SOCIAL LEVEL/CITY ENCOUNTER

There's a 1/6 chance of an encounter every other turn.

① TYPE OF ENCOUNTER

1 Attacked by Surprise
2 Attacked
3 Slanders/Insults
4 Questions Player(s)
5 Propositions Player(s)
6 Special Encounter (below)

UNUSUAL Roll 20 Sided Die

1 Troll	6 Giant	11 Blink Dog	16 Invisible Stalker
2 Paladin	7 Thief	12 Zombies	17 Mind Flayer
3 Shadows	8 Wight	13 Skeletons	18 Golden Dragon
4 Harpies	9 Golem	14 Dervishes	19 Clerical Type
5 Lammasu	10 Wraith	15 Illusionist	20 Magic User Type

② WHO ENCOUNTERED

1-4 MEN (See '3' SL)
5 Roll Unusual-
6 Roll per Quarter-

QUARTERS:

NOBLE	COMMON	PLAZAS	SEAFRONT QUARTER	MERCHANT QUARTER	THIEVES QUARTER
1 Sheriff	Goblin	Sharper	Sailor	Robber	Apprentice
2 Knight	Orc	Beggar	Sailor	Guard	Apprentice
3 General	Ogre	Slaver	Bucaneer	Merchant	Footpad
4 Gentlmn	Bandit	Performer	Pirate	Merchant	Robber
5 Noble	Dwarf	Bard	Sea Capt	Merchant	Burglar
6 Noble	G. Rat	Mercen'ry	Beggar	Merchant	Cutpurse

③ SOCIAL LEVEL

Heirarchy- LVL GL	SL	1 NOBLE	2 GENTLEMEN	3 MILITARY	4 GUILDSMEN	5 MERCHANT	6 GENERAL	Carried Gold GL
1-6	1	G	G	Gladiator	(Beggar)	G	Slave	1-4 CP
	2	G	G	Page/Servant	Laborer	G	Serf	1-6 CP
	3	G	G	Militia	Apprentice	Huckster	Villaine	1-4 SP
	4	G	Constable	Recruit/Merc.	Journeyman	Vendor	Freeman	1-4 GP
	5	Page/Varlet	Well Born	Guard/Garrison	Mstr. Craft.	Trader	Citizen	1-8 GP
1-12	6	High Born	Gentry	Man At Arms	Expert	Monger	Bureacrat	2-12GP
	7	Thane	Chevalier	Cavalrymen	Guildmaster	Proprietr	Deputy Sh	3-18GP
	8	Aristocrat	Pretender	Sergeant/Engr.	c	Agent	Sheriff	2-24GP
	9	Knight	Magistrate	Squire/Aide	c	Magnate	w	2-40GP
	10	Count	Chief Magstr	Knight/Captain	c	c	w	3-60GP
2-16	11	Baron	Lord Mayor	Knight Bachelor	c	c	w	4-80GP
	12	Viscount	Patriarch	Knight Banneret	c	c	w	5-100"
	13	Duke	c	General	c	c	w	6-120
	14	Earl	c	Army Commander	c	c	w	7-140
	15	Senator	c	c	c	c	w	8-160
4-24	16	Roy. Minister	c	c	c	c	w	9-180
	17	Prince	c	c	c	c	w	10-200
	18	Queen	c	c	c	c	w	11-220
	19	King/Overld.	c	c	c	c	w	12-240
	20	God	c	c	c	c	w	13-260

G- Guard or Garrison c- Constable Patrol w- Woman

SPECIAL ENCOUNTER

1 Expectorated upon	11 Beggar
2 Dishwater from above	12 Drunks
3 Meathook from above	13 Messenger
4 Chamber pot emptied upon	14 Performer
5 Clay pot hits (Stun 1-4t)	15 Lamplighter
6 Brick hits (Uncon. 2-12t)	16 Buffoon
7 Runaway Carriage (may dodge)	17 Vigilantes
8 Street caves in 1-6'	18 Town crier
9 Impress gang grabs player	19 Fugitive
10 Were-rat kidnaps	20 Hypnotist

PROPOSITION

Adjust for Charisma
1 Challenge
2 Search
3 Task/Mission
4 Work Offer
5 Sexual
6 Kidnap Player

WOMEN

1 in 6 have +1 to +6 added to Charisma.
1 Slave (Roll Owner's Heir.)
2 Vixen/Houri
3 Concubine (Roll Heirarchy)
4 Amazon (Roll Military SL)
5 Daughter (Roll Heirarchy)
6 Barmaid/Lady/Dame/Goddess

CONSTABLES of the city-state are characterized by their bumbling ineptitude. They usually patrol in groups of 2-12 but this does not increase their basic chance of spotting an escapee (which is the escapee's Social Level stated as a percentage chance). Each is armed with a spear with a small pennant flying and a Mace, AC7. Constables are 1 HD but all have 8 HTK due to special selection of stout constitution types. Foppishly dressed, the overly proud constables will rarely attempt to raise their Social Level as that would require leaving the bottom rung of the Gentlemen's Heirarchy for Deputy Sheriff in the General Heirarchy.

"Social Level" is a function of social esteem and clout. The Social Level chart is used to determine exactly who is encountered. Likewise you can determine a Non-Played Character's Social Position (rerolling on G, c or w) by rolling a 6-sided dice to determine which Heirarchy he belongs to and then 20-sided one to find his exact position there. Players can be assigned a Heirarchy & Social Level (SL) or rolled for (though it is best to use a 4-sided dice, plus one, for the SL roll). As there are many ways of increasing your 'Social Esteem' it is entirely up to the judge as to when a player may go up SLs. For example, a player who is an armorer might take over a year per SL to attain Master Craftsman, while another player of the 'Gentry' might attain 'Chevalier' simply by shelling out 100,000 GP to sponser a Gladatorial Festival. Maintaining a mistress of higher SL, heroic acts, Quests performed and altruistic acts are all reasonable means to upward mobility. While the society is predominately human, various other races (like Dwarves, Goblins, Ogres) have a place on the Social Level largely dependant upon their clout (e.g. the Dwarves have much more say than the Goblins etc.).
Changing Heirarchies: Players who have attained the highest level in Heirarchies #3-6 may move (with a loss in SL) to the "Gentlemen" Heirarchy, SL #6 (Gentry) by sponsoring a Festival costing 10-60,000 GP. Likewise, a Gentlemen reaching "Pretender" (SL#8) may move to "Thane" (Noble SL7) after proving having a 100,000 GP land investment, offering complete alliegance and succeeding in rolling a 50% 'acceptance' chance. Failing in that, the "Pretender" loses 1 SL and must amass 50% more investment than last time, to try again.
While many of the Social Level names like "Gentry" are names for general classes or examples of specific types, the upper-ends of each heirarchy may become contestable. For example, though there may be a dozen Patriarchs (& EHPs) if two 'Patriarchs of Odin' show up, there's going to be a struggle. All Social Level #5 and up are considered Citizens.
GENERAL GUIDELINES:
Serfs work a farm owned by a noble and can't leave freely (must dice as 'slave').
Villaines pay a rent to their lord equal to double tax rate on a fixed basis.
Military: Note that a Sergeant commanding 100 footmen had little more Social Esteem than the cavalrymen (horses weren't cheap). A Knight Bachelor would command a Regiment of 500 Horsemen (a third of which might be Plate-armored Knights, the rest being medium & light: made up of the Knights' Squires & Horse-archers who would fire on foot). The King, Prince or a Knight Banneret might command (but rarely control!) a 'Battle' of 5000 troops. While in an organized society a man with plate armor might be considered a 'Man at Arms' if he joined a military unit, a pure barbarian 'society' would base its social esteem directly onto Experience Levels. Likewise the plate armor owner would probably have some contractual understanding (periods of service, fiefs) with his lord, the barbarians' (including Berserkers, Amazons) vows would be to their tribe.
Gentlemen are a priviledged class with either land of authority but without claim to the Noble's ruling power. First Level Clerics start at SL 4 of this Heirarchy, move up to SL 6 at 3rd Level, become SL 7 at 5th Level and SL 9 at 6th. Clerics may not switch Heirarchies & should be required to choose some God or religion (see D&D Supplement #4).
Nobles lease their land to Gentlemen & Knights and in return recieve alliegance & taxes. More powerful nobles may in turn lease to other nobles, though powerful barons owing little alliegance to a King was not uncommon. Thus the man on top's ability to unite and lead all of the factions in a time of need was his greatest function.
Manumission (Slave Price) Prices shown are Gold Pieces based on the Abilities- Low/Medium/High. Add 10 GP for each skill or special ability. Subtract 10 GP for each defect. Slaves encouraged to commit a crime (such as escaping) will raise an alarm 50% of the time due to fear of being caught and lack of interest in being an escapee.

Ability	Boy	Girl	Man	Woman
Strength	0/1/2	0/0/1	1/4/9	0/1/2
Intelligence	2/3/4	1/2/3	2/4/6	2/3/4
Wisdom	2/3/4	2/3/4	2/3/4	1/2/3
Constitution	0/1/2	0/1/2	3/6/8	1/2/3
Dexterity	1/2/4	2/3/4	2/4/8	2/3/6
Charisma	0/0/1	2/4/9	0/1/2	3/6/9

Slave Roll	Owner Type	Adjust Price	Request Granted	Without Guard	With Chains
1-2	Agreeable	Half	30%	50%	-
3-4	Average	Normal	20%	30%	10%
5	Greedy	Double	10%	20%	40%
6	Taskmaster	Triple	5%	5%	60%

QUARTERS The following quarters' locations are general guidelines, useful mainly when rolling an encounter per quarter location. The Common Quarter is E4 through H4 and everything to the South. The Thieves' Quarter is J4 to L4 and everything South. The Merchants' Quarter is J5 to L5 and North (to the wall). The Seafront Quarter is B6 to D6 and everything South. The Noble Quarter is in the Northwest corner of the city & bounded by the other quarters.

Guildsmen would include almost all skilled workers. However, not all would have a strong Guild-type organiztion, as all of the trades grew from barbarian ancestry. Note that Guildsmen (except Beggars) start at SL 2, Laborer. Roll a six-sided and a ten-sided dice, to determine specific guildsmen (for example- a '6' & '8' would be '68'- Wheelwright).

10 Accountant	26 Carpetmaker	42 Mason	58 Sage
11 Alchemist	27 Carver	43 Miner	59 Smith
12 Architect	28 Courtesan	44 Magic User	60 Shipbuilder
13 Armorer	29 Engineer	45 Mercenary	61 Slaver
14 Artist	30 Executioneer	46 Metal worker	62 Scribe
15 Assassin	31 Fletcher	47 Navigator	63 Thief
16 Astrologer	32 Geologist	48 Perfumer/Dyer	64 Tailor
17 Astronomer	33 Glass-blower	49 Pitchmaker	65 Tanner
18 Author	34 Goldsmith	50 Poet/Bard	66 Weaver
19 Beggar	35 Hatmaker	51 Potter	67 Wig/Mask maker
20 Boatmaker	36 Inkmaker	52 Roofer	68 Wheelwright
21 Bootmaker	37 Interpreter	53 Ropemaker	69 Winemaker
22 Botanist	38 Jeweller	54 Saddlemaker	
23 Bowmaker	39 Lampmaker	55 Sailmaker	
24 Bricklayer	40 Leather craftsman	56 Sculptor	
25 Carpenter	41 Litigation trickster	57 Sailor	

General Heirarchy Roll six-sided die to determine Villaine, Freemen and Citizens' job type, and again for specific job.

1- Official & Fiducial
1 Moneylender
2 Moneychanger
3 Tax collector
4 Banker
5 Court Clerk
6 Bureaucratic

2- Services
1 Teacher
2 Maid/Butler
3 Bathboy
4 Doorman/Bouncer
5 Wet Nurse
6 Barkeeper
7 Porter/Bearer
8 Messenger
9 Secretary/Aide
10 Attendant
11 Cook
12 Warehouseman

3- Handler/Trainer
1 Shepherd
2 Cowpoke
3 Horsetrainer
4 Animaltrainer
5 Birdtrainer
6 Gladiator trainer

4- Performers
1 Dancer
2 Actor
3 Minstrel
4 Jester/Buffoon
5 Puppeteer
6 Circus performer
7 Fortuneteller
8 Orator

5- Clerical*
1 Stockboy
2 Clerk
3 Head Clerk
4 Manager

6- Miscellaneous
1 Leech (doctor)
2 Undertaker
3 Pawnshopkeeper
4 Zookeeper
5 Tavernkeeper
6 Innkeeper
7 Launderer
8 Barber
9 Butcher
10 Baker
11 Candlestickmaker
12 Hunter
13 Pipeweed grower
14 Wagoneer
15 Hypnotist
16 Towncrier
17 Lamplighter
18 Mountaineer
19 Fisherman
20 Trapper

*Roll for Merchant/ Employer

Merchants (roll two dice for type)

Common	2-8
Rare	9-11
Extraordinary	12

Merchant's social level is based roughly on their business investment: 10 GP- SL 3, 100 GP- SL 4, 1000 GP- SL 5, 10,000 GP- SL 6, 75,000 GP- SL 7, 250,000 GP- SL 8 and 1,000,000 GP- SL 9.

Common	Rare		Extraordinary*
1 Food stuffs	1 Armor	11 Rugs/Tapestries	1 Magic Weapons
2 Wine	2 Weapons	12 Building supplies	2 Magic Armor
3 Beer	3 Foundry	13 Books/Art Objects	3 Magic Items
4 Clothing	4 Horses	14 Quarry/Mines	4 Magic Scrolls & Books
5 Small Livestock	5 Cattle	15 Precious Gems & Metals	5 Unusual Potions
6 Rope	6 Shipyard	16 Timber/Pitch	6 Fantastic Creature
7 Tools	7 Leather goods	17 Perfume/Soap	7 Fantastic Creature Eggs
8 Feeds & seeds	8 Wagon caravan	18 Showman	8 Fantastic Creature Parts
	9 Hotelier	19 Processed Foods	*should possess 1-4 items
	10 Spices	20 Shipping Line	

BACKROUND GUIDELINES

The City State of the Invincible Overlord is ruled by a hereditary monarch and the Senate. There is only a one third chance per year of a Clanute (Senate) being summoned by the Overlord. The Overlord can overrule any act of the Senate by generally remains above alignment struggles. He also disbands the Senate depending on his whim of the moment (1 in 12 chance per day). The Senate consists of 30-36 Lords, 12-16 Patriarchs (& EHPs) 0-5 Wizards, 1-4 Druids, 1-4 Master Bards, 1 Master of Monks, 1 Ranger Lord, and 1 Paladin Lord. Each alignment group sets in a quadrant of the Stadium. Senators get one vote for every 200 troops at their command, and other Senators recieve one vote for every 3 levels they have advanced. Each Senator supplies the Overlord with palace guards: the temples each supply one Bishop, the Wizards each supply a magic user (of 2-8 LVL), the Lords each supply 1-6 fighting men (of 3-8 LVL) etc.

The Overlord himself is Lawful/Evil leaning toward Good and employs all alignment types in his efforts to maintain a firm power base. Only the highly Lawful types have attempted organized resistance in the past; the attempts have always resulted in a larger following for the Overlord. The strict enforcement (though the Judicial system often provides incommensurate penalties for the level of crime committed) of laws and lack of religous bigotry (the Overlord donates half of all emergency taxes to the temples) has widened the Overlord's power. There is a 16% chance per week of an emergency tax of 2 GP per LVL on Nobles, 1 GP per LVL on Gentlemen and Merchants, and 1 SP per LVL on all others. In addition, the Overlord's secret police (called the Black Lotus) pervades all social levels to the extent that any oganized rebellion will come to his attention (1 in 6 per day) no matter how secret. The Overlord's Guards: the Overlord himself 20 LVL, 69 HTK, AC2 (Bracers), Scintillating Robe, 4 Ioun Stones, Rod of Commanding, Vorpal Blade +2, Crown of Telepathy, Ring of Regeneration & Necklace of 9 Missiles. It is rumored that the Mighty Servant of Leuk-o (D&D Supplement #3, p. 46) guards the treasure rooms. The personal bodyguards includes a mindflayer, a beholder, a balrog, 2 myrmidon dwarves and 3 hell-hounds. An iron golem guards the throne room at all times and a stone golem guards the harem. The summer palace is guarded by LG alignment creatures.

FEAR: A secret society called FEAR (Fraternity for Eradication of Armored Riffraff) seeks to compel fighters below the fourth level to for-go the wearing of plate armor. It is rumored that it was founded centuries ago when plate was first widely used and considered an unfair advantage. The new impetus of this society is supposedly is supposedly coming from the Knights of the Inner Circle who guard the fortress surrounding the Cryptic Citadel. The society usually (90% PROB) only humiliates its captives with yellow dye or foul missiles of filth. There is a basic 20% chance (per plate-armored violator) per month of a carefully planned attack inside the City State only. The members wear red hooded robes over plate armor and use maces to subdue their victims.

The Waterfront Quarter is a dank and damp locale to live in. Check for Tuberculosis (2% PROB) once per game week for any character stationed or rooming there.

The Mer-Mist Swamp is swarming with mosquitoes, check for Yellow Fever in spring and summer (PROB 4% per 2 days). Likewise, Dearthwood has Giant Ticks and 80% transmit Spotted Fever if they manage to bite (Giant Ticks are 3HD, AC4, one bite/1-4 & drain blood after attaching- 1-4).

BARBARIAN ALTANIS are nomadic tribesmen who roam the lands of their more advanced ancestors. Same as Nomads (D&D Book 3) except for every 100 in tribe 3 Shaman act as subcommanders and one young female (called Protector) with Psyonic Abilities will be present. Protectors can psionic blast, mind blank, precognition and animal telepathy (2nd level of mastery). The Altanian Chief, one per tribe, will vary in hit dice and ability depending on age- 1-15 years: 2 Hit Dice

16-30	6	
31-50	9	(has tracking ability as Ranger Lord)
51-100	3	(can curse as Sage)

Many of the Barbarians find work in the Mercenary Guild in spite of the blood hatred with many of the Noble Clans of the City State. Altanian Lords get one vote in the Senate per 400 men at arms. These tributary Lords of South Altanis are known as the traitor barons. The three Traitor Barons have abandoned old tribal ways, building strongholds from which to carry on an active slave trade. There are ancient cities never ventured into by the barbarians because they are considered the home of powerful spirits of the ancient ones.

THE WILD ORCS OF THE PURPLE CLAW: The orcs worship the Blood Stained God (D & D Sup.IV) and are led by an Amazon Queen/Priestess-FTR/CL, EC, LVL 10, 42 HTK, AC 6, +2 Chaotic Sword, +1 Bow. The orcs challeged to cut off all supplies to the city 14 years ago and were finally beaten back when the city established a redoubt across the river. Although the redoubt guards were slain to a man, the Queen of the Wild Orcs was killed and the orcs retired to crown her daughter. Since then, the Overlord has successfully appealed to the Druids to protect his woodsmen brave enough to live adjacent the Dearthwood. No-one has located the orc's stronghold although many expeditions have been lost attempting it.

THE GOBLIN RESERVATION: The goblins 40-400 live in a seperate section outside the walls of the town in a huge tunnel complex. They are permitted to work in the city but must be outside the walls by sundown. The administration seeks to prevent further tunneling inside the walls since a royal party was interupted by a drunken goblin mob who tunneled into a ballroom last spring. Wine is illegal to sell to goblins within the town. The goblins are theoretically ruled by a goblin king, Simskatk the Splended and his bodyguards. Simple the Skad as the thieves are known to call him, has been rumored to still do some tunneling for very high fees secretly within the walls. The reserve is secretly connected to the large tunnel/dungeon system under the town. The king possesses a hoard of 680 GP, 1200 SP, and 3900 CP. Hidden in the depths and known only by he and his bodyguards is the master plan of the tunnels made by the goblins (crudely drawn) with vague referances to other passages.

* It is against the law for any merchant or innkeeper etc. to make change unless he has a moneychanger's license. Patrons asking for change are threatened with legal action.
* Every establishment has slave grooms (1-4) to guard horses for patrons. Most (PROB 60%) have extra slaves (2-12) to perform menial tasks.
* By the name of each street, there is probability chance of an 'encounter' peculiar to that street; this chance is rolled on alternate turns (on the turn that the normal encounter is not rolled). Notice that having one or more comrades will reduce the basic chance, per comrade, for some street encounters.
* In daylight, there will be 3-18 pedestrians and 1-6 horsemen in the street. No stranger will interfere with or aid another even if the law is broken. Alleys are always empty unless encounter is rolled; there is a 20% PROB of blockage by wagons, horses or goods & a 10% PROB of an object dropped from above per turn.
* Gambling is done by exceeding 0-100% dice roll of establishment game plus house odds. Players have 'Gaming Skill') +3-18%.
  Characters sleeping in armor must roll for Crud- PROB 20% per night.
* Intoxicants (unless otherwise noted) cause drunkenness anytime the number of drinks exceeds the character's constitution. Drunks have temporary loss of 1-6 on Intelligence and Wisdom characteristics and 1-10 on Dexterity, but Strength is increased 1-4 (actual penalty & strength bonus should not be disclosed). During fights roll 'Confusion'.
* Non-played characters have been assigned alignments- LG- Law/Good, LE- Law/Evil, GC- Good/Chaos, EC- Evil/Chaos & N- Neutral. While in the City State it is considered a social repugnance to use alignment language publicly. Only Common and Altanian are used, the latter considered a base tongue. Fear of the law and bloody riots keep alignment hostilities in check (usually). However, the legal system makes some allowance for alignment hatred. Generally, any resident has a 20% PROB of being a given alignment.
* At social level four, sometimes lower, residents often (50% PROB) join a clan. Each clan has a noble leader. The clan sword pact prevents bloodshed between clan members- but little else beneficial. The clan noble (check Reaction) might act as interpleader for a clansman. Prospective members pay a fee 20-80 GP) and wait for acceptance in 3-18 days. Acceptance is basic Charisma times two stated as a percentage chance. Rejection by a clan is final. Typical clan names are Sword-Lord Clan, Savage Clan, Omniscent Clan, Vulture Clan, Freebooter Clan, Broadsword Clan, Dirksman Clan, Rogue Clan, Shark Clan, Tankard Clan, Wanton Clan, Tiger Clan, Stallion Clan, Henchmen Clan...

ABBREVIATIONS: SL- Social Level; LVL- Experience Level; GL- Guideline; HD- Hit Dice; NA- Number Appearing; HTK- Hits To Kill; FEM- Female; HP- Hit Probability; FTR- Fighter; MU- Magic User; CL- Cleric; TH- Thief; IL- Illusionist; BA- Bard; RGR- Ranger; DR- Druid; MNK- Monk; AL- Alchemist; SG- Sage; GP- Gold Pieces; SP- Silver Pieces; CP- Copper Pieces; EP- Electrum Pieces; PP- Platinum Pieces; ExPt- Experience Points; WPN- Weapon; r- Melee Rounds; t- Turns; PROB- Probability; S- Strength; I- Intelligence; W- Wisdom; CON- Constitution; DEX- Dexterity; CHAR- Charisma; PSY- Psyonic Ability; HO__%- House Odds; AC- Armor Class; @- each; ALIGN- Alignment.

REGAL STREET PROB 30% KNOCKED TO GROUND IF ON FOOT-10% IF HORSED-BY TRAFFIC

GATE OF THE GODS	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
CAPTAIN RIMEGARD	FTR	LE	8	38	4	10	14	12	6	16	17	14	+2 LE Sword

Four sergeants FTR, LE, 3-4 HD, 20-16-24-10 HTK, AC 4, sword,50 Foot, 30 Crossbow, 40 Archer 24 Trebauchet, 50 Militia, 46 Slaves, +2 morale due to tradition that 3 Gods have ordained the safety of this gate, 20 cauldrons of oil, 4 dart throwers, 2 onagers, catche of ten +1 arrows known only by captain, trasury 140 GP, 65 SP, 100 CP, toll 1-6 CP, 2-12 SP, 1-6 GP depending on displayed wealth (AC, baggage,etc.), inspection PROB 30%/Week, HO 10%

GATEKEEPER

ARMIGAR THE CAT	FTR	LG	5	18	7	9	17	17	12	5	8	7	Hammer

Crafty friend of the Patriarch of Thoth and Master of Monks Sigtun, two hobbit companions, Klicker and Klanker, FTR, LG, 2 HD, 6-7 HTK, AC 4 swords, Armigar has 30 GP in Helmet, gate key 150 GP will work only if used with companion key of gate captain, trusted bureaucrat.

MASTER OF MONKS

SIGTUN THE RUSTIC	MNK	LG	13	29	0	10	16	8	17	9	16	14	+1 LG Sword

Ring of Water Walking, +1 Spear on wall, key to library on150 GP necklace,jade chest 300 GP contains 5 EP and 6 PP in false bottom of clothing chest, two Immaculates LG-N, 4 HD, 10-7 HTK, AC 7 LVL 4, SL 5-6, guard Sigtun's room, Monks guard and teach the students in the School of Ancient Knowledge while worshiping the Spider God, map of the dungeons below the temple is hidden in an invisible niche on the west wall of Sigtun's room..dagger trap.

TEMPLE OF THE SPIDER-GOD

PSINAR OF THE OUTLANDS	CL	LG	10	28	2	12	12	9	16	11	8	10	Staff

Diety is Nephtlys Goddess of Wealth LG,10 LVL, 100 HTK, AC -2, per Supplement IV,p4, Bishop Farntum LG, 6 LVL, 14 HTK, AC 4, mace, three Vicars LG, 4 LVL, 13-9-23-14 HTK, AC 4, mace, 6 Adepts LG, 2 LVL, 2-4-6-2-9-7 HTK,AC 5, hammers, 38 Acolytes N-LG, 1 LVL, AC 6, staffs.

SEAHAWK TAVERN

BOFFIN THE CLAW	FTR	EC	2	11	7	5	11	10	15	16	12	6	Hook-LH

Five gems hidden in hook in left hand, sword has gold hilt 120 GP, Parrot recites location of 5000 GP treasure buried on Devils Cauldron Island, patrons include bandits, brigands, and bucaneers NA 30-40, LVL 1-4, crooked games run by 3 trolls. HO 50%

WATER-DOG FLOP HOUSE

ARTAWER THE ACCURSED	FTR	N	2	11	5	4	14	6	8	6	7	5	2-Hd. Sword

Kidnaps drunk patrons for slaver around corner on Caravan Street, two slave guards FTR, N, 1 HD,2-6 HTK, AC 6, cream of unborn octopus soup 3 CP, flop space 1 CP, furs 2 CP, PROB 30% of attack by Giant (Sumatran) Rat 2 HD, 5-9-6-9 HTK, bite 1-3, attack when sleeping, PROB 05% / night of Grippe, if furs rented PROB 20%/night of Crud, customers include sailors, students, buccaneers NA 10-60, LVL 1-2, cashbox in fur pile 10 GP, 34 SP, 52 CP, dagger.

TAX COLLECTOR

WAXRIK THE MAGNIFICENT	TROLL	LE	6+3	32	4	6	13	10	5	14	8	7	FLAIL

Waxrik has purple jacket, red pants, yellow trimmed, 4 gnoll assistants LE, 2 HD, 14-16-11 10 HTK, Semper, Markem, Nimord, Eldo, in red feathered hats, red shirts, yellow pants, purple trimmed,AC 5, maces, 8 gnome slaves CE, 2 HD, 12-5-8-10-13-8-5-7 HTK, AC 5, swords, in yellow jump-suits with red caps, counting room has 2000 GP on table, lever on table opens pit in corridor floor, speaking room has many paintings of Waxrik and Overlord behind podium double-locked door for prisoners, collection room has large lockbox slotted 400 GP, 230 SP, 1500 CP, and secret passage to Waxrik's room where daughter of impoverished gentleman Evanil CHAR 16, secret passage to treasure room.Customers include any, NA 4-24, SL 1-9,constables' patrol PROB 10% / turn, armored wagon and two knights outside PROB 10% / turn, 2-12 guards.

ARMORER

KEEP-LORD RUPARL WHITE BEARD	FTR	N	6	13	5	4	10	12	10	14	12	14	HAMMER

Four assistants Gollen, Harondar, Eldak, Kelos,FTR, 1 HD, 4-3-1-5 HTK, AC 9, chainmail 30 GP, iron helm 10 GP, mail guard mask 5 GP, mail war mask 4 GP, mail neck-guard 2 GP, hand axe 3 GP, battle-axe 7 GP, hackle 10 GP, broad sword 12 GP, short sword 10 GP, scimitar 14 GP, two handed sword 15 GP, dirk 5 GP, belt knife 4 GP, war dagger 5 GP, plate 50 GP(4-24 days), Ruparl lost 10 levels to a spectre in the burial grounds trying to retrieve a highly magical sword in a tomb..*Legend of the Sword-pact Breakers..zombies kept alive by an evil witch who is the ancestor of the original whom the zombies wronged...*personal quarters 30 GP, 120 SP, 80 CP, in iron box with dagger trap, 2 daughters Nina & Welda FTR, N, 1 HD, 2-3 HTK,CHAR 15 & 17, other items PROB 40% of being out, *Rumor of wild orc raid on slave caravan going on.*

SORCERORS SUPPLY HOUSE

ATHELBRUS THE AFFABLE MU N 6 19 9 6 7 15 8 10 10 16 +1 Dagger Wand of Fear,four assistants mediums MU, N-GC, 1 HD,2-3-1-2 HTK,AC 9, Ailill, Lysirk, Fretek and Hykirtod, Grutyl the Homuncului 2 HD, 4 HTK, AC 7, bite 1-3 + sleep,six slave goblins 1-1 HD 2-1-4-3-4-4 HTK,AC 6, talons 1-4, gizards livers, talons, horns, various monster parts 5 GP / HD of monster, whole cadavers of monsters 3-18 GP / HD of monster, manuals, books, scrolls, in unknown tongues 10-60 GP, minerals 4-24 GP / vial, potion ingredients 100-600 GP, golem kits (less book) 1000-10000 GP, unlisted item PROB 05%/Week, 160 GP hidden in bag of holding.

GREEN GOBLIN INN

JACKPOT KLENTHORN FTR GC 4 18 7 4 13 9 13 10 10 9 Sword Cashbox 88 GP, 19 SP, 60 CP hidden in closet protected by Bloody Head Rawbones skeleton 1 HD 8 HTK, AC 7, spear, Parten Cahor Elf, FTR, N, 3 HD, 24 HTK AC 4, flail, Hedin the Gambler Dwarf, N, FTR, 3 HD, 11 HTK, AC 5, SL 4, hammer, Brunela the Amazon N, FTR, 2 HD, 10 HTK, AC 6, cusomers include mercenaries, barbarians, and elves NA 10-20, LVL 1-8, room 3 GP, meals 4 SP, drinks 1 SP, ..*Rumor..goblins attacking five houris on Cross Road*..HO 12.

MARINE BARRACKS

		LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	
CAPTAIN FAIRWEATHER LANDOR	FTR GC	4	22	5	10	7	10	14	7	13	13	+1 Dagger

Sargeant Mattick the Sabre-Wolf FTR, GC, 3 HD, 17 HTK, AC 5, Sargeant Polli the Rover FTR, GC, 4 HD, 16 HTK, AC 5, swords, 60 Crossbow, 40 Swordsmen, 40 Spears, 24 Catapultists, 15 Slaves, Aischinar One-Arm FTR, N, 4 HD, 12 HTK, AC6..*Legend of the Ancient Terror..highly intellegent blue dragon 120 miles SW of city-state with a dwarven artifact in hoard*..marines are assigned to ships PROB 10%/Month, unit morale +2, company treasury 65 GP, 540 SP, 70 CP.

SHE-DEVIL TAVERN

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
SHANTRA OF ALTANIA FEM	FTR	GC	4	10	7	8	9	14	8	10	17	18	Scimitar

Gold hited 130 GP, 20 assorted barmaids, dancers, servants, all FEM, FTR, N-CG, 2 HD, 13-4-10-4-4-9-9-4-12-11-3-13-5-3-3-7-14-8-6- 11 HTK, AC 9, daggers, Aliena & Celiana twin dancers CHAR 17 perform with Chakdan the Doppleganger N, 4 HD, 22 HTK, AC 5, doubles as a bouncer, Shantra has an amulet bracelet 50 SP hidden in her room, summons succubi Phebanlexa DEMON, EC, 6 HD,27 HTK,AC 9, talons 1-3, LVL/Kiss, etherial, charm, esp, clairaudience, clairvoyance, suggestion, shapechange, gate, dark 5' r,needs adventurers for expedition to the Glory Hole dwarven mine, map to level 3 where 100-300 gems outcropping is shown, highly secret politically sensitive, secret passage to alley NW of Shantra's room, meals 2 GP, ale 1 SP, roast wyvern tongue 4 GP, HO 5%..*Rumor; Wizard of the Great Desert at Guilded Abyss.*

TEMPLE OF HARMAKHIS

HARMAKHIS, GOD	GOD	EC	17	200	-2	18	18	18	18	18	18

See Donn God of Death, Supplement IV, p 19, appears every evening for human sacrifice and ceremony, Masked clerics 4-9 LVL administer the rites, 60 adepts guard the temple and an unknown number of demons rule over the administrators in the absence of the god.

TEMPLE OF ODEN

RALIBARN THE WISE CL LG 13 32 2 12 16 12 17 7 9 14 +3 Mace

Odin, GOD, LG,18 LVL, 300 HTK, AC 2, PSY, MU, CL, see p 22, Supplement IV. 46 adepts, 16 priests, 4 vicars, and 140 berserkers protect the temple. Odin only appears if intervening.

STREET SCOOPERS

GORMAL THE FRAGRANT FTR N 3 20 6 6 8 7 4 7 12 11 Sword

Twenty Hetmen (foremen) overseers FTR, EC-N, 2-1 HD, 4-2-1-1-2-3-3-6-1-4-2-3-3-4-4-2-1-3-6 AC 6, 60 workers and slaves..workers only carry tools unless prisoner of court. CRUD PROB 70%

TEMPLE OF THOTH THE TERRIBLE

THOTH	GOD	GC	15	225	-2	18	18	18	18	18	18

PSY, see p 2, Supplement IV, antimates idol once a week and if intervention asked by high priest Krongil the Prudent CL GC 14 36 2 12 9 17 17 10 12 16 Staff

3 lamas, 7 bishops, 9 curates, 13 vicars, 21 priests (visit only PROB 10%/Priest, 21 adepts, and 49 acolytes comprise the clergy. Mercenaries guard the entrances NA 10-20, LVL 1-6.

THE DRUNKEN REVELER

MODREAD THE MANGLER FTR N 5 26 9 7 18 11 9 9 12 12 Dagger

Poison Pek the Bartender FTR, N, 2 LVL, 4 HTK, AC 9, *Lair of the White Worm Legend..white dragon and hoard with captive hero 60 miles north in Dwarven Mountain territory*..signs posted for sailors for the Sea-Queen merchant ship..Captain Gretonas departing in three days for the Ebony Coast and the Far Western ports. Young nobles, knights, and bandits NA 20-30, 1-8 LVL, HO 10%...*Rumor of a public flailing of a cupbearer who spilled wine on a magistrate.*

GOVERNMENT BUREAU

ATMIOT THE TENTH -THANE	FTR	LG	9	28	9	7	15	7	10	11	7	9	Sword
WENDIGOR THE CLAN CHIEF	FTR	LE	8	33	9	6	10	11	9	13	15	9	Sword
BRODAG THE TOE-LESS	FTR	LG	4	7	6	6	13	10	8	13	9	10	Sword
MITOKRIS	MU	LE	4	10	9	6	4	15	9	8	14	10	Dagger
AZATHOTHARN THE SCRIBE	MU	LG	2	4	9	6	10	14	10	5	9	6	Wand of Cold
ORLAC THE GREAT	TROLL	EC	6+3	36	4	6	17	7	4	16	12	5	Morning Star
ERATAK THE THIRD	FTR	N	5	20	7	6	14	6	10	14	10	7	Sword

Players venturing here never obtain service, only passed from undersecretary to scribe to Clan-Chief to minister of subtleness to recorder of mysteries to head curator to vice prefect to justice of the city-state to undersecretary again. Constables guard every door and 60-120 slaves on urgent missions appear in the halls every hour. Anyone foolish enough to make the complete circuit might be arrested for spying PROB 30% or sent to the Exchequer of Whores and Heirs PROB 30% who is Sarikler the Mum, FTR, EC, 4 HD, 26 HTK, AC 9, SL 6 whose touch causes leprosy as a mummy. *Rumor; minister plenipotentiary of the World Emperor arriving.*

HELL-BRIDGE TEMPLE

A suborder of the TEMPLE OF THOTH, this temples' hegemony is protected by the Covenent of Rain by order of the Overlord. It is devoted to the protection of the Baleful Eye of Morg having changed allegience during the First Age to Neutral leaning toward Law/Evil. It is the special worship place of the Assassins' Guild which is exempt from taxation for this reason. The guild consider it a tax none the less and pay the tithe grudgingly. The temple provides weather services for the city-state and shows little respect for it's worshippers except the beserker guards which augment the protection of the sanctuary. About thirty beserkers and twenty acolytes are present until sunset when they are joined by 30-40 beserkers for the hour long ceremonies. Twenty Vestal Virgin dancers, twenty acolytes, four bishops, eight priests, two lamas, and one Evil High Priest named Statinstor the Inquisitor comprize the known clergy. The temple uses 21 criminals and slaves per week for sacrifices. Worshippers file into the temple in pairs wearing purple hooded robes of the sect, chanting prayers. Inside they buy a small red candle for one GP and shuffle into the sanctuary. Infiltrators are detected by the four beserkers who sell the candles. The sanctuary is huge with large serpentine pillars and seats up to 200. The 20 Beserker guards are 1 HD, AC 6, armed with halbards and swords. A lama, 6 HD, AC 2, 22 HTK, armed with a Staff of Striking is always present with two bishops, 5 HD, armed with siver staffs, and four evil priests 3 HD, armed with maces, AC 2 on the altar. The idol is a 16' bronze eye covered with gold plate (50 GP/Turn to remove) worth 120,000 GP. It is supported by three legs worth 16,000 SP each and encrusted with 400 Opals each. The idol is the repository of Morg's eye and legend says it still possesses the power to command should it see unencumbered. The temple is lighted by candles in candlesticks of silver worth 3000 SP each of which twenty line the altar. The candles are laced with a drug which heightens the effect of pain inflicted on the victims. Special gifts are placed in the bronze bowl in front of the altar..10-20 GP,120-240 SP. A jade dagger lies on the altar. Silver cords radiate from the idol to the ceiling worth 100 SP each. The twenty acolytes, 1 HD, AC 4, armed with maces, wear red robes over their armor while in the sanctuary. They sit in the front row chanting. The lama and the sacrifices enter from the East door while the dancers come from the West door. Torture instruments are below the altar stone. The 30' ceiling has a 3' hole to allow the toxic fumes to escape with 1" bars.

A The Caretakers-Four zombies, AC 2, wearing plate and armed with swords (one +1 N sword) move 6", 8 HD, 16-22-36-54 HTK, guard the entrance to the temple area..password 'Battlelight' to be uttered while backing into the opening, or the zombies attack. Four stone Troll heads filled with oil light the passageway which is very wet and cold. An acolyte with a message is waiting on a stone seat for his Adept master, SC 4, 3 HTK, mace, scroll reads: "From his Magnificence to the inept and most inefficient underling..Bring me the head of the accursed thief by the sixth bell tomorrow or you shall be the next chosen one." Seal of the EHP.

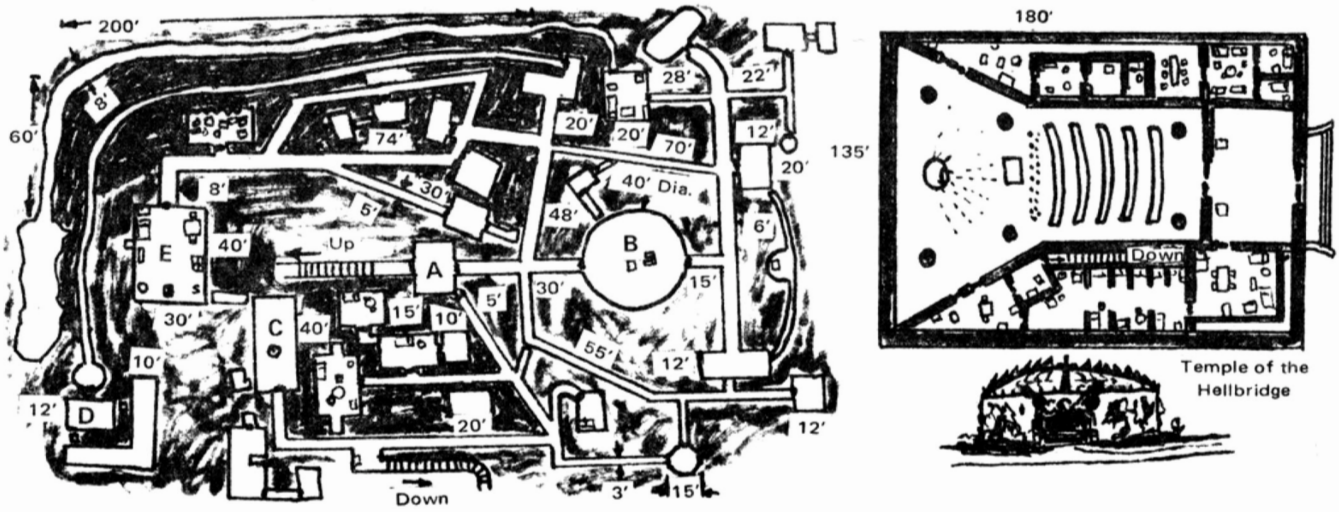
B The Green Audience Chamber-Occupied by fat Bishop Fargus, 5 HD, 14 HTK, AC 5, awaiting an audience with an EHP on promotion, onyx box gift (300 GP) with gem (800 GP) and wears an amulet of ESP, Staff of Withering, and a pair of brass knuckles, silver helm with 15 gems worth 10 GP each. The bishop knows the secret passages above and the presence of an invisible stalker 8 HD, AC 3, 45 HTK, guarding the EHP secret passage. The room is concave and domed

with florescent stars on the ceiling one of which is an observation post for the EHP.The furnishings consist of an ornately carved table depicting servant girls and one large inlaid throne..(10 GP/Turn can be chipped out) worth 670 GP.

C THE TEMPLE VESTALS-Sixteen girls (human) awaiting the next cerimony in the sanctuary. All dancers possess 60-120 GP in jewelry and have silver daggers strapped to their legs. Two cords hanging by a tapestry on the walls will summon their goblins kept in the pit below the water fountain 1-6 per turn for 10 turns..AC 6, No weapons. Delphia the headmaster knows the passages on this level...very loyal to EHP..will attempt to dupe and aid in capture of any.

D The Treasury-An evil lama 6 HD, AC -1, WPN +1 Mace, with Ring of Protection +1, guards the trove. The area isn't lighted and the walls are 20' thick. His two personal Evil Priests guard the triple locked iron door outside, 3 HD, AC 2, 10-16 HTK, WPN Maces, the larger having +3 hit probability due to strengh. The treasure is 4 chests; 3000 CP, 2000 SP, 12 pcs of jewelry; 11000 GP, 4 pcs of jewelry, 2 gems; bag of 30 gems, gold scabbard with +2 N Sword worth 3800 GP, map to treasure room of Temple of Thoth; Elven Cloak, two walkie talkies charged for ten uses, scroll written in Altanian for w-t directions, necklace of prayer beads, potion of polymorph self, and in secret compartment a gold helm worth 3200 GP and a Wand of Illusion protected by a poison trap; 20 sacks with 2000 CP and 50 SP each.

E The Personal Quarters-The EHP Statinstor, 9 HD, 54 HTK, AC 5 (Bracers of Defense) WPN +2 Mace, +2 hit probability due to strength, +1 shield on wall, efreet bottle on table A vestal, Jerisha, 2 HTK, AC 9. Personal library contains a Book of Vile Darkness, Manual of Delightful Atrocities, and the Necronomicron of Mad Alhazarid. The manual makes one an expert torturer being able to extract the truth from any PROB 10%/Turn with equipment and the Necronomicron will convert one to any chosen class as long as the possessor reads it once per week but it will change lawful to neutral and neutral to chaotic. The library is hidden behind a gold idol worth 300 GP invisible on the wall. The iron door is double locked from the inside and will only admit caotic creatures unless disspelled.The door has a brass hand protruding from it which will antimate and fly at anyone trying to open the door without turning itpalm down..choking the offender in 2-12 turns as aerial servant. The hand is AC 2, 40 pips to destroy. Warning in 4 languages above portal. Necklace of gems worth 800 GP in wood box under bed. Chest with poison needle trap has old clothes, backpack with iron rations, rope, spikes, mallet and stakes,belladonna, and garlic. Leather pouch with 200 in gems, 30 GP, 10 SP, silver flail, and steel mirror below grey and silver cloak, wine flask, and a lantern. On shelves six flasks of oil, potion of healing, and pitcher.



STREET OF SHADOWS PROB 30% OF ROBBERY ATTEMPT IF ALONE (-10%/ COMRADE)

SWORD-RAT RESTHOUSE	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
MASTERIN HOARY-HEAD	FTR	N	3	14	6	5	16	10	6	10	8	6	Mace

Complains loudly about bed-bugs, floorspace 1 SP/night, furs 1 CP extra, two Ogres, Mib and Krug, N, 4+1 HD, 10 & 8 HTK, AC 5, cashbox 10 GP, 37 SP, 30 CP, Mercs and barbarians, NA 10-16, 1-6 LVL, TH PROB 10% LVL 1-6,sleep PROB 30%, *Rumor; Noble's daughter kidnapped by wererats in Square of the Gods, reward 1300 GP for return, held for high ransom.*

DEWY DRYAD

RYMLYN	FTR	N	3	9	9	6	8	11	8	5	14	16	+1 Dagger

Three gnoll barmaids with short-swords on back, EC, 3 HD, 6-4-4 HTK,AC 5, Rymlyn wears a 66 GP necklace,5 GP ankle bracelets, 26 GP, 28 SP, 14 CP hidden in vase with pet scorpion, Bandits, deputies, and theives NA 6-36, 1-6 LVL, White Fire drink is potent 30% PROB drunkedness cumulative, mistress of sherrif, *Rumor; Large war-galley docking from Isles of Pokrantil.*

WILD-BOAR TAVERN

GARRICK ONE-EYE	FTR	LE	4	14	7	6	14	8	7	12	4	5	Dagger

Ten barmaid slaves FTR, N & LE, 1 HD, 2-5-1-2-4-3-3-1-2-5 HTK, AC 9, daggers, 4 sculliary slaves FTR, N, 1 HD, 4-5-4-2, short swords, 2 cooks FTR,N, 2 HD, 6-5 HTK,AC 7,swords, two-handed sword hidden under counter, 20 SP & 15 CP on person, 110 GP hidden in boars head above bar, willrelate *Legend of the Druid Stone..pilgrim-place of druids..large meteorite* for 2-12 GP,patrons include barbarians, bandits, & beserkers NA 1-6 @, pig roast 1 GP,ale 1 SP, entertainment Bullfrog Bertha FEM Orc, 2 HD, 10 HTK, AC 5, and her two bellydancers FEM slaves N, 1 HD, 1-3 HTK, daggers, gormets roll for Cholers PROB 2%/Meal. HO 25%

CUP & DRAGON

LUCKY CUSS MORGRAN	TH	N	3	5	7	6	14	15	9	6	15	12	+2 Dagger

Hobbit, tells about launching Private Prickly over the wall with a mangonel, luckstone necklace under armor, 4 Hobbit servants FTR, LG, 2 HD, 4-3-6 HTK, A7,Renenet Goddess of Good Fortune (in disguise) is the exotic dancer once per week,,Supplement IV p6, LG, 1 HD, 100 HTK AC -2,all lawful patrons (that night) will make any saving throw necessary in her view, will leave if fight begins,Minstrel hobbit BA, N, 2 HD, 4 HTK,AC 9, and a poet hobbit FTR, LG, 1 HD, 3 HTK, AC 8, recite *Legend of Victory Bridge...site of famous battle,.*20 course meal 6 GP,drinks 2 SP @,carousers include thieves, wayfarers, and off-duty guardsmen NA 10-20, LVL 1-6, Morgran's private hole under the kitchen has 78 GP, 127 SP, 150 CP in bowl. HO 40%

CUTPURSE ROW PROB 40% OF ROBBERY ATTEMPT IF ALONE (-10 % / COMRADE)

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
SILVER EEL INN													
BAIDAR GREY-EYES	FTR	GC	4	20	9	7	17	10	4	15	7	8	PSY S21

Psyonic Blast 20 or Dominion 1/LVL/turn, Bartender Mongri the Elf, FTR, CG, 3 HD, 15 HTK, dagger, Djela the Bellydancer, N, 1 HD, 3 HTK, AC 9, has the Ancient Heirlom of the Tiger Clan (+1 N sword) guarded by pet panther, N, 3 HD, AC 8, 1-3/claw, 1-8/bite, 4 Barmaids N-CG, 1 HD,3-1-2-4 HTK, Pegleg Sabtor the Cook, FTR, CG, 2 HD, 9 HTK, sword, 2 emeralds in wooden leg 50 GP @, customers are thieves, bandits, mercenaries NA 20-30, LVL 1-6, chest in Baidar's room 110 GP, 95 SP, 40 CP, falchion with jasper pommel 143 GP, mail shirt, lock enchanted to change to cobra if opposite align, 2 HD, 5 HTK, 2 LVL poison, stone idol of Odin, rooms 4 SP/night, meals 2 GP, mead 1 SP,,*Rumor of retalliation by Clan of the Venerate against the Clan of the Host on Caravan Street tonight,,*HO 10 %

PRANCING KI-RIN SALOON

GROTESQUE JAGYUK THE ORC	EC	3	10	6	4	16	7	9	17	8	3	Morning Star	

Ten orc slaves 1 HD,5-4-4-6-4-1-6-1-5-1 HTK,AC 6, 5 dancers FEM, FTR, N, 1 HD,4-2-4-1-1 HTK, AC 9, daggers, famed for drink Balrog Blast 2 GP (10 % PROB drunkedness non-cumulative, ale 1 SP, meals 1 CP (4 % PROB of Typhus), patrons include trolls, gnolls, fugitive goblins and brigands NA 6-36, LVL 1-6,trolls rob humans PROB 60% if present, Jagyuk has an entrance to a tunnel complex below gaming table, 50 GP, 25 SP, 210 CP hidden in lair guarded by orcs, *Rumor of a knight of the Inner-Circle to be Yellow-Striped in the Plaza of Profuse Pleasures.*

THIEVES GUILD	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR
KAFLATELA-THE HOUND OF DEATH	TH	N	10	18	2	7	16	14	10	10	17	16

Sword +4, boots of speed,numerous daggers of throwing (100-600 silvers each),+2 dagger worth 1,300 GP. Fond of dogs, 6 guard passage to his quarters and two 3 hit die wolves in his room. Frequently switches meeting places in the laberinthine multi-level ancient fortress of the Guild. The 12' thick walls once protected an ancient religion devoted to thieves. Many levels and secret passages haven't been seen for centuries unless the glowing eyes of the old Master Thieves anbling along upon skeleton legs are counted. They hold the new order in distain and hatred for having forgotten their god and deeds. Even the brash new order will not venture to explore the moaning depths.

THE LESSER THIEVES- At any time in the city-state...10-20 thieves, 20-30 master pilferers, 20-40 pilferers, 30-40 sharpers, 30-50 cutpurses, 40-60 burglars, 50-80 robbers,60-120 footpads and 100-200 apprentices are busy plying their trade or celebrating. Although all entrances are not known to the fortress, three main entrances are guarded by a thief, two master pilferers, and 2-12 others of level 1-6..AC 7, sword armed with nets above ambush points. At any meeting-10-16 thieves and 20-26 master pilferers will be present... lesser thieves by invitation only. Everyone pays the Guild 50% of each hit until the third level when it drops by 10% per level thereafter...10% minimum. For this the Master Thief maintains an uneasy reasoning with the rulers, pays bribes to the Lord Prefect, and provides safe hideaways for offenders being sought. It is a capital offense to bring a woman into the fortress. There is also a basic 10% chance per month of a government mission.

ANDRID THE MASTER PILFERER TH CE 8 14 6 5 12 10 6 10 16 12
Robber baron having 10 cutpurses and 20 burglars under him for a 50% cut. Chime of Opening for large profit undertakings..trusting no-one with it. Very thin, hawk-like nose, +1 sword and 9 light horses. Sorceror's Cup and Movirt Bath..is rumored to possess 4-6000 GP, 5 slavegirls,and two slaveguards. Rents second story of Wild Flail Inn. Owes 15,800 GP.

ZORM THE GRISTLE-DOME TH N 8 27 6 5 17 4 6 17 16 14
Two sharpers and 20 footpads for 10% cut, very loyal...sharpers plan and have pick of booty. Zorm has +2 sword, +1 dagger,2000 GP, 1300 SP, 14000 CP hidden in the Workgang's Flophouse basement.Prather Longarm the Sharper 6 LVL,15 HTK, +1 sword trap detecting ability and Crazy Karwin the Sharper 6 LVL, 17 HTK, 16 I, very brave. Secret entrance to hideout.

VATHAK THE THIEF TH CG 9 25 6 6 12 12 10 8 17 17
Thin, mustache, dark hair, black garb. Collector for Guild, 2 master pilferers, 2 pilferers, Melmoth the Wanderer and Ibbon the Poet, 8 LVL, 12 & 26 HTK,Rackham of Gambar and Bartleby 7 LVL, 9 & 23 HTK. Each carries a jeweled weapon due to lack of permenant hideout. Vathak's sword 5600 GP and dagger 160 GP. Frequents the She Devil Tavern and the Happy Harpy.

KREVOS THE SUCESSOR TH N 9 26 6 6 14 12 5 15 17 14

Cheif lieutenant of Kaflatela, fat, +2 dagger(dirk) and sword, 10 cutpurses, 15 burglars, 20 robbers, 28 footpads, and 64 apprentices, demands 10% from any in his territory or be sold into slavery minus an eye or two, Hristamiles the Sorceror close friend, Pleasure Dome and Singing Skald Tavern,basement hideout behind 5' wine vat, guards 3 cutpurses.

FASSITH THE TIGHT-LIPPED TH CE 9 16 6 6 9 10 7 8 16 5
Pock faced and greasy, little liked but loyal to Guild, betrays friends for favors, sole friend Slevyos, spends much time in Goblin Reserve where he headquarters with 18 female goblins much to the amusement of other thieves, widely known trap maker and ambusher.

SLEVYOS THE SCOUNDERAL TH CE 9 24 6 6 13 8 7 14 16 6
Scar-face and one eye, slavegirl and crippled slaveboy(beats in public), +1 sword, leather chest 300 GP, 1200 SP, 200 CP, gem 1500 GP hidden in bad eye,Silver Eel Inn, 2 Ogre guards.

SHADOW HAWK TH N 9 40 6 6 15 13 7 13 17 17
Mysterious, Girdle of Giant Strenth (28 HTK), +1 sword, 10-60 gems sewn in cloak,dark brown garb, works alone (contracts 8000 GP+), falcon 'Banshee' trained to attack or pick up items upon whistle, frequents waterfront, switches inns often, Golden Lamprey Inn for dinner.

GUARDSMAN'S ROAD PROB 20% QUESTIONED BY GUARDSMEN

GOUGE EYE INN	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
DAXRIK	Troll	EC	6+3	18	4	4	13	7	10	14	11	6	claws/1-4
													bite/1-8

Rooms 4 SP per night, furs- 3 CP each; meals 2 GP, drinks 1 SP, longpig is a house specialty (LG guests are bedded in room with gray ooze in closet- HD3, 9HTK, AC8, does 2-16 pts.). Four orc slaves 1 HD, HTK 2, 5, 4, 2, AC6, armed with swords. Customers include guardsmen, kobolds and bandits NA 5-30, LVL 1-6. Two slave musicians N, 1 HD, HTK

3, 4, and dancer Jingling Gowyna FEM, N, 1 HD, 2 HTK, AC9, CHAR 16. Thief in night (PROB 30%) LVL 1-6. Cook Malrig the Stout, N, 3 HD, 8 HTK, STR & CON of 17. Daxrik's troll hoard is hidden in the tunnels below the Inn.

BARRACKS 7TH CO.

WALL CAPTAIN BRICIT FTR N 8 41 4 7 17 13 14 8 12 12 Flail/Sword
THE BITTER TONGUE Two Sergeants 3 HD, HTK 12, 18, AC4 armed with swords. 30 Foot, 40 Crossbowmen, 25 Archers, 15 Slaves. Treasury- 50 GP, 30 SP. Inspection PROB 20% per week.

FLETCHER

GHANIRF THE BRAVE FTR LG 6 30 7 4 11 15 13 8 18 12 Crossbow/Dagger
Specializes in crossbows and quarrels, 10% PROB of other bow types. *Legend of the Phantom Bowmen (wights in the Redoubt of the Dead) protect their burial mounds).* Ghanirf has a +1 bow and 18 GP hidden in his ceiling. Cashbox 16 CP, 6 SP, 4 GP. *Rumor of a new gate tax- 5 GP per creature.*

LAST ALE INN

JIMGRAN THE WANDERER FTR CG 3 6 6 5 13 15 5 9 8 12 Sword
Frequented by militia, traders, berserkers NA 3-18, LVL 1-4. *Legend of the Glittering Gate (dimensional nexus in Mermist Swamp to Avalon, the Kingdom of King Arthur).* Cashbox has 5 GP, 6 SP, 4 CP; Jimgran has 50 GP necklace.

ROOT HOG TAVERN

ANARAN THE TAVERNKEEPER FTR N 2 13 9 6 10 11 9 10 11 8 Dagger
Frequented by bowmen, militia and bandits NA 4-24 LVL 1-4. Meals 3 GP.
CULMEN THE CABALIST IL N 4 9 9 7 7 16 8 7 15 5 Dagger
Culmen is owner of tavern, posing as guest. Culmen hypnotises guest to clean place at night... badly fatigued in morning (he has map to City of Gold, in Altania, to ransom life if need be (it's fake)).

SLAVE FIRE BRIGADE

SLAVEMASTER MAKCALET FTR EC 2 8 4 4 14 10 7 6 4 10 Flail
Thirty slaves HD 1-2. Makcalet has 60 GP hidden on his person. Makacalet can borrow a jar of endless water from the Wizard in the keep, if conditions warrant the risk. He has many orc friends and it is rumored that he smuggles weapons and wine across the river to them.

SMITH

ROGATINE THE SCOUT RGR LG 4 20 7 4 12 13 12 16 7 8 Sword
Stable 1 SP per day, shoes 2 SP. 100 GP hidden on person. *Legend of the Green Eyes of Bast (idol of Bast- Cat Goddess D&D Sup. IV p. 6) worshipped by weretigers about 140 miles inside Dearthwood.*

ARMORER

SHAIKORTH THE ELDER FTR LG 4 16 9 6 13 11 9 16 6 7 Dagger
Two assistants- Godwin and Fialer, 2 HD, HTK 12, 13, AC9. Six slaves 1 HD, HTK 4, 2, 8, 1. Repairs or can build only specific (non-magical) equipment- 30% PROB. *Legend of the Red Death (shadows protect the entrance to the tomb of the Old King in the Despot Ruins).* Strongbox 20 GP, 68 SP, 120 CP. Sharikorth has a bar of gold- 290 GP, hidden in floor. *Rumor of orc riot on Dead broke Street.*

ALLEY BUTCHER

SANTOTAK FTR EC 4 14 9 7 16 10 10 16 6 7 2 Handed Sword
HOLVAR THE CLEAVER FTR, EC, 2 HD, 11 HTK, AC7, SL4, sword. Ten orc slaves EC 1 HD, AC6 Daggers. Hook lone pedestrians from roof and pull up for tomorrows cold-cuts.

MISCELLANEOUS NPC'S	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	LOCATION:
TARQUIN THE PROUD	FTR	LE	10	45	0	8	16	14	11	13	9	10	
Headstrong, uppity. Has +2 Plate, +1 Lance, +1 Sword. Has large manor across river.													
VASSAL WOLVERINE	FTR	LE	5	22	4	5	10	6	16	9	14	12	
Lecherous. Constant companion of Tarquin. Has +1 Dagger.													
SERF KURT THE CONVORTER	FTR	GC	3	12	8	2	13	10	14	11	9	16	
Sneaky, resourceful. Has +1 Hand axe.													
BAILIFF BANCHEE	FTR	LE	2	9	5	5	11	16	13	17	7	6	
Angry all the time. Morning star.													
SERF TOSZEG	FTR	LG	2	10	8	2	14	5	13	18	15	11	
Friendly, good natured. Singlehandedly fought off pack of werewolves with +1 Dagger.													

CRIME, TRIAL & PUNISHMENT

Procedure: Adjust for CRIME & CIRCUMSTANCES. Subtract Social Level of Defendant from that of the Victim (result might be a minus)- add (or subtract) to adjustments so far. Roll on Weather, MAGISTRATE'S & LEGAL TRICKSTER'S DISPOSITIONS charts. Check if Defendant would like to DONATE TO COURT CLERK, crossindexing Defendant's Charisma. Use total to adjust 20 sided die roll (next page).

Before trying, give the defendant a chance to move the trial to another court is he so desires- 50% chance of success. Gentlemen and nobles may request the 'Right to Trial by Combat' if the Royal Court is used.

CRIME CHARGED

Desertion, Expectorate on Gentlemen, Trip Soldier, Foul Road	-0
Probation Violator, Slap, Bad Puns, Ogling, Bribery, Drunk	-1
Escapee, Property Damage, Vagrant, Trespass, Disorderly	-2
Fugitive, Steal Property, Arson, Pauper, Manslaughter, Rape	-3
Bandit, Harm Person, Kidnap, Blackmail, Extortion, Speeding	-4
Outlaw, Kill Person, Treason, Tax Evasion, Expectorate on Noble, Raid Harem, Climb City Wall	-5

CIRCUMSTANCES

Illegal Magic	-2	Defence Witness (1 only)	+1/3 of Charisma
Fair Fight	+2	Interpleader of SL 6 or more	+1/2 of SL
Resist Arrest	-2	Is 'Pauper' adjust 1-6 toward 'Prison' (#11)	
Royal Court	+2	Is 'Vagrant' adjust 1-6 to 'Impress' (#10)	

MAGISTRATE'S DISPOSITION

1 Angry	-4
2 Busy	-3
3 Irritated	-2
4 Hangover	-1
5 Bored	-0
6 Interested	+1
7 Sympathetic	+2
8 Amiable	+3

LITIGATION TRICKSTER'S DISPOSITION (Hiring costs 2-40 GP)

1 Didn't show up	-1
2 More Pay Desired	*
3 Court Jester	+1
4 Concerned	+2
5 Lucid	+3
6 Eloquent	+4
7 Inspired	+5
8 Tear Filled Speech	+6

*Additional pay permits reroll

WEATHER

1 Raining	-3
2 Drizzling	-2
3 Foggy	-1
4 Cloudy	+1
5 Clear	+2
6 Sunny	+3
7 Holiday*	+1
8 Stinking*	-1

*Note & re-roll

DONATIONS TO COURT CLERK

Player's Donation

Charisma	10-99*	100-999*	1000-2000*
Low	+1	+2	+3
Average	+2	+3	+4
High	+3	+4	+5

*Low Court Coinage is Silvers, Royal Court is 1-6 times price in Gold. Other Courts is in Gold. (Each 1000 GP thereafter adds +1, but beneficial judgements are split with the court).

RIGHT TO TRIAL BY COMBAT

No magic is allowed. Only swords & shields may be used. To prevent an unfair duel the Magistrate may appoint an opponent of equal hit die & ability. No subsitution may be made for the defendant. The winner is dismissed. The defeated survivor is sentenced normally. Judicial duels are held in the Square of the Gods. (Normally dueling is legal providing both parties have witnesses to verify willingness.)

THE COURTS

All cases come to The Low Court but it cannot try SL6 or higher. The Royal Court can try any type of case except Cleric defendants; the Royal Court gives all cases a +2 adjustment. The Canon Court gives Clerics & all others who successfully impose Divine Intervention a +4 adjustment. The Canon Court never imposes Punishments #1 through #6 (treat as imprisoned instead). The Canon Court excludes all witnesses, interpleaders & tricksters. Clerics are never sold into slavery, impressed or apprenticed- use Humiliated instead. The Merchant Court cannot impose punishments #1-4 (it refers the case to the Royal Court for retrial the following week). Those accused of property damage or theft recieve a -3 in the Merchant Court.

CRIMINAL CLASSIFICATION

Charged- Awaiting trial in 3-18 days; in jail, no bail.
Convict*- Serving sentence such as 'Probation'.
Escapee*- first escape, has price on head: 1-6 CP.
Fugitive*- 2nd escape, has price on head- 1-6 SP.
Bandit*- 3rd escape, has price on head- 1-6 GP.
Outlaw*- 4th escape (& up) escape, has price on head: 10-60 GP (+10-60 GP per each escape over 4th).

*Must roll to see if recognized when encountering Constables only. Others could recognize but will not take action.

VERDICT/PUNISHMENT

Adj. Die Roll	Punishment	Approx.* Hit Pts. Guarding	Chance to Bribe** Guards	Chance of*** Escape
1	Drawn & Quartered	110	1% 1%	1%
2	Impaled or Beheaded	100	1% 1%	2%
3	Hanged	90	2% 2%	3%
4	Tortured	70	2% 2%	4%
5	Flayed	50	3% 3%	5%
6	Imprisoned	30	4% 4%	6%
7	Whipped	20	3% 3%	7%
8	Gauntlet	20	3% 3%	8%
9	Enslaved	15	2% 2%	9%
10	Impressed	10	1% 1%	10%
11	Jailed	20	4% 4%	11%
12	Humiliated	15	2% 2%	12%
13	Stocks	10	1% 1%	13%
14	Apprenticed	-	- -	14%
15	Fined	20	1% 1%	15%
16	Probation	-	- -	16%
17	Court Costs	30	- -	5%
18	Case Dismissed	-	- -	-
19	Favorable Judgement	-	- -	-
20	Beneficial Judgement	-	- -	-

*Multiply number shown by player's hit dice = approximate number of hit points guarding till punishment fulfilled.

**Percentage chance per 100 GP offered to buy freedom from guards prior to being turned over to Executioner, Master or Jailer.

***Once a month player may attempt an escape. Percentage shown times player's hit dice is chance of success (player becomes 'Escapee').

∘JUDGEMENTS FOR THE DEFENDANT∘

FAVORABLE JUDGEMENT- Recieve amount rolled on FINES chart.

BENEFICIAL JUDGEMENT- Recieve rolled on FINES chart times Social Level of Plaintiff.

CASE DISMISSED- 50% chance of +1 or -1 (Verdict Die Roll adjustment) in a future trial.

∘JUDGEMENTS AGAINST THE DEFENDANT∘

COURT COSTS- Pay 1-100 GP.

PROBATION- Roll LENGTH OF SENTENCE chart. Requires Convicted to report to City Jail once a week. Drunkeness, wearing armor or carrying any weapon but a dagger is prohibited. Chance of informer 1 in 12; extends Probation one month per occurance.

FINES- Roll eight-sided dice & pay below,

1 One Copper	5 One Hundred Gold
2 One Silver	6 One Thousand Gold
3 One Gold	7 Five Thousand Gold
4 Ten Gold	8 All Possessions*

*Interpleader can save 1-6 items.

LENGTH OF SENTENCE- Length rolled below is used for PROBATION & JAILED. Length rolled below is doubled and used for APPRENTICED & IMPRISONED. (10 sided dice)

1 One Day	6 Six Months
2 Ten Days	7 One Year
3 Thirty Days	8 Two Years
4 Sixty Days	9 Three Years
5 Ninety Days	10 Four Years

APPRENTICED- Roll LENGTH OF SENTENCE & double. Roll Merchant or Guild type for Master. Roll Master's Type as Slave Owner. Time off is treated as special request per day requested. Apprentice not returning in time limit is treated as Escapee.

STOCKS- Located in Slave Market Plaza. Length of time- 2-12 days. Each day there is a separate chance of damage 1-6 (1 in 8) and a loss of 1 SL for 2 weeks (1 in 10).

HUMILIATED- Chance to bribe is Charisma stated as a percentage, if successful- each 10 GP reduces Level of Punishment by one (up to a maximum reduction of 3 levels), if bribe fails- roll REPRISAL TO BRIBE chart*** (next page).

Level of Punishment

1 Carry 50 lb. Candle down every street.
2 Regal Street Crawl- lose one SL on Regal St. for one month.
3 Expectorate Gauntlet- lose 3 SL on Street designated by Magistrate for two months.
4 Jackass Drag- chance of 1-6 points of damage per turn.
5 Public Dunking- Lose 1 SL for 1 month.
6 Yellow Striped- Lose 2 SL for 2 months.
7 Loss of Station- Lose 3 SL for 3 months.
8 Branded as Coward- Lose 2 SL, Charisma minus two.

IMPRESSED- Interpleader has 30% chance of obtaining a -1 to die roll; 10% chance of -2 to die roll.

1 Marines	6 Constable
2 Cavalry	7 Wall Repair
3 Militia	8 Road Repair
4 Ship Crew	9 Warehouse
5 Garrison	10 Street Scoopers

(Length of Impressment is either permanent or usual tour of duty e.g. Ship Crew- one voyage.)

ENSLAVED- Roll to whom sold (eight-sided die). Slavery is permanent, or until the player buys his freedom (previous Social Level is reinstated).

1 Gladiator	5 Overlord's Zoo or Stable
2 Quarry or mines	6 Beggar or Streetscooper
3 Merchant or farmer	7 To Plaintiff
4 Prostitue or Knight	8 Other- Social Level 7-13

GAUNTLET- Roll eight-sided die for Level of Punishment.

Lvl AC	Move	Length	Strikers	Stumble	Bribe**	Reprisal***
1 Plate	12'	60'	10-60	10%	-	-
2 Chainmail	18'	60'	10-60	8%	5	6%
3 Leather	24'	60'	10-60	6%	10	10%
4 No Armor	30'	60'	10-60	4%	15	18%
5 No Armor	30'	80'	10-80	4%	40	28%
6 Weighted Boots	10'	80'	10-80	12%	80	40%
7 Legs Tied	8'	100'	10-100	18%	120	60%
8 Ball Chained to Leg	6'	100'	20-120	24%	200	80%

(Each striker that hits causes 1 hit pt. damage; Stumble is percentage chance of falling down, per turn.)

WHIPPED- Roll 8-sided die for Level of Punishment.

Level	Damage*	Bribe**	Reprisal***
1 Silk Cord	1	-	-
2 Rope	1-3	10	2%
3 Belt	1-6	40	4%
4 Whip	2-12	60	6%
5 Wire	3-18	100	8%
6 Cat	4-24	160	6%
7 Whip	5-30	180	10%
8 Flail	6-36	200	16%

*Damage shown is total.

TORTURED- Roll 8-sided die for Level of Punishment.

Level	Damage*	Bribe**	Reprisal***
1 Quicky	1-6	-	-
2 Hot foot	1-6, Move -4"	50	7%
3 Tickling torment	Insane 3-18d	70	10%
4 Stoning	1-100	100	14%
5 Mild	3-18, CHAR -1	140	20%
6 Moderate	4-24, CON -1	200	28%
7 Extreme	5-30, DEX -1	280	40
8 Severe	6-36, STR -1	400	60%

DRAWN & QUARTERED, IMPALED, BEHEADED & HANGED are all self-explanatory.

**BRIBE is Gold Piece sum shown is amount required to reduce punishment one level. However, you must roll to see if Head Executioner finds out (see next footnote). A player may attempt to continue to reduce level of punishment, risking Reprisal chance each time. Once Reprisal is rolled, no furthur reduction is possible.

***REPRISAL is chance of someone finding out bribe has been offered. If so, roll for following table-

REPRISAL TO BRIBE (6 sided)

1 Wants more coins (2x original amount) & be set free or move to Reprisal #4.
2 Wants more coins (5x) or move to #5.
3 Wants more coins (10x) or move to #6.
4 Use original level of punishment and bribe returned.
5 Use original level of punishment and bribe lost.
6 Increase original level by one & charged with Bribery.

FLAYED- Roll 6-sided for Punishment.

Level	Bribe**	Reprisal***
1 One day	30	-
2 3 days	45	1%
3 9 days	100	3%
4 13 days	140	4%
5 19 days	160	7%
6 21 days	180	9%

Convicted is tied to lampost, suffers 1-4 Hit Pts. per day, and taken down each night.

ADVERTISING Ads cost 1-600 GP per week (they are torn down after that). Servitors must be paid in advance for a specific number of weeks search, this increases their chance of finding specialists by 2% cumulative per week. Specialists and Men at arms (hereafter called 'fighters') who answer the ad, per the charts next page, will accept the job offer based on two dice 'reaction' roll- adjusted for generosity and work environment (pluses may be given for minor bonuses like mead on Saturdays & so on). Advertising player being of different class or alignment, require negative adjustments. When advertising, a player may be as specific as he likes e.g. asking for a Neutral 4th Level Elf Thief; however this will reduce the ultimate chances to less than 1/10th of 1% in many cases. Players with long and highly specific ads should be required to write it all down each week. If numerous specialists or fighters show up and none or few are hired there ought to be a reaction roll to gage the 'crowd's reaction' to the slight. An uncertain result might require the player to pay 1 SP (or 1-6 GP for specialists) per applicant as a "travelling recompensation". A negative result might mean a mob action (however the player should rarely be permanently harmed as a result). See next page for basic chances of ad being answered.

ADS

① Roll per specific listing:

(Specialists are underlined)

01-50%	Untrained Fighters, Non-Fighters
01-40%	Trained Footmen, Trained Workers, Smith, Seamen
01-30%	Crossbowmen, Mercenaries, Armorer, Ship Captain
01-20%	Horsemen, Archers, Pikemen, Cleric, Thief, Engineer, Bard, Multi-Level Fighter, Siege Craftsmen
01-05%	Knights, Horse Archers, Magic-User, Animal Trainer, Alchemist, Sage, Druid, Assassin, Spy, Siege Engineer, Monk, Illusionist, Weretype, Rabblerouser, Ship for Hire

Adjust above:

+2% for each	-2% for each
*Bonus Offered	*Village under 300
*Famously Generous (triple pay)	*Infamously Notorious (poor pay)
*Repeated Ad (week after first)	*Different Alignment
*Only one Listing in ad	*Multi-Level Specialist asked for
*Coastal Village for Seamen/Captain	*Non-coastal Village for Seamen/Captain

② TYPE

If type is specified but is not rolled below- ad is unanswered. If not specified, roll anyway.

01-60%	Man
61-75	Elf, Half-Elf or Goblin
76-90	Dwarf or Orc
91-99	Hobbit, Gnome or Gnoll
00	Extraordinary (Giant, Balrog etc.)

③ ALIGNMENT

If alignment is specified but not rolled- ad is unanswered. If not specified, don't roll.

01-20%	Law
21-60	Neutral
61-90	Chaotic
91-00	Referee Decision

If ad is answered roll for number answering:

④ NUMBER ANSWERING

	First Level Types	Triple Bonus Offered	Triple Pay Offered	Number of Specialists Answering	Triple Bonus Offered
01-50%	20	+10	+20	1	+1
51-65	30	+20	+30	2	+1
66-80	40	+25	+40	3	+1
81-90	60	+30	+50	4	+2
91-99	80	+35	+60	5	+2
00	100	+40	+80	6	+3

(Non-Fighters- add 20)

⑤ SPECIALIST FEATURES & SCARS (Optional- 30%)

1	Roll 'A'-	A 1	Facial
2	Bad L Leg	2	L Ear
3	Bad R Leg	3	R Ear
4	Bad L Arm	4	L Eye
5	Bad R Arm	5	R Eye
6	Roll 'B'-	6	Big Nose
		B 1	Fat
		2	Thin
		3	Tall
		4	Small
		5	Stutters
		6	Owns Magic Item

⑥ SPECIALIST'S LEVEL

Roll for each:

	Level	Adjust Pay /Minimum*
01-40%	1st	Normal
41-65	2nd	1½x Normal
66-80	3rd	2x Normal
81-90	4th	2x/100 GP*
91-95	5th	2x/300 GP*
95-99	6th	2x/500 GP*
00	7th	2x/1000 GP*

*whichever is more

⑦ TRAINED FIGHTERS ORIGIN (Optional)

Roll for each group:

01-40%	Mercenary
41-65	Barbarian*
66-85	Irregular**
86-95	Bandit***
96-00	Brigand***

*Barbarians are always trained & may get +10% Morale Class

**Irregulars subtract 10% on Morale Class roll and -20% to Armor Class roll

***These fellows are unreliable and will probably lie & say they're Mercenaries

⑧ ARMOR CLASS

Roll per specialist or group of fighters:

01-30%	None
31-70	Leather
71-95	Chainmail
96-00	Platemail

⑨ WEAPON CLASS

Roll per specialist or group of fighters:

01-40%	Swords
41-60	Mixed
61-75	2 Handeds
76-90	Pole Arms
91-00	Pikes

Horsemen usually have lances; Archers/Crossbowmen have Daggers on up to Battle Axes

⑩ MORALE CLASS

Roll per group of trained fighters:

01-40%	Green
41-75	Experienced
76-90	Veteran
91-00	Elite

UNTRAINED FIGHTERS are men applying without any military experience; therefore they never have Armor or Weapons & always have green morale. They must go through training school to acquire Trained/Green morale.