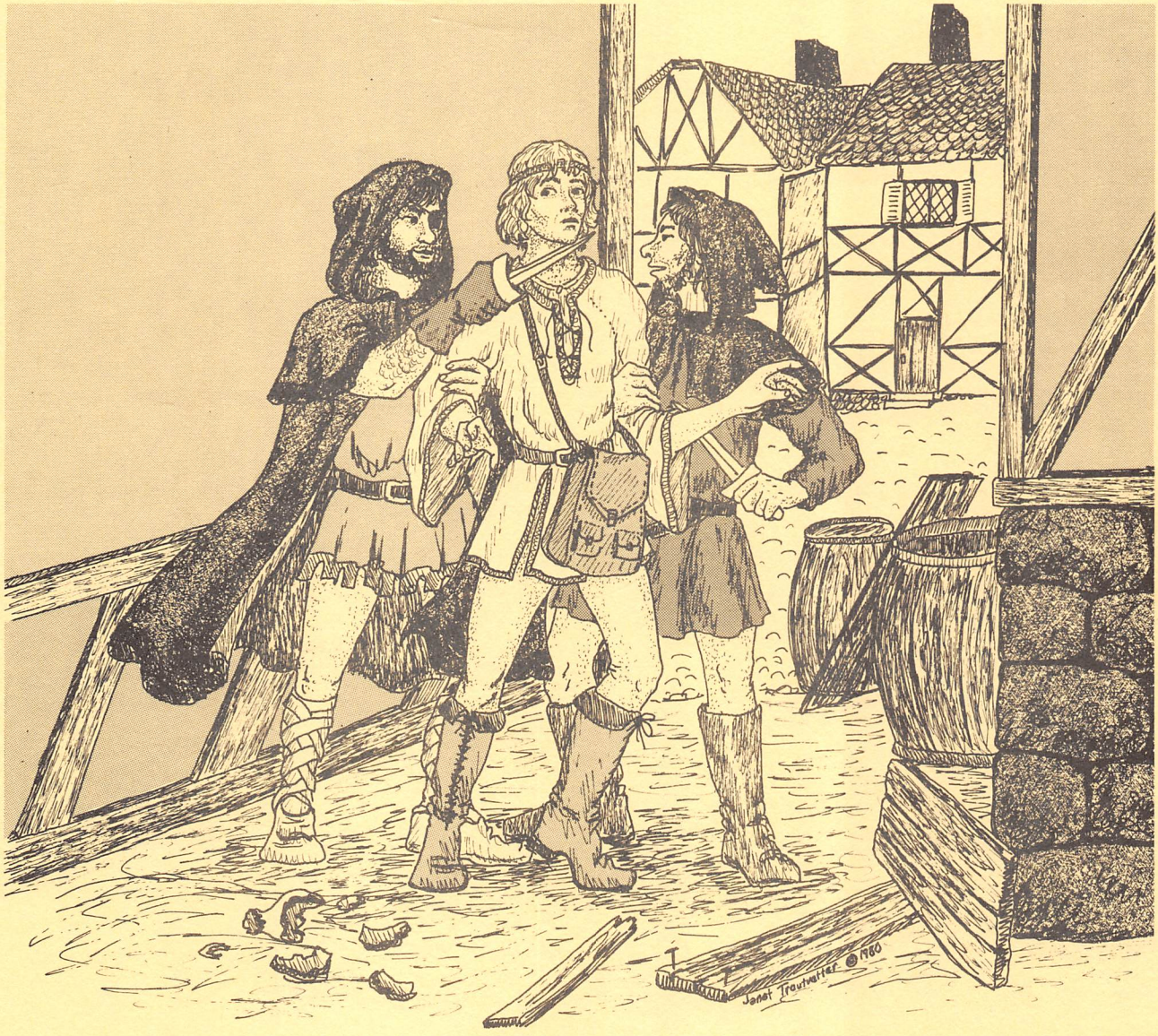
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Thieves' Guild



THE GUILDMASTER SPEAKS

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

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

GENERAL COMBAT

Armor Class ratings count upward from Ø, instead of downward from 9 (D&D) or 1Ø (AD&D). Quilted cloth is AC 2, chain is AC 6, etc. The character descriptions indicate for each weapon the die roll required on a D2Ø to hit an unarmored foe (HACØ). To determine the die roll needed to hit a particular foe, add the opponents AC rating to this HACØ number - the result is the number that must be equalled or exceeded to score a successful hit.

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

MISSILE COMBAT

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

MOVEMENT

The scales for the mapboards where the scenarios are played are indicated on the individual maps; when transfering them to playing boards, we recommend using 5' hexes outdoors and 2' offset squares indoors. Player movement allowances (MA) per mr are indicated on the character description; these numbers represent the number of hexes (or squares) of movement. Players may move up to 1/2 their MA and attack with a close range weapon, in the same mr; they may move 1 hex and fire a missile or ranged weapon in the same mr. A 6Ø° facing change costs 1 MA. Movement and combat occur simultaneously for both sides.

SAVING ROLLS

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

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

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

INDEX OF KEY ABBREVIATIONS

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

AC - Armor Class: represents the protective value of armor, shielding, and skin
APP - Character's appearance rating
BT - Bit(s), a small iron coin; 10 BT = 1 CP
CDN, CO - Character's co-ordination rating
CP - Copper piece(s); 5 CP = 1 SP, or 50 CP = 1 GP
CSF - Clear Strike Figure: the die roll for an attacker which bypasses all defense, and strikes his opponent squarely
D (3D6, 1D8, etc.) - Number and type of dice to be thrown in the process of resolving a particular situation
DSC, DN - Character's discretion rating
EAC - Effective Armor Class: represents AC (armor class) plus the character's dodge ability
FRP - Fantasy Role-Playing
GM - GamesMaster: the referee or moderator of an FRP game
GP - Gold piece(s): 1 GP = approximately $5 (1980's)
HACØ - Number that must be equaled or exceeded on the roll of a D2Ø in order to strike an unarmored foe successfully
HP - Hit Probability: the chances of successfully striking
HTK - Hits To Kill: the amount of damage a character can sustain before dying
IQ, INT - Character's intelligence rating
MA - Movement Allowance: number of hexes (normally 5') or squares that a character can move in one melee round
MAG, MG - Character's magnetism rating
MGR, MR - Character's magic resistance rating
mr - melee round: a 15 second time span used to regulate the flow of play
NPC - Non-Player Character: any character or being controlled by the GM rather than the players
PER - Perceptiveness: a measure of a character's general awareness; developed from DN and IQ
REF, RF - Character's reflexes rating
SP - Silver piece(s); 10 SP = 1 GP
SR - Saving Roll: an attempt to accomplish a feat extraordinare; usually 2D12 against a particular requisite rating
SSF - Shield Strike Figure: the lowest die roll at which an attack succeeds in hitting one's opponent, but only upon the shield
STM, SM - Character's stamina rating
STR, ST - Character's strength rating
TAL, TL - Character's talent (magical ability) rating

Thieves' Guild

by

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and

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Art and Graphics by

Janet Trautvetter

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

Acknowlegements:

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

Contributors:

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

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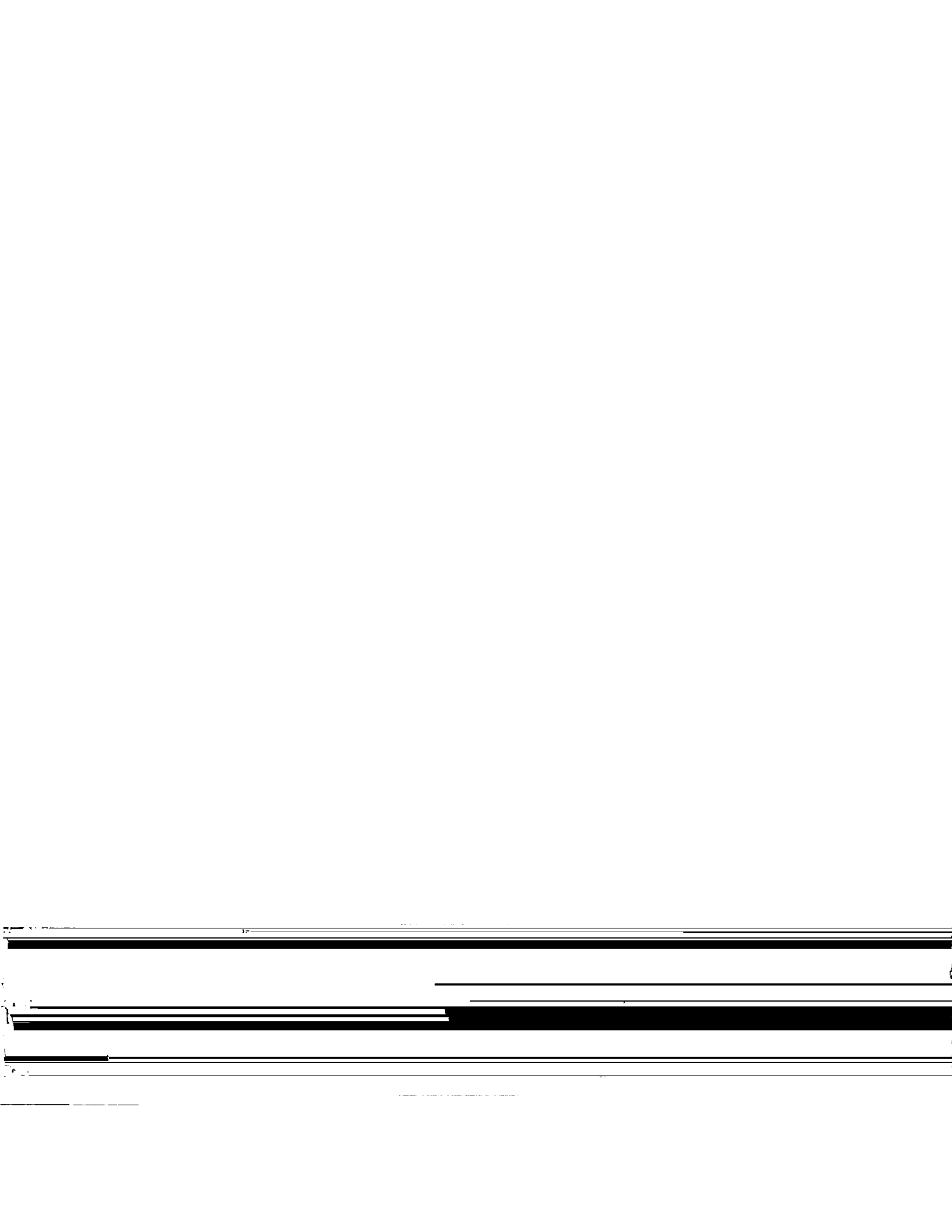
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FOREWORD

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

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

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



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

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

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

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

HP BONUS 0
MISSILES 0
DODGE 0/1
ARMOR TYPE: CHN
ARMOR CLASS: 8
MOVEMENT 6

TRAININGS
Mountaineering
Cyphering
Swimming
Armory
Tracking

WEAPON	HACO	CHP	DAM	RANGE
BROADSWORD*	5	+10	4D4	CLOSE
MACE	8	+10	4D4	CLOSE
LONG BOW	3/7/10	+10	1D6	SPEC

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

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

HP BONUS 0
MISSILES 2
DODGE 1/1
ARMOR TYPE: CLO
ARMOR CLASS: 2
MOVEMENT 18

TRAININGS
R/W/C
Calligraphy
Bowry
Fletching
First Aid

WEAPON	HACO	CHP	DAM	RANGE
LONG BOW*	2/6/9	+8	1D6	SPEC
LANCE	3/8	+10	2D12	CLOSE

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

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

HP BONUS 1
MISSILES 1
DODGE 0/2
ARMOR TYPE: CLO
ARMOR CLASS: 3
MOVEMENT 10

TRAININGS
R/W/C
Locksmithy

WEAPON	HACO	CHP	DAM	RANGE
SHORT BOW	3/7/11	+10	1D6	SPEC
RAPIER*	4	+8	1D12	CLOSE

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

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

HP BONUS 0
MISSILES 0
DODGE 0/1
ARMOR TYPE: LTH
ARMOR CLASS: 4
MOVEMENT 8

TRAININGS
Husbandry
Blacksmithry
Tanning
Bowry
Fletching

WEAPON	HACO	CHP	DAM	RANGE
LONG BOW*	2/6/9	+8	1D6	SPEC
BATTLE AXE	8	+10	2D5	CLOSE
SHORTSWORD	7	+10	3D3	CLOSE

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

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

HP BONUS 3
MISSILES 3
DODGE 0/1
ARMOR TYPE: CLO
ARMOR CLASS: 2
MOVEMENT 10

TRAININGS
R/W
Husbandry
Armory
First Aid
Tracking

WEAPON	HACO	CHP	DAM	RANGE
LONG BOW*	1/5/8	+8	1D6	SPEC
THROW KNIFE	2/6/10	+10	1D4	SPEC
SHORTSWORD	9	+10	2D3	CLOSE

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

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

HP BONUS 1
MISSILES 1
DODGE 0/1
ARMOR TYPE: CLO
ARMOR CLASS: 2
MOVEMENT 10

TRAININGS
Husbandry
Tanning
First Aid
Netting
Swimming

WEAPON	HACO	CHP	DAM	RANGE
HORSE BOW*	2/5/10	+8	1D6	SPEC
DAGGER	10	+10	1D4	CLOSE

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

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

HP BONUS 1
MISSILES 1
DODGE 1/1
ARMOR TYPE: CLO
ARMOR CLASS: 2
MOVEMENT 7

TRAININGS
R/W/C
Jewellery
Locksmithy*
Bowry
Fletching

WEAPON	HACO	CHP	DAM	RANGE
LONG BOW	2/6/9	+10	1D6	SPEC
KNIFE	13	+10	1D4	CLOSE

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

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

HP BONUS 0
MISSILES 0
DODGE 1/1
ARMOR TYPE: CHN
ARMOR CLASS: 8
MOVEMENT 5

TRAININGS
Husbandry
Blacksmithry
Armory
First Aid
Fletching

WEAPON	HACO	CHP	DAM	RANGE
LONG BOW*	2/6/9	+8	1D6	SPEC
BROADSWORD*	5	+10	4D4	CLOSE
HALBERD	3/7	+10	2D6	1 HEX

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

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

HP BONUS 1
MISSILES 1
DODGE 0/1
ARMOR TYPE: LTH
ARMOR CLASS: 6
MOVEMENT 5

TRAININGS
Blacksmithry
Husbandry
Swimming
Diving
First Aid

WEAPON	HACO	CHP	DAM	RANGE
THROW KNIFE	4/8/12	+10	1D4	SPEC
BROADSWORD*	5	+10	3D4	CLOSE

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

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

HP BONUS 0
MISSILES 0
DODGE 0/1
ARMOR TYPE: CLO
ARMOR CLASS: 6
MOVEMENT 6

TRAININGS
R/W/C
Locksmithy
Perfumery
Swimming

WEAPON	HACO	CHP	DAM	RANGE
SHORT BOW	5/9/13	+10	1D6	SPEC
RAPIER	8	+10	1D8	CLOSE

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

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

HP BONUS 1
MISSILES 1
DODGE 2/1
ARMOR TYPE: LTH
ARMOR CLASS: 6
MOVEMENT 8

TRAININGS
R/C/W
Locksmithry
Armory
Tracking
Trapping

WEAPON	HACO	CHP	DAM	RANGE
BROADSWORD*	4	+10	3D4	CLOSE
FRANCISCA	6	+10	3D3	CLOSE

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

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

HP BONUS 1
MISSILES 1
DODGE 1/1
ARMOR TYPE: LTH
ARMOR CLASS: 6
MOVEMENT 8

TRAININGS
R/W/C
Comp. Mech.
Jewellery

WEAPON	HACO	CHP	DAM	RANGE
RAPIER	4	+10	1D8	CLOSE

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

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

HP BONUS 1
MISSILES 2
DODGE 0/1
ARMOR TYPE: CLO
ARMOR CLASS: 2
MOVEMENT 10

TRAININGS
R/C/W
Entertaining
Husbandry
Service
First Aid

WEAPON	HACO	CHP	DAM	RANGE
RAPIER	3	+10	1D8	CLOSE
KNIFE	9	+10	1D4	CLOSE

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

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

HP BONUS 0
MISSILES 0
DODGE 3/1
ARMOR TYPE: CLO
ARMOR CLASS: 5
MOVEMENT 10

TRAININGS
R/W/C
Tanning
First Aid
Cooking
Husbandry

WEAPON	HACO	CHP	DAM	RANGE
RAPIER*	4	+8	1D12	CLOSE
MAIN GAUCHE	9	+10	1D6	CLOSE

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

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

HP BONUS 1
MISSILES 1
DODGE 0/1
ARMOR TYPE: CLO
ARMOR CLASS: 3
MOVEMENT 7

TRAININGS
R/W/C
Husbandry
Magistracy
Tracking
Service

WEAPON	HACO	CHP	DAM	RANGE
BROADSWORD	5	+10	2D4	CLOSE
MACE	7	+10	3D4	CLOSE
JAVELIN	10/12	+10	4D3	CLOSE

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

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

HP BONUS 2
MISSILES 2
DODGE 0/1
ARMOR TYPE: CHN
ARMOR CLASS: 8
MOVEMENT 5

TRAININGS
Cyphering
Blacksmithry
Armory
Husbandry
Mountaineering

WEAPON	HACO	CHP	DAM	RANGE
BATTLEAXE*	6	+10	3D5	CLOSE
BOARSPEAR	4/5	+10	3D4	CLOSE

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

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

HP BONUS 0
MISSILES 0
DODGE 3/1
ARMOR TYPE: NON
ARMOR CLASS: 4
MOVEMENT 7

TRAININGS
Husbandry
Bowry
Fletching
Cyphering
Netting

WEAPON	HACO	CHP	DAM	RANGE
SHORT BOW*	-1/3/7	+8	1D6	SPEC
DAGGER	7	+10	1D4	CLOSE

SECTION I

Rules of Play

CHAPTER 1

CHARACTERS

Their Creation, Care, and Feeding

CHARACTER CREATION

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

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

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

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

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NOTE

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

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3) STAMINA - This attribute represents a character's overall constitution, his ability to resist disease and absorb damage from enemy blows, poisons, etc. The Thieves' Guild scenarios utilize an additional and separate requisite, MAGIC RESISTANCE, to indicate a character's susceptibility to spells and magical artifacts. If the original system used for character generation does not provide a separate rating for MAGIC RESISTANCE, use the character's stamina rating for making MAGIC RESISTANCE saving rolls.

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

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

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

NEW CHARACTER CREATION

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

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

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

Each of these racial types is described briefly below.

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

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

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

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

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



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

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

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

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

FAMILY BACKGROUND

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

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

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

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



THE RACES OF GATEWAY

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



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



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

HOBBITS are the small, furry footed people described by Tolkien. They have exceptional natural ability in a number of thievish skills (such as Silent Movement and Hiding in Shadows), and also receive an automatic +3 bonus to basic hit probability with thrown missiles (sling, rocks, knives, bolos, etc.). Hobbits are in some respects quintessential thieves; they survive by stealth, and are often doomed when stealth fails and they are caught up in face-to-face combat. In mixed parties, hobbits will usually get along with almost everyone; however, because of their small stature, they seldom assume a leadership role within a group. Hobbits are extremely fond of food, drink, and pipeweed, all of which they consume as many times a day as possible. On any adventure, they will usually carry a well-stuffed pack, and will insist (loudly) on regular breaks for sustenance, even in the midst of criminal activity.



DWARVES are a short, sturdily-built people that frequently reside in immense underground cavern complexes that they have constructed beneath the mountains of Gateway. The dwarves are a proud, artisan race, who rejoice in crafting and owning fine material possessions of iron, silver, and gold. It is this love of wealth that drives the dwarven tribes into contact with other parts of civilization, as fighters, merchants, and (frequently) as thieves. All dwarves recieve an automatic 30% bonus to their ability to sense the presence of traps in their vicinity. They possess hypervision and receive a +1 to basic hit probability when using hammers and axes. All dwarves automatically receive two artisan trainings from the Merchant category (see Training Fields below), regardless of their family social status. Dwarves make good additions to almost any theiving band; they are reasonably stealthy, and often have the physical strength and weapons ability to make good highwaymen. On the debit side, dwarves are notoriously greedy and will usually demand extra shares of a treasure in return for hazardous duties performed during a robbery. Dwarves have a deep and abiding hatred of horses, and few can willingly ride even a mule for an extended period of time. The dwarven peoples have shared a deep enmity with the goblins for many thousands of years, due to their perrenial struggle for control of the subsurface areas of Gateway.



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



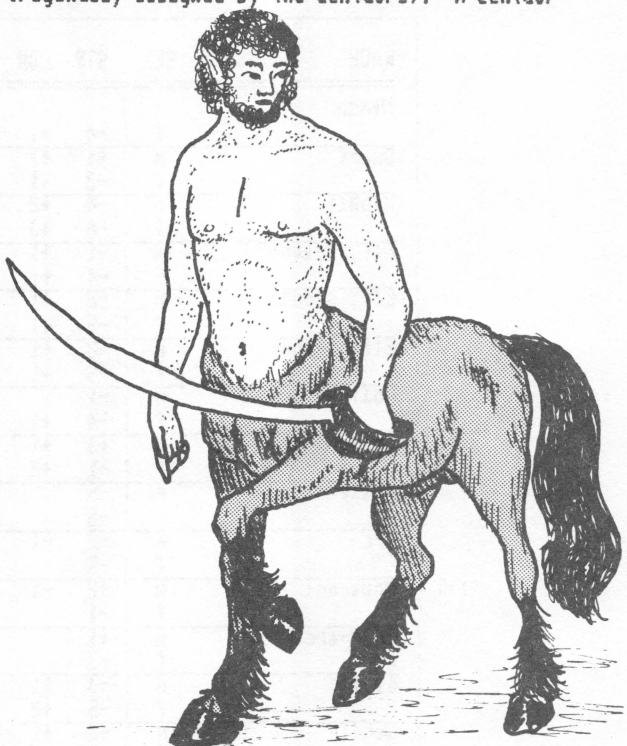
PIXIES are small (18"-24" tall), intelligent (though many may dispute this), winged creatures who are descended from insectile ancestors. With their flying ability and diminutive stature, they are physically suited for a number of thiefly tasks, such as trailing a potential victim. Unfortunately, pixies tend to have an extremely short attention span, and are easily distracted; a band of thieves which sends a pixie through an open second story window to unlock the back door of a domicile targeted for a burglary may have a looooonnggg wait. They have a very limited carrying capacity while airborne (5lb. or less), and are well known as regards their fondness for tall tales, particularