Hide in Cover 65%, Move Silently 65%; [Perception 10%] Listen 60%, Spot Hidden Item 45%, Spot Trap 40%.

LANGUAGES: (Speak/Read-Write) Yenized 70%/90%, IIsig 80%/50%, Rankan 30%/45%.

MAGIC ITEMS: none.

LYTHANDE OF THE BLUE STAR, Human male (actually female). A cultist of the Blue Star; an adventurer/mage. Age unknown.

STR 14 CON 18 SIZ 12	Right Leg	(01-04)	3/7
INT 17 POW 18 DEX 18	Left Leg	(05-08)	3/7
CHA 13	Abdomen	(09-11)	5/7
	Chest	(12)	5/8
Mov 8	Right Arm	(13-15)	5/6
Hit Points 19	Left Arm	(16-18)	5/6
	Head	(19-20)	0/7

Rapier (1D6+1+1D4) 95% SR 4 Parry 95% (15)

SPELLS: all battle magic, Detect Magic; Compulsion, Create Skeleton, Divination, Shield, Telekinesis, Time Stop.

SKILLS: [Knowledge 15%] Evaluate Treasure 85%, Alchemy 100%, General Knowledge 65%; [Manipulation 25]; [Stealth 25%] Hide in Cover 95%, Move Silently 95%, Pick Pockets 75%; [Perception 15%] Listen 95%, Spot Hidden Item 85%, Spot Trap 75%, Tracking 90%; [other] Oratory 65%.

LANGUAGES: (Speak/Read-Write) IIsig 95%/90%, Rankan 75%/80%, Enlibaran 25%/35%.

MAGIC ITEMS: Star tattoo is an unquenchable source of Power.

Due to her dedication to the Blue Star, Lythane has virtually any possible Rune spell available to her at any time, without needing to meditate to regain them.

Of the spells listed for the character, Time Stop is fairly obvious. It actually takes the character using it out of the flow of time to think and plan. The character cannot move quickly or interfere with anyone else without breaking the Time Stop. No RuneQuest cult has this spell.

Compulsion is a spell which puts a target under the mental domination of the caster. A successful POW vs. POW roll must be made and another must succeed for every special command given to the victim. The spell is broken if the POW vs. POW roll ever fails.

SAMLOR HIL SAMT, Human male, a lay member of Heqt. He is a caravan owner from Ciridon. Age 35.

STR 16 CON 18 SIZ 16	Right Leg	(01-04)	1/7
INT 15 POW 17 DEX 17	Left Leg	(05-08)	1/7
CHA 15	Abdomen	(09-11)	5/7
	Chest	(12)	5/8
Mov 8	Right Arm	(13-15)	1/6
Hit Points 20	Left Arm	(16-18)	1/6
	Head	(19-20)	1/7

1H sword (1D8+1+1D4) 85% SR 4 Parry 85% (20)
 Dagger (1D4+2+1D4) 90% SR 6 Parry 90% (12)
 Thrown dagger (1D4+1D2) 95% SR 1
 Composite bow (1D8+1) 75% SR 1 Parry 45% (10)
 2H Great axe (2D6+2+1D4) 85% SR 3 Parry 80% (15)
 Medium shield 80% (12)

SPELLS: Bladesharp 2, Countermagic 3, Demoralize, Speedart, Spirit Screen 3.

SKILLS: [Knowledge 10%] Evaluate Treasure 85%; [Manipulation 20%] Climbing 75%, Hide Item 50%, Jumping 80%, Lock Picking 50%, Map Making 90%, Riding 95%, Swimming 75%, Trap Set/Disarm 40%; [Stealth 05%] Camouflage 75%, Hide in Cover 90%, Move Silently 85%, Pick Pockets 45%; [Perception 10%] Listen 85%, Spot Hidden Item 75%, Spot Trap 80%, Tracking 90%; [other] Oratory 60%.

LANGUAGES: Speak/Read-Write Ciridonnian 95%/90%, Speak Rankan 90%, Speak IIsig 75%, Speak Venized 50%.

MAGIC ITEMS: none.

SMHEE, Human male, Initiate of Weda Krizhtawn. He is a Sherranpip national. Age 40.

STR 15 CON 15 SIZ 14	Right Leg	(01-04)	0/6
INT 15 POW 17 DEX 17	Left Leg	(05-08)	0/6
CHA 12	Abdomen	(09-11)	0/6
	Chest	(12)	0/7
Mov 8	Right Arm	(13-15)	0/5
Hit Points 17	Left Arm	(16-18)	0/5
	Head	(19-20)	0/6

Garrote (1D8 per round) 45% SR 7
 Blowgun (1D3) 85% SR 1
 Dagger (D4+2+1D4) 50% SR 7 Parry 50% (12)

SPELLS: Befuddle, Countermagic 4, Detect Magic, Extinguish, Ignite, Ironhand 4, Light, Speedart.

SKILLS: [Knowledge 10%] Evaluate Treasure 55%; [Manipulation 20%] Climbing 75%, Hide Item 35%, Jumping 65%, Lock Picking 25%, Map Making 35%, Riding 25%, Swimming 85%, Trap Set/Disarm 35%; [Stealth 05%] Hide in Cover 65%, Move Silently 75%, Pick Pockets 45%; [Perception 10%] Listen 65%, Spot Hidden Item 50%, Spot Trap 50%, Tracking 60%.

LANGUAGES: (Speak/Read-Write) Sherranpip 80%/90%, Rankan 65%/65%; Speak IIsig 75.

MAGIC ITEMS: unknown.

□ □ □ □ □ GODS and MONSTERS □ □ □ □ □

AZYUNA, a goddess.

STR 30 CON 100 SIZ 30	Right Leg	(01-04)	0/40
INT 18 POW 100 DEX 30	Left Leg	(05-08)	0/40
CHA 300	Abdomen	(09-11)	0/40
	Chest	(12)	0/50
Mov 8	Right Arm	(13-15)	0/30
Hit Points 120	Left Arm	(16-18)	0/30
	Head	(19-20)	0/40

Fist (3D6) 95% SR 4

SPELLS: all battle magic spells; all Rune magic spells.

This avatar of Azyuna is extremely skilled in the amatory arts, which she will use with mortals on all occasions, since her husband has no wish to practice subtlety. She will not fight unless severely pressed. She will do anything to get an advantage against her master-husband. She can engage any lover in one round of spirit combat and take 1-3

points of POW from them. She will do this in an attempt to build up her own POW so that she can break away from Vashanka. Since, however, this POW leaves her in a day, she has never been able to get away long enough to build up the POW needed to make the break.

ILS, a god.

STR 40 CON 200 SIZ 16	Right Leg	(01-04)	6/80
INT 50 POW 200 DEX 20	Left Leg	(05-08)	6/80
CHA 200	Abdomen	(09-11)	6/80
	Chest	(12)	6/90
Mov 8	Right Arm	(13-15)	6/70
Hit Points 240	Left Arm	(16-18)	6/70
	Head	(19-20)	6/80

Sword (1D8+1+2D6) 95% SR 5 Parry 95% (40)
 Staff (3D6) 150% SR 4 Parry 140% (50)

SPELLS: all battle magic spells; all Rune magic spells.

This avatar of IIs may wander Odin-like through a crowd. Because of his power of being "The Thousand-Eyed," he has no problem finding who he wants to meet, though the actual meeting will be cryptic and brusque. If pressed to fight, he will, but rather would use his ability to transfer his POW to some object which will (1) act as a defense for another user, absorbing any magical damage up to 200 points a melee round, or (2) act offensively, doing 10D6 damage directly to the hit points of a godly being if struck. However, any damage given by the weapon subtracts the same amount of Power points permanently from the enchanted object, until all 200 points of POW are drained.

VASHANKA, a god.

STR 100 CON 100 SIZ 25	Right Leg	(01-04)	20/50
INT 15 POW 200 DEX 25	Left Leg	(05-08)	20/50
CHA 100	Abdomen	(09-11)	20/50
	Chest	(12)	20/60
Mov 8	Right Arm	(13-15)	20/40
Hit Points 150	Left Arm	(16-18)	20/40
	Head	(19-20)	20/50

Touch (8D6) 150% SR 4
 Tent peg (1D4+2+7D6) 200% SR 3 Parry 200% (200)
 Lightning bolt (10D6) 100% SR 1

SPELLS: all battle magic spells; all Rune magic spells.

This description is for the avatar of the god which appears on its own missions. It has no skills save those of combat, and cannot follow a foe who evades the avatar by getting more than 30 meters away, or by putting more than 3 meters of stone, metal, or other solid material between them. The lightning bolt has a range of 30 meters and does its damage directly to the hit points of the target: it is rarely non-fatal.

SIKKINTIARS, THE FLYING KNIVES. This dragon-like creature is

known as a beast of the IIsig god, IIs of the Thousand Eyes. It grows to as much as thirty feet long, and is mostly tail, with a large head full of teeth, two bat-like wings, and two feet full of talons. They do not exist in the world of Sanctuary, but in an alternate dimension reachable by some priests of IIs. Unless commanded, they will not attack humans, because humans are too small to sustain such a large creature: they prefer buffalo, bears, or elk. Some priests of IIs know the secret of the special whistles which will command the Sikkintair.

Characteristics **Average**

STR 4D6+30	44	Move 4/12
CON 2D6+6	13	Hit Points 22
SIZ 2D6+6	47	Treasure Factor 20
POW 3D6	9-12	Armor 6-point skin
DEX 3D6	9-12	

Hit Location Chart **Av. H.P.**

01-02	Tail	8
03-05	Right Wing	7
06-08	Left Wing	7
09-12	Body	9
13-14	Right Claw	8
15-16	Left Claw	8
17-20	Head	8

Weapon **SR** **Attack** **Damage**

Claw	7	45%	6D6
Bite	7	35%	3D8

TRAVELLER^{T.M.}

Marc Miller
Mary Beth Miller

Travellers Into Thieves' World

Traveller is a science fiction role-playing game. As such, the integration of Thieves' World into its fabric requires some work in creating a rationale for its existence. Your basic assumption must be that the world of the Rankan Empire and of Sanctuary is not a fantasy; instead it is in some way based in the same fabric that composes the Traveller universe. Putting a new world into that universe is relatively easy. Less easily does it admit the magic that pervades Thieves' World.

Thieves' World probably isn't known by that name off-planet. Its name really isn't important, since it would bear some concealing catalog number in the star charts. Its true nature would be suppressed to the universe at large.

Data culled from the anthologies defines the world and enables the construction of a Universal Planetary Profile (UPP) to describe it.

World N-68956 0405 X866670-1 Agricultural World. Interdicted. RG.

This UPP deciphers into the following characteristics. Thieves' World is located in subsector hex 0405, just about in the middle of the region. There is no starport—if there is one, it is well-concealed and not general knowledge, on- or off-world. It is a large world, about 13,000 km (8,000 miles) in diameter, with a gravity similar to that of Terra. It has a standard atmosphere also similar to that of Terra. Perhaps 60% of the world is water. The population of Thieves' World is estimated at 10⁶ persons, perhaps several million all told. There is no world government (although the Rankan Empire appears to be pre-eminent at the moment); thus government is categorized as balkanized, indicating a plethora of rival nation-states. Consistent with the lawlessness of Sanctuary, and with the emphasis on individual initiative, the world's law level is zero.

The technological level for the world is rated at 1, probably equivalent to Terra's early Middle Ages. Overall, the planet's characteristics (especially its hydrographic percentage and its pleasant atmosphere) earn it the rating Agricultural World. The presence of magic in whatever its form has prompted the Third Imperium to interdict it with a Red travel zone rating; whether this is to keep wayfarers from interfering with the world, or to keep thieves on-planet remains to be seen. The star system that holds Thieves' World also contains at least one gas giant (like Jupiter or Saturn) to aid in refuelling starships arriving and departing.

Rationales

There are three rationales for the existence of Thieves' World. The referee running the particular Traveller campaign must select one, and then use it as the reason behind the Thieves' World adventures he or she administers.

The first rationale is perhaps the simplest: it accepts magic as real and powerful, although confined to the surface of this particular world. The precise reason that magic works is unclear, but may be a result of some local conditions. To the scientifically-minded, the source and reason for magic may well be the cause for many Traveller adventures.

The second rationale carries the first one step farther and refines it. Magic works, but in the sense of Clarke's Law: any sufficiently advanced technology is perceived as magic by lower technologies. Once upon a time, Thieves' World held a very high technological society (level 20 perhaps), and even today, artifacts and remnants of that high tech level remain, known to locals as magic items. The subtle semi-electrical discharge of magic in action betrays the function of these high tech level items.

The third rationale goes farthest afield. Thieves' World is truly a far-fetched fantasy. It has no real existence in terms of a world or of a planet. Instead Thieves' World is the figment of a vast, high-powered computer's imagination—a gigantic role-playing game for real people. On Trin, in the Trin's Veil subsector, in the Spinward Marches of the Imperium, ISMM Corporation maintains a computer software laboratory dedicated to the advancement of the computer sciences. To this end, the Thieves' World simulation is available (for a price) to travellers who find out about it and then make the right contacts. For a price (about Cr10,000 per person) a band of adventurers can step into specially-constructed "experience tanks" and spend about two weeks (both real and experienced time), with options for additional two-week extensions, provided money has been left on deposit for this purpose. Within this computer-moderated game, absolute parallels with the Thieves' World anthologies are possible. Money and material objects cannot be removed from the simulation, but knowledge, experience, and self-confidence can. Best of all, death is not real, merely an awakening back into the Traveller universe.

Character Generation

Traveller characters taken to Thieves' World retain all of their normal characteristics and skills, including psionics, if the character has been tested and trained. Traveller characters generated on Thieves' World should be one of the following types (taken from Traveller Supplement 4, Citizens of the Imperium): Pirates, Sailors, Doctors, Diplomats, Barbarians, Rogues, Nobles, or Hunters. When a locally inappropriate skill is received, care must be taken to forego it and to try again. Gun weapons are not available locally; bow skills only rarely are received. The education characteristic throw for any character should have a DM of -6, to reflect the poor educational facilities and opportunities available locally.

In place of vehicle skills which might otherwise be received, characters may gain one of the three following skills: Teamster, Swimming, and Equestrian. Teamster allows an individual to handle animal-driven carts or wagons. Swimming allows an individual to travel in water with some ability, and shows an acquaintance with water activity. Equestrian allows an individual to ride animals such as horses (possibly camels, donkeys, and so on).

Magic

Traveller, because it is a science fiction role-playing game, makes no provision for magic in the traditional fantasy role-playing sense. Some characters rated for use with Traveller

Prince Kitty-Cat



have been given a skill called Magic, which reflects the degree of training and expertise that the person has in the magic arts. Receipt of this skill depends on training from an already accomplished mage or sorcerer, generally at the rate of one level of skill per two or three years spent with the mage. The level of magic skill is an indication of relative strength of magicians.

If the Traveller referee desires a detailed magic presence in Thieves' World adventures, then a magic system must be decided on, and then grafted into the game system. The specific system used must depend on the preferences of the referee.

In addition to any magic, which on Thieves' World betrays itself with a tingling semi-electrical discharge, Traveller also admits psionics. Psionic abilities do not betray themselves as do magical abilities: psionic activity is totally undetectable (unless their effects are audible or visible, or the victim/recipient also has psionic talent).

PRINCE, RETINUE and OFFICIALS

Arman **A8882A** **Age 32** **Cr— reasonable**

Sword-5, Dagger-1, Brawling-2, Streetwise-1.
Male. 1.78 meters tall; 90 kilograms weight.
Wears mesh -1 armor.

Aye-Gophlan **698807** **Age 38** **Cr— poor**

Sword-2, Dagger-1, Streetwise-2, Leader-1.
Male. 1.7 meters tall; 85 kilograms weight.
Jack armor.

Bourne **B8A629** **Age 34** **Cr— comfortable**

Sword-4, Dagger-2, Brawling-2, Streetwise-1.
Male. 1.9 meters tall; 102 kilograms weight.

Danlis **657AA9** **Age 26** **Cr— reasonable**

Knife-0, Jack of all Trades-1, Leader-1, Steward-2.
Female. 1.75 meters tall; 56 kilograms weight.

Prince Kadakithis **878AAH** **Age 20** **Cr— very wealthy**

Sword-2, Leader-3, Admin-1.
Male. 1.78 meters tall; 75 kilograms weight.
Clever, charismatic, good-looking.
"Kitty-cat"

Molin Torchholder **687A9E** **Age 44** **Cr— very wealthy**

Bribery-1, Leader-2, Medical-2, Streetwise-1, Interrogation-1, Liaison-2, Magic-7.
Male. 1.7 meters tall; 85 kilograms weight.

Quag **B7B94A** **Age 40** **Cr— comfortable**

Sword-3, Dagger-1, Carousing-1, Brawling-2, Streetwise-1.
Male. 1.7 meters tall; 100 kilograms.

Razkuli **A99859** **Age 26** **Cr— comfortable**

Sword-3, Military Crossbow-1, Dagger-2, Streetwise-2.
Male. 1.7 meters tall; 72 kilograms.

Tempus **AAAA4A** **Age 350** **Cr— well off**

Sword-7, Mechanical-2, Jack of all Trades-2, Brawling-4, Magic-1.

Male. 1.95 meters tall; 108 kilograms weight.

Wears mesh -1 armor.

Secrets: he automatically regenerates 6 hit points per turn.

Magic/Psionics: he has some rudimentary training.

Walegrin **896947** **Age 30** **Cr— adequate**

Sword-1, Mechanical-3, Leader-2.

Male. 1.8 meters tall; 80 kilograms weight.

Wears mesh -1 armor.

Zalbar **A9A92A** **Age 34** **Cr— comfortable**

Sword-5, Carousing-1, Leader-1, Streetwise-2.

Male. 1.92 meters tall; 102 kilograms weight.

Wears mesh -1 armor.

RESIDENTS

Alten Stulwig **878A79** **Age 30** **Cr— wealthy?**

Cudgel-2, Medical-4, Mechanical-2.

Male. 1.85 meters tall; 70 kilograms weight.

Dubro (The Smith) **D6A715** **Age 36** **Cr— reasonable**

Cudgel-1, Broadsword-2, Mechanical-4, Brawling-1.

Male. 1.85 meters tall; 120 kilograms weight. Works as a blacksmith and craftsman.

Enas Yorl **787AAB** **Age 'old'** **Cr— very rich**

Magic-9, Medic-2, Streetwise-3, Liaison-1, Leader-1, Carousing-2.

Male. 1.75 meters tall; 75 kilograms weight.

Magic/Psionics: high magic ability and highly-trained psionics (level 11).

Hakiem **695A24** **Age 62** **Cr— poor**

Carousing-2, Jack of all Trades-1, Instruction-1, Survival-2.

Male. 1.5 meters tall (stooped and bent); 65 kilograms weight.

Jubal **CBCA97** **Age 39** **Cr— very wealthy**

Sword-5, Bribery-2, Forgery-1, Leader-3, Recruiting-1, Carousing-2, Brawling-2.

Male. 1.72 meters tall; 80 kilograms weight.

Magic/Psionics: has the warrior's dread of magicians and avoids them.

Kemren **878A9D** **Age ?** **Cr— very rich**

Leader-4, Magic-6, Mechanical-3, Swimming-1.

Male. 1.7 meters tall; 80 kilograms weight.

Magic/Psionics: very high ability in both black and white magic. Psionic talent is level 7, although probably he has access to psionic drugs to increase his power.

"The Purple Mage."



Walegrin

 □ □ □ □ □ TRANSIENTS □ □ □ □ □

Cappen Varra 8A7B99 Age 23 Cr— low
Foil-2, Spear-0, Brawling-1, Carousing-2, Jack of all Trades-1.

Male. 1.75 meters tall; 75 kilograms weight.

Secrets: his charmed silver amulet (a coiled snake) protects him if he can utter three truths about his foe.

Magic/Psionics: some ability at prestidigitation, but no true magic ability. Familiar with, and not impressed by, mages.

Cime 689B84 Age 300 Cr— comfortable

Magic-5, Mechanical-1, Carousing-2, Swimming-1.

Female. 1.65 meters tall; 50 kilograms weight.

Magic/Psionics: very talented, her psionics (level 8) is centered on her diamond rods which serve as a focus.

Jamie the Red BAAC2G Age 30 Cr— comfortable

Leader-1, Dagger-1, Broadsword-1, Spear-1, Brawling-1, Jack of all Trades-1, Mechanical-1, Streetwise-1.

Male. 1.85 meters tall; 100 kilograms weight.

Wears jack armor.

Jarvena 798B75 Age 15 Cr— very low

Admin-1, Dagger-1, Streetwise-1.

Female. 1.62 meters tall; 50 kilograms weight.

Lythande 897A97 Age 44 Cr— comfortable

Magic-7, Sword-2, Medical-2.

Appears male, actually is female. 1.9 meters tall; 80 kilograms weight.

Possessions: magic artifacts, a sword.

Magic/Psionics: very high psionic levels centered on special talents. The focus for these talents is the blue star tattooed on her forehead. She can shoot lightning of cold and paralyzing flame when attacked.

Samlor hil Samt 9A9A39 Age 38 Cr— low

Dagger-2, Magic-1, Brawling-1, Carousing-1, Streetwise-1, Leader-2, Jack of all Trades-1.

Male. 1.7 meters tall; 80 kilograms weight.

Magic/Psionics: he knows a few common magical spells.

Smhee 9A9CB9 Age 45 Cr— poor

Dagger-4, Magic-1, Jack of all Trades-1, Streetwise-1, Swimming-1, Leader-1, Mechanical-2, Medical-2.

Male. 1.72 meters tall; 124 kilograms weight.

Rhandee Ghee, The Stinking Butterball.

Kurd (vivisectionist) 584BA7 Age 40 Cr— well off

Medical-5, Dagger-2, Streetwise-1, Admin-1.

Male. 1.7 meters tall; 75 kilograms weight.

Masha zil-Ineel 698A85 Age 32 Cr— poor

Medical-2, Mechanical-2, Dagger-1, Foil-1, Streetwise-1.

Female. 1.5 meters tall; 38 kilograms weight.

Magic/Psionics: no magical talent. She has an undeveloped sixth sense; she sometimes gets hunches.

Melilot 6B5B6B Age 30 Cr— rich

Forgery-2, Bribery-1, Mechanical-2, Steward-1.

Male (eunuch). 1.75 meters tall; 140 kilograms weight.

Mizraith 45C6AA Age 'old' Cr— wealthy

Magic-10, Mechanical-2, Jack of all Trades-2, Streetwise-2.

Male. 1.6 meters tall; 60 kilograms weight.

Magic/Psionics: famed for maintaining over 100 spells; he does this by casting secondary spells over lesser mages to tap their power. High psionic rating (11) and extensive training in special talents to perform this power drain.

Myrtis 689A49 Age 45 Cr— wealthy

Carousing-3, Leader-2, Dagger-1.

Female. 1.65 meters tall; 60 kilograms weight.

One-Thumb (Lastel) 95A934 Age 52 Cr— rich

Foil-2, Dagger-2, Brawling-1, Carousing-1, Jack of all Trades-1, Admin-2.

Male. 1.8 meters tall; 110 kilograms weight.

TUNNELS & TROLLS^{T.M.}

Ken St. Andre

Robert Asprin's Thieves' World is quite unlike the fantasy world of the regular Tunnels & Trolls game as explained in the T&T rules. For one thing it is simply a human world. There are no elves, dwarves, hobbits, orcs, trolls, or mythical monsters such as dragons running around at large. (If any of the mythical beasts do exist, they stay well out in the badlands away from human civilization.) For another thing, the gods are real and in constant conflict with each other. This means that the T&T player will have to adjust his/her viewpoint a bit before attempting to use Sanctuary as a T&T adventure setting.

Which isn't to say that this is a bad thing: when all the player-characters (and non-player-characters) are mere humans, their relations tend to be more natural and realistic.

T&T players don't realize how good they have it compared to other worlds of fantasy. We swagger around with our magic weapons, magic armor, and thousands of gold pieces. If poverty threatens, we just pop into a nearby tunnel complex, or sign up for a few fights in the Arena of Khazan, and bingo! we're either flush or dead in no time. In the Rankan Empire, of which Sanctuary is a far-flung outpost, they don't do things that way. The medium of exchange is the lowly copper piece, not the lordly gold. The only dungeons around are those belonging to Prince Kadakithis, Governor of the city. There are plenty of magicians, but no one common framework for their magic. Some of them like the S'Danzo seem to operate with psi powers—good enough for fortune-telling and little else. Others have the favor of a deity, and their magic stems directly from the deity's power. Still others seem more like the traditional alchemists of medieval Europe. And I can't even try to explain the Secret-granted powers of the Adepts of the Blue Star.

For a good understanding of Sanctuary and the non-player characters I will describe after this essay, one should read the books. Most of the finer writers in science fiction and fantasy today are included in these anthologies. I can only say that the city is a grim place, and that many of the most interesting characters live on the wrong side of the law. Sanctuary is a place of low intrigue, wanton brutality, and sudden death. Many of the more memorable events in the city's history are set off by the direct intervention of the gods—such as the weapon shop of Vashanka that suddenly appeared handing out magic weapons free for the taking to all those who wanted them. If you are a sweetness-and-light person you won't find yourself at home in Sanctuary.

□ □ PRINCE, RETINUE and OFFICIALS □ □

Prince Kadakithis, royal Governor of Sanctuary ('Kitty-cat')

Level—1st Class—Warrior Age 20 Rankan

STR 13 INT 12 LUCK 11 CON 14

DEX 14 CHR 13 SPD 14

HT 6 feet WT 170 lb.

WEAPON—Falchion.

DAMAGE—4 dice + 4 adds.

Molin Torchholder, High Priest of the Rankan Deities

Level—10th Class—Normal Age 50 Rankan

STR 13 INT 27 LUCK 12 CON 13

DEX 22 CHR 14 SPD 10

HT 5'9" WT 160 lb.

WEAPON—normally does not use any, but may use any dagger or sword.

ARMOR—normally does not wear any.

Sanctuary is the collective creation of several writers, none of whom plays T&T to my knowledge, and as a consequence the magic used in Sanctuary bears little resemblance to T&T magic. Some of the T&T spells, such as the illusion-creating spells, are in common use. Others such as Fly Me (for instant levitation) seem unheard of. The gamer has two choices. Either use magic very sparingly in Sanctuary-based adventures, or else use it with reckless abandon according to the T&T rules and ignore discrepancies between your play and the way the stories read. Personally, I would allow all T&T magic, but limit anyone below 10th level to knowledge of 1 spell per level. Wizards above the 10th level in Sanctuary apparently can do almost anything they want unless they have to cope with another high-ranking wizard. At any rate, none of the spells employed in Thieves' World are likely to be known by their T&T name—that is if spells there have names at all instead of just descriptions. Things tend to be called an "Illusion" spell or a "fear" spell, etc.

For accurate description I have introduced a character type not found in the 5th edition T&T rules, though its existence is implied throughout. This character is definitely not a Wizard, Warrior, Rogue, or Warrior-Wizard, definitely not a Thief, Cleric, Paladin, or Barbarian (character types in non-T&T systems. When you call the character a Normal you have said it all. This is your average citizen and definitely not an adventurer. Probably the great mass of city inhabitants fall into this category, but since they are generally boring, only a few will be described.

The character statistics following will give familiar reference to the Thieves' World stories. Such men as Zalbar the Hell Hound, Prince Kitty-cat, and Jubal the Information Merchant could not fail to leave their mark on the environment. Feel free to use them in your scenarios. Better yet, invent some memorable city dwellers of your own to add more detail and life to your creation. When you play a really terrific story, you might consider writing it up as a story and sending it to Asprin. The odds are very, very long, but who knows—if you're good enough, perhaps your characters and story will appear in a future Thieves' World anthology. Good luck and good gaming!

Tunnels & TrollsTM is owned and used by permission of Flying Buffalo, Inc.

Quag, Hell Hound

Level—5th Class—Warrior Age 36 Rankan

STR 38 INT 12 LUCK 54 CON 24

DEX 17 CHR 12 SPD 8

HT 5'10" WT 199 lb.

WEAPON—proficient with all, favors the Broadsword.

DAMAGE—3 dice + 4 adds.

ARMOR—full set of mail (takes 11 hits).

Razkuli, Hell Hound

Level—5th Class—Warrior Age 35 Rankan

STR 38 INT 9 LUCK 13 CON 26

DEX 36 CHR 9 SPD 9

HT 6 feet WT 220 lb.

WEAPON—proficient with all, prefers the longbow, carries a Broadsword.

DAMAGE—3 dice + 4 adds for the sword. 5 dice + 78 adds includes his combat adds.

ARMOR—complete set of mail (takes 11 hits).

Enas Yorl, self-employed Wizard

Level-15th Class-Wizard Age, Nationality unknown

STR 150 INT 38 LUCK 248 CON 195
DEX 22 CHR ? SPD 10

HT varies WT varies

WEAPONS—doesn't need any.

ARMOR—doesn't need any.

*Play him as being able to perform all T&T spells through the 15th level.***Hakiem, Storyteller and paid informant**

Level-1st Class-Normal Age 65 Ilsig

STR 10 INT 16 LUCK 13 CON 11
DEX 14 CHR 6 SPD 9

HT 5'5" WT 120 lb.

WEAPONS—Poniard.

DAMAGE—2 dice.

Hanse (Shadowspawn), Thief

Level-4th Class-Rogue Age 20 Ilsig/Desert

STR 21 INT 14 LUCK 33 CON 21
DEX 16 CHR 24 SPD 17

HT 6'11" WT 165 lb.

WEAPONS—numerous knives (at least 5, maybe 8, all different) his best weapon probably is a Sax.

DAMAGE—2 dice + 5 adds.

Illyra, Fortuneteller, Seeress, wife to Dubro

Level-3rd Class-Wizard Age 19 S'Danzo/Ilsig

STR 16 INT 21 LUCK 26 CON 15
DEX 16 CHR 23 SPD 13

HT 5'4" WT 105 lb.

WEAPONS—Dirk.

DAMAGE—2 dice + 1 add.

*Although she qualifies as a wizard, Illyra knows none of the lower-level T&T spells. She can Detect Magic naturally. Her magic is mostly inherent and only partially learned. In T&T terms she can do a Dear God spell whenever she wishes for a STR cost of 1, and a Mystic Visions spell once a day for a STR cost of 5. She is also skilled in the lore of various medicinal plants, and can cure many minor diseases and ailments. She is an excellent source of occult information.***Jubal, Slaver and Information Broker**

Level-7th Class-Warrior Age 36 naturalized Rankan

STR 43 INT 26 LUCK 64 CON 40
DEX 24 CHR 11 SPD 16

HT 6'4" WT 190 lb.

WEAPONS—proficient with all. Carries a Scimitar and a Dirk.

DAMAGE—4 dice for sword; 2 dice + 1 add for dagger.

ARMOR—usually wears mail in public (takes 11 hits every combat turn).

Tempus (Thales), Hell Hound

Level-15th Class-Warrior-Wizard Age 35 Rankan

STR 78 INT 25 LUCK 45 CON 59*
DEX 52 CHR 17 SPD 14**

HT 6 feet WT 200 lb.

WEAPON—proficient with all, uses an enchanted Broadsword.

DAMAGE—3 dice + 4 adds.

MAGIC—dispells hostile magic.

ARMOR—ring mail (takes 11 hits).

*The single asterisk indicates that he heals with supernatural speed, at a rate of 1 point per game turn. The double asterisk indicates that he can move at double that speed in combat, effectively making the other fighters look like they're in slow motion.***Walegrin, Rankan warleader and Captain of the Sanctuary watch for several weeks.**

Level-8th Class-Warrior Age 28 S'Danzo/Ilsig

STR 21 INT 13 LUCK 7 CON 18
DEX 19 CHR 19 SPD 13

HT 6'6" WT 220 lb.

WEAPON—competent with all weapons, he prefers the Broadsword.

DAMAGE—3 dice + 4 adds.

ARMOR—full suit of leather (takes 6 hits).

Zalbar, Captain of the Hell Hounds

Level-7th Class-Warrior Age 40 Rankan

STR 41 INT 11 LUCK 63 CON 39
DEX 26 CHR 14 SPD 15

HT 6'1" WT 220 lb.

WEAPON—proficient with all, favors the Falchion.

DAMAGE—4 dice + 4 adds.

ARMOR—full set of mail (takes 11 hits).

RESIDENTS

Alten Stulwig, Physician and Druggist

Level-3rd Class-Normal Age 35 Ilsig

STR 12 INT 18 LUCK 25 CON 13
DEX 15 CHR 12 SPD 7

HT 5'7" WT 150 lb.

WEAPON—a walking staff.

DAMAGE—2 dice.

ARMOR—none.

Dubro, Blacksmith and husband to Illyra

Level-2nd Class-Normal Age 24 Ilsig

STR 30 INT 7 LUCK 12 CON 22
DEX 17 CHR 10 SPD 10

HT 6'6" WT 245 lb.

WEAPONS—blacksmith's hammer.

DAMAGE—5 dice + 1 add.

Myrtis, Madame of Aphrodisia House, the finest house of pleasure in Sanctuary

Level-3rd Class-Rogue Age 100? Rankan

STR 14 INT 19 LUCK 21 CON 15

DEX 15 CHR 25 SPD 9

HT 5'8" WT 135 lb.

WEAPONS—none. She uses her wit and charm.

One-Thumb (Lastel), proprietor of the Vulgar Unicorn

Level-10th Class-Rogue Age 50 Rankan

STR 65 INT 20 LUCK 125 CON 65

DEX 26 CHR 8 SPD 12

HT 5'9" WT 230 lb.

WEAPONS—accomplished with many, but chiefly uses the Rapier and Dirk.

DAMAGE—3 dice + 4 adds for the sword, 2 dice + 1 add for the knife.

□ □ □ □ □ □ TRANSIENTS □ □ □ □ □ □

Capen Varra, minstrel

Level-5th Class-Rogue Age 25 Caronnean

STR 27 INT 21 LUCK 40 CON 16

DEX 17 CHR 31 SPD 14

HT 5'10" WT 150 lb.

WEAPONS—Rapier and probably Dirk.

DAMAGE—3 dice + 4 adds for the sword, 2 dice + 1 add for the dagger.

Cime, courtesan

Level-15th Class-Rogue Age 350+ Rankan

STR 40 INT 35 LUCK 60 CON 59*

DEX 40 CHR 28 SPD 12**

HT 5'8" WT 135 lb.

WEAPONS—unknown. She owns a pair of diamond hair pins with some magical power that has not yet been explained.

ARMOR—none.

* ** The asterisks mean the same for Cime as for Tempus.

Jamie the Red, soldier of fortune

Level-10th Class-Warrior Age 28 nationality unknown

STR 71 INT 17 LUCK 123 CON 63

DEX 38 CHR 34 SPD 18

HT 6'3" WT 210 lb.

WEAPONS—proficient with all, he favors a Claymore.

DAMAGE—6 dice.

ARMOR—ring mail (takes 7 hits).

Lythande, mercenary

Level-10th Class-Warrior-Wizard Age? Rankan?

STR 66 INT 28 LUCK 120 CON 17

DEX 17 CHR 25 SPD 15

HT 6'2" WT 130 lb.

WEAPONS—Rapier.

DAMAGE—3 dice + 4 adds.

Lythande knows all 10th level Wizard spells, and her Blue Star allows her to cast any of them at no loss of STR.

Samlor hil Samt, caravan master and Merchant

Level-12th Class-Rogue Age 34 Cirdonian

STR 31 INT 19 LUCK 24 CON 29

DEX 25 CHR 12 SPD 16

HT 6'3" WT 210 lb.

WEAPONS—knives of all kinds; his best knife is the Sax.

DAMAGE—2 dice + 5 adds.

ARMOR—none.

During his travels, Samlor has picked up a few spells, mostly dealing with weapons. In T&T terminology, he can cast a Vorpal blade spell on his knife whenever he needs to. Samlor has developed into a master of the knife, carrying at least 3 on his body at all times, only one of which, the Sax, is in plain sight. He also carries 2 throwing knives, one hidden in his boot, and the other concealed somewhere in his clothing.

□ □ □ □ □ □ MONSTERS □ □ □ □ □ □

Sikkintairs

The sikkintair is a mythical beast in the pantheon of IIs, chief god of the conquered IIsig state. It is a kind of bat-winged flying dragon with claws and teeth the size of knives and a long serpentine neck. From mouth to tail it would be about 30 feet long. They actually live in an alternate world that the priests of IIs can reach at will. Although the "flying knife" is one of the most horrible monsters the people of Sanctuary can envision, it is not really that tough in T&T terms. It can be slain by a mortal man, if that man is good enough. Jaimie the Red and Tempus undoubtedly could do it (in fact, Jaimie did it). It will get 31 dice + 150 adds in combat. As its monster rating is reduced, its combat adds will shrink also, always remaining one-half of its monster rating. Although one sikkintair is normally enough to handle any situation, they will fight in packs of up to 6 creatures if need be.

Combat Bears

The Purple Mage kept a couple of large white bears as part of his contingent of guards. Everyone knows what a bear is. In Sanctuary they would seem to have a monster rating of 50 apiece, getting 6 dice + 25 combat adds each.

Purple Spiders

Also guardians of the Purple Mage, these obnoxious little creatures have a monster rating of 1 each, but also have the most deadly venom known in Thieves' World. If a character is bitten by one, he must make a 10th level saving roll on CON to avoid dying in agony (65-CON).



thieves' world

ROBERT L. ASPRING

record form

APPEARANCE

NAME _____

TITLE _____

SEX _____ AGE _____

RACE _____

NATIONALITY _____

TRIBE/CLAN _____

RESIDENCE _____

STATUS _____

MASTER OF _____

LANGUAGES _____

CHARACTERISTICS _____

HIT POINTS _____

FULL STATS FOUND AT _____

SYNOPSIS _____

HEIGHT _____ WEIGHT _____

CLOTHING _____

HAIR COLOR _____ HAIR STYLE _____

SKIN COLOR _____ HAND FEATURE _____

EYE COLOR _____ EYE FEATURE _____

VOICE QUALITY _____

VOICE PITCH _____ BODY ODOR _____

OTHER _____

INTERESTS

- WEAPONS
- DRINKING
- RELIGION
- HORSES
- SEX
- MAGIC
- BRAWLING
- GAMBLING
- CLOTHING
- MONEY
- TRADING
- LANGUAGES
- HISTORY
- GEOGRAPHY
- LEGENDS
- THIEVERY
- CRAFTS
- FOREIGN LANDS
- ARTIFACTS
- ALCHEMY
- FOOD
- PLANTS
- GEMS
- CITY POLITICS
- NATIONAL POLITICS
- PLEASURE
- HUNTING
- DOGS
- GOSSIP
- FAMILY
- FARMING
- SELF
-
-
-
-

ATTITUDES

- FAMILY _____
- OTHER KIN _____
- OVERLORDS _____
- RELIGIOUS LEADERS _____
- DEITIES _____
- FRIENDS _____
- ACQUAINTANCES _____
- EQUALS _____
- STRANGERS _____
- UNDERLINGS _____
- CHILDREN _____
- RANKANS _____
- ILSIGS _____
- MAGICIANS _____
- RAGGAH _____
- S'DANZO _____
- HELL HOUNDS _____
- MAZE _____
- ANIMALS _____
- NON-HUMANS _____

HAS MET

←01 PERSONALITY FACTORS 00→

- | | |
|-------------------|--------------------|
| Active _____ | Passive _____ |
| Impulsive _____ | Cautious _____ |
| Extrovert _____ | Introvert _____ |
| Optimist _____ | Pessimist _____ |
| Impatient _____ | Patient _____ |
| Nervous _____ | Calm _____ |
| Suspicious _____ | Trusting _____ |
| Leader _____ | Follower _____ |
| Greedy _____ | Generous _____ |
| Energetic _____ | Lazy _____ |
| Honorable _____ | Dishonorable _____ |
| Brave _____ | Cowardly _____ |
| Curious _____ | Apathetic _____ |
| Unreliable _____ | Dependable _____ |
| Profane _____ | Pious _____ |
| Dishonest _____ | Honest _____ |
| Clever _____ | Dull _____ |
| Humorous _____ | Dour _____ |
| Innovative _____ | Conservative _____ |
| Imaginative _____ | Banal _____ |
| Aggressive _____ | Submissive _____ |
| Stubborn _____ | Docile _____ |
| Opportunist _____ | Idealist _____ |
| _____ | _____ |
| _____ | _____ |

To ensure continuity of the personalities of the various leaders and people of prominence in Sanctuary, referees are offered the Personalities Record Form. It can be used to record the personality and notes about non-player characters (NPCs) likely to be met by player-characters. Game masters can maintain consistent characters by using this sheet for their NPCs. There is room for the initial character and for additional information generated during the course of play.

The top left section contains basic ID information. The entries should be self-evident; if some seem inappropriate, ignore them. The listing "Master Of" can record the skills which the character knows: this is useful for promising to train or to impress someone, or to otherwise inform them (barbarians like to boast, such as "I am master of spear and sword!"). The "Total Stats Found At" notation should be followed by the page number of the full character stats for the game master's system.

The top right section contains the outward appearance of the character. Again, some entries may be inappropriate—do not feel compelled to fill in blanks just because the blanks exist. "Synopsis" refers to a short description of the overall appearance of the character. This might describe the character physically or be a projection of the personality, such as handsome, beautiful, plain, ugly, hideous, skinny, noble, slovenly, dynamic, heroic, effeminate, masculine, fat, crude, and so on.

The "Personality Factors" section in the lower right corner of the sheet supplies the referee with an outline of how the character reacts in a gamut of situations. To use the section, divide the range present by D100 into three portions, each portion referring to the proportion of the character's probable reaction concerning a style of personal existence. For instance, Jamie the Red is normally brave, rarely weighs the balance between bravery and cowardice, and almost never is cowardly. Thus his percentages on the Bravery/Cowardice axis might look like this: 01-85 / 86-99 / 00. When the game master needs to establish Jamie's reaction, he merely rolls D100. The middle range can either be a hesitation on Jamie's part or can give the game master leeway in choosing the reaction he prefers.

The list summarizes a character's personality. Watch for any unusually wide range of a particular reaction. Someone with a 0-90 result at the "Nervous" end of the scale will usually appear VERY nervous, the same rating on the "Energetic/Lazy" axis would indicate somebody who constantly works, talks, moves, and rarely takes a day off.

"Interests" should be noted with checks in appropriate boxes. Game masters should remember that people have limited time to devote to cultural interests. Most NPCs in the Adventure Pack will have 106 special interests, normally complementing their occupations in some way.

The "Attitudes" section allows quick reference for how the character feels about a variety of subjects and people. Use this section cautiously and in conjunction with "Personality Factors." The blank spots should be filled in with a single appropriate word, like panicky, fearful, subservient, dutiful, loving, adoring, affectionate, respectful, fearful, formal, courteous, rude, distrustful, hateful, hostile, cruel, stingy, protective, and so on.

The small "Has Met" section in the lower right allows the game master to keep track of which player-characters the NPC has met. Further information, such as dates, details of interactions, whether friends or enemies, etc., can be kept on the back of the form. This is especially important if more than one game master uses the book. Keeping track of such events draws together the warp and woof of the fantasy world to make a satisfying game fabric.

Samlor hil Samt



SCENARIO IDEAS

These ideas are presented to pique the gamemaster's imagination, and are not to be slavishly followed. They could not be, for none of the situations provide all the details needed for play. But they may well help out the gamemaster jotting down justifications, reasons, rationales, and schemes.

Remember that the gamemaster can try out any point of view intimated by the particular scenario suggestion. In the first suggestion, for instance, the point of view is from the Silk Merchant who wants a job done. But if the gamemaster needed an NPC thief to run across the path of the players some night, he could choose to put the thief on this particular job, either during or before the snatch.

INTERLOCKING SCENARIOS

[Greg Stafford]

1. The Rivals

Hessel, the Silk Merchant, wants some competent thieves for a job. He will first send his servant, Timayis, a nervous fellow, to the Vulgar Unicorn to hire someone. The servant has little confidence in his ability to pick out competent thieves. Thus this first job is a test to see if the individuals chosen are or are not competent.

Hessel wants a list stolen from the home of Nichols, another silk merchant. Hessel figures that he can increase his business by stealing the customer list of his rival and then undercutting Nichols' prices in one swift maneuver.

Hessel wants the theft to be untraceable to him, and will pay on delivery. He does not want the merchant or his family killed.

If the theft is a success, then Hessel will offer to hire the thieves for a bigger job if they want it. The new job pays five times as much, and the merchant will tell no more until the thieves swear to secrecy. The details are in suggestion Two, just below.

2. The Military Rival

Hessel the Silk Merchant is enraged at a prostitute whom he frequented, and to whom he gave many fine presents. She has left her place in the (gamemaster's choice) brothel to wed a foolish young soldier who refuses, at the point of his sword, to allow old Hessel close to the girl.

Hessel wants the soldier killed, figuring that the woman will return to the whorehouse and thereby come once more within range of Hessel's affections. He wants no clues that he arranged the murder, for which he will pay quite well. If he trusts the robbers, he will pay in advance. His trust only can be earned by performing the previous scenario.

WELCOME TO SANCTUARY

[Lynn Willis]

3. The Traffic Citation

If the characters are riding their horses into Sanctuary, they unwittingly will go up a street in which no horses are allowed between mid-morning and dusk.

A member of the watch will notice this, and instruct the adventurers to follow him. If they attempt to bribe him, he will angrily refuse and demand that they follow. If they ignore

the little fellow (he is short, and not too well armed), then he will blow his conch horn and 2 Hell Hounds and 1D10 watchmen will appear at the open end of what will prove to be a dead-end street. If the adventurers fight their way out, they will be marked criminals. If they accompany the watchman to see his Captain, they will be admonished and/or fined, depending upon the degree of their resistance or humility. The adventurers now will be known to the authorities, who may take a daily or weekly interest in them, as may Jubal.

It is possible to break a vase, step on turnips, ignore a direct instruction from a watchman, etc., and get the same result.

4. Docking The Ship

Approaching Sanctuary from the sea, the adventurers must decide whether to anchor in the roadstead or to tie up at one of the piers. If they dock without permission, an officious person will bustle down and declare that they've tied up illegally, and that either they must remove their vessel or that they must pay a landing fee and open their ship for customs inspection. The landing fee is 1D6 silver coins per 3 meters or 3 yards of the ship's length. The captain must immediately state the purpose and length of stay of his ship, and crew and passengers must be identified.

If the adventurers bribe the official, his price will be half of the legal entry/docking fee, but the official will insist on inspecting the ship and cargo completely, so that he knows what risk he runs. If there is anything of value, thugs equal to the number of the crew will visit the ship that night and try to steal everything they can carry.

If the adventurers want to sell anything or need to trade or to transfer cargo, then Jubal's representative will call and request a 10% trade protection insurance fee. If the adventurers pay it, then any thugs hired by the official will not appear. If the adventurers take on cargo only, or do no selling or trading, Jubal's man will not appear.

If the adventurers originally anchor in the harbor and row ashore, politely asking permission and instruction, a customs agent will make a brief appearance, charge them 5 silvers, and be gone without complication.

5. In The Desert

Caravanning to Sanctuary, the adventurers come across an old man sitting under an awning in the midst of nowhere. He reclines under an awning; around him are scattered piles of goods—bolts of silk, inlaid boxes, and more well-made luxuries of some value.

If the adventurers stop when he waves and calls, he will tell them that another caravan left him here because he attempted a small indiscretion with a daughter of the caravan leader. He will beg to sell the adventurers what of his goods he might, for he knows they will be stolen if he leaves for Sanctuary for pack animals to transport the valuables.

The players can see he has a shifty face, but he is actually more shifty yet, for the goods in truth were smuggled in from the coast to make a backlands entry into the city—as though they came from Ranke overland. Unfortunately, some 'most vicious' Hell Hound disrupted the scheme, slew his beasts, and forbade the smuggler the streets of Sanctuary upon pain of death, and his life Reebble holds dear.

Occasional desert-dwellers come by and steal portions of his cargo while he is asleep or drunk, but he has enough magic and skill to make all but the strongest wish not to transgress. Now he bends all his wiles and whines to ensnare the first gullible suckers he has seen, and maybe make a profit after all from his scheme.

The Hell Hound marked and sealed the goods, to discourage entry into the city, but Reeble will tell the adventurers that the seals and signs ensure quality of merchandise. If they do not read Rankan, they may believe him.

The cost to him of the goods was 300 silvers; their fair market value in Sanctuary is 3000 silvers. In Rankan they would be worth 1200 silvers. The old man tearfully will take 500 as his rock-bottom price, but the negotiations will open at 4500. He will beg, expose his age and infirmities, pray to his wife, endlessly flatter the adventurers, insinuate magical qualities about the goods, and even threaten them with curses from the gods should they help ruin an old, old man.

If the adventurers try to rob Reeble, they will have run into a tiger. He has an armor under his robes (that's why he won't come out of the shade) and has the stats for a Hell Hound, with access to five spells of the GM's choice.

If the adventurers bring the goods to Sanctuary, the gate watch will see a PROSCRIBED GOODS sign scratched on one item, and it will take 300 silvers for him to allow them into the city. He will report the adventurers as suspicious characters, and the watch will visit them that evening. The bribed watchman will be along, explaining that he let the adventurers enter only because he feared for his life from such strong and ruthless characters. The trial that follows (if they don't fight their way out) will strip the party of their money and most of their weapons and armor.

SELL-SWORDS

[Steve Perrin]

6. *The Raid on the Apothecary*

Alten Stulwig has received word that Jubal is going to raid his shop to obtain all of his supply of a particular herb (which one he doesn't know).

a. Characters may be hired by Alten to guard the shop and greenhouse.

b. Characters may be hired into Jubal's Hawkmarks to obtain the apothecary's total supply of Dalin, so as to blackmail the Prince into stopping his efforts against Jubal's operations.

7. *The Escalating Guard Effect*

Damron the Tanner is hiring guards to keep the kids from stealing stuff out of his courtyard.

a. Characters may be hired as guards.

b. Characters hear a rumor that the tanner has found a hoard of gold that he is holding in his shop so that his wife, Nora, won't find out about it (GM's discretion as to whether this is true.) Surely the tanner would not hire armed guards to simply protect his vats

8. *The Interrupted Assination*

The Prince's wife is meeting a Duke of Caronne who is visiting incognito. They have ducked into Zoplay's Laundry because they think they are being followed.

a. Characters have been hired by Mojin Torchholder to follow the Prince's wife because he suspects her infidelity.

b. Characters have been contacted by Cappen Varra to guard the Duke, and recognize him entering the laundry with seeming footpads in hot pursuit.

9. *The Compromising Scroll*

Melliot has a scroll compromising Nichols the silk merchant, for an ancient indiscretion, unknown to his wife. Hessel the silk merchant wants the information to use against his rival.

a. Characters are hired by Melliot to guard his premises.

b. Character is hired by Hessel to get the information so he won't have to pay Melliot for it.

c. Nichols hires character(s) as representative in his dealings with Melliot.

10. *Shady Employment*

Jubal is looking for more Hawkmarks. Tempus' depredations have reduced the number of the Hawkmarks alarmingly, and this loss must be made up. The crime lord's agents are careless about who they hire, for Jubal has a weeding-out plan.

A smuggler is coming to a rarely-used landing on the shore of the Swamp of Night Secrets. If the location is compromised, it will mean nothing to Jubal's regular activities. All of the new recruits, with a couple of replaceable veterans, will escort the smuggler as his crew brings the cargo to a rendezvous with Jubal. If all goes properly, well and good. If not it will be no great loss and Jubal may have a good idea of who betrayed the mission.

a. Characters may hire on as Hawkmarks and guard the cargo.

b. Characters may be hired by the Hell Hounds to infiltrate the new hires and betray the landing.

c. Characters may be temporarily drafted into the watch to join in a raid on the landing, which has been betrayed by someone else hired as in b., above.

d. Characters exploring the swamp on their own (say as prospectors for a site for their own smuggling operation) may stumble into the middle of the brawl.



Characters by Story

BOOK: THIEVES' WORLD

Author	Story	Major Character	Minor Character
Robert Lynn Asprin	"Introduction"	Hakiem Prince Kadakithis Zalber Bourne Quag Razkuli Arman	Killite Ran-tu
John Brunner	"Sentences of Death"	Melilot Jarveens Captain Aye-Gophlan Enas Yorl	
Lynn Abbey	"The Face of Chaos"	Ilyra Dubro Molin Torch-holder*	Haakon Moonflower
Poul Anderson	"The Gate of Flying Knives"	Cappen Varra Danis Jamie the Red**	Hazroah Butterfly** Light of Pearl** Lady Rosanda
Andrew J. Offutt	"Shadowspawn"	Hanse (Shadowspawn)	Cusharlein Lirain Corias Gélicia Lycansha Shive Taya
Robert Lynn Asprin	"The Price of Doing Business"	Jubal	Mor-An Moria Mungo Saliman
Joe Haldeman	"Blood Brothers"	One-Thumb (Lastel) Mizraith Amoli	Enoir Gage Kalem Markmor Marype Nestaph Stefab
Christine de Wees	"Myrtis"		Ambuttis Cylene Mikkun
Marion Zimmer Bradley	"Secret of the Blue Star"	Lythande Myrtis	Bercy Jiro Rabben the Half-Handed

*Character created by Andrew J. Offutt.

**Character created by Gordon Dickson.

BOOK: TALES FROM THE VULGAR UNICORN

Author	Story	Major Characters	Minor Characters
Philip Jose Farmer	"Spiders of the Purple Mage"	Masha zil-Ineel Smhee Kemren (Purple Mage)	Ahloo shik Mhanukhee Eevroen Hadoo Kheem Looza Nadeesh Shkeekure shami Mizl Shmurt Wallu
David Drake	"Goddess"	Samlar hil Sant	Samlane Kodrix Mernorad Regli
Lynn Abbey	"The Fruit of Enlibar"	Walegrin	Blind Jacob Gonfred Malm Runo Thrusher Two Thumb

Time & Strategy Eric Goldberg

The gamesmaster, when planning an adventure for the characters, faces two crucial questions: at what point in time does such an adventure occur and can the characters interfere with the events of the stories?

The values and abilities for the personalities usually have been figured for when the reader is first introduced to them. Only those who die and those who realize their potentials during an exceptional adventure—such as Masha—will be changed significantly in this respect at the end of the second anthology.

If the events of the books cannot be interfered with, every time the characters take an action which would change the course of events, they either begin to fade or are shunted to another reality. Characters who fade become progressively "unreal," until they no longer have any substance in Thieves' World. Faded characters are ghosts in time, who can only affect other such ghosts. Characters shunted to another reality are essentially playing the adventure as if they can interfere freely with the plots of the stories. However, the gamesmaster may inflict penalties upon them for causing probability stresses upon adjoining realities.

But for those who do not wish to indulge in time or alternate universe paradoxes (which should include most readers), the gamesmaster must either allow the player characters to affect the outcome of the stories, or better yet, start the adventures after the conclusion of the second volume. The latter solution will work until Ace releases the third volume.

The player-characters must carve niches for themselves in the Sanctuary hierarchy. Here the standard fantasy party sharply diverges from the stories: the protagonists operate solo or in pairs, whereas the party is often a marauding band on the order of a detachment of Jubal's hawkmen.

If the player-characters do indeed prey as group upon the underworld, they must expect retribution from Jubal, who will quite correctly view them as a threat to his hegemony in that sector of the population. If need be, Jubal will hire magical assistance, and it will be good. If the player-characters are not circumspect about their hell-raising activities, the Hell Hounds and other municipal authorities may make it their civic duty to incarcerate or kill them. And, of course, too many magical fireworks will bring the characters into conflict with magicians, priests, and gods, and not necessarily in that order.

Survival and success in Sanctuary is a matter of adaptation. The town will break the uncompromising player-character as surely as the sun will rise tomorrow (on Earth—we can't be too sure about Thieves' World). The intruder must inveigle his way into the good graces of the powers-that-be, establish a reputation for himself, and covertly build a power base. Only then can he dare flaunt his might in public.

It's easy to recognize the player character who makes it in Sanctuary. He's as treacherous and as dangerous as any of the protagonists in the stories.

A.E. Van Vogt	"The Dream of the Sorceress"	Alten Stulwig	Jutu Stulwig Nemis
Janet Morris	"Vashenka's Minion"	Tempus Cime	Alain Aspect
Andrew J. Offutt	"Shadows Power"		Antelope Athavul Miguresal
Robert Lynn Aspin	"To Guard the Guardians"	Kurd	

Kurd



CONTRIBUTORS

DAVE ARNISON was born in Minnesota in 1947. After graduating from the University of Minnesota, he held numerous jobs while continuing his many gaming and game mastering projects. His first published game was *Don't Give Up The Ship*. His best-known contribution to FRP is the original work and inspiration for *D&D*®. Since then various companies have published his designs such as *The First Fantasy Campaign* and his current FRP system, *Adventures in Fantasy*. He is now head of his own game company, *Adventure Games Inc.*, and presently is developing computer games of strategy and adventure.

ERIC GOLDBERG began designing games four years ago for SPI. Aside from *DragonQuest*, his more noted designs are *Commando* (which won the H.G. Wells award for the best role-playing game of 1979), *Kursk* (a simulation of the WWII battle), and *War of the Ring* (from the Tolkien trilogy). Current projects include an FRP game for *Avalon Hill* and a WWII west-front game. He writes game reviews regularly for some of the wider-circulation gaming magazines. He currently nurses passions for baseball, astronomy, and a redhead, and lives in New York City.

RUDY KRAFT is 23 years old, and has been playing adventure games for 13 of those years. He was introduced to FRP at Cornell University. Since his graduation he has made a living as a designer of role-playing adventures and supplements, including *Snake Pipe Hollow*, *Duck Tower*, and the recently-released *Griffin Mountain*. He edits *Baron Publishing's* science fiction and fantasy gaming magazine, *Gryphon*.

WES IVES has been in the adventure/wargaming hobby since 1967, when he appropriated the family fallout shelter as a place in which to leave *Blitzkrieg* set up safe from well-meaning family members and curious pets. He currently lives, as he has most of his life, in North Carolina, where is a technical writer by day and a gamer by the light of the moon. His credits include FGU's *Saurians* supplement to *C&S*®.

STEVE MARSH was one of the first gamers to see *D&D*® when it first was being formulated in 1973. From that time he has actively participated in its development and of its successor, *AD&D*™. He continues cordial relations with TSR Hobbies, Inc., and is also working with *Chaosium* on its upcoming *HeroQuest* rules. E. Gary Gygax writes of Steve,

"...his contributions still form a valuable part of what we do at TSR. In fact, I hope that within the not-too-distant future a number of modules authored by Steve Marsh and Gary Gygax will be appearing. Steve's work on the 'other planes of existence' is most stimulating, just as you will find his work herein to be. TSR is very fortunate to have had Steve as both an enthusiast and as a contributor to our work, just as I have been fortunate in having him as a friend and fellow fantasy game enthusiast."

MARC MILLER is an award-winning game designer and author. In addition to *Traveller* and more than a dozen adventures and supplements, he also has designed over twenty historical and science fiction board-games. He has published articles in every major gaming magazine in the hobby.

MARY BETH MILLER is Extra-Mural Librarian at the University of Illinois, Champaign-Urbana campus. Already an award-winning poet, this is her first work in gaming.

STEVE PERRIN first was drawn into wargames by the AH classics, *Tactics II* and *D-Day*. He battles from boardgames to life-scale wargames (courtesy of the Society for Creative Anachronism) until he settled on fantasy role-playing, first with the Perrin Conventions, then with the *All The Worlds' Monsters* series (with Jeff Pimper) and finally with the award-winning *RuneQuest* game system, coauthored by Ray Turney, Steve Henderson, and Warren James. He now works full time with *Chaosium*, taking occasional time off to see his talented artist-wife, *Luise Perenne*.

LAWRENCE SCHICK was born and raised around Akron, Ohio. He played all sorts of games since early childhood, and started on wargames in the mid-'60's with *Avalon Hill*. Schick attended Kent State and there discovered role-playing games. TSR Hobbies hired him in early 1970, and in 1980 he became head of all game design and production for that company. This left him little time to design games, however, so in early 1981 he left the management position to become Senior Designer for TSR.

RICHARD SNIDER is 27 years old, and a long-time Minnesota resident. He is studying archaeology at Mankato State College in Mankato, Minnesota. He is the co-author of *Adventures in Fantasy*, and designed *Quest for Heritage Models*. His most recent project is *Mutants*, upcoming from *Adventure Games Inc.*

KEN ST. ANDRE was born in Arizona approximately 34 years ago. He invented his first game at age 6, using the components from a *Monopoly* set. His primary fame in the hobby comes from his invention of *Tunnels & Trolls*™ in 1973. His most recent major contribution to role-playing is *Stormbringer*, a role-playing game the mechanics of which were adapted from *Basic Role-Playing*, recreating in gaming terms the *Etric* stories by Michael Moorcock. He currently lives with wife and daughter in subtropical Phoenix, Arizona.





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WALTER VELEZ
cover painting for the Thieves' World Box

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VICTORIA POYSER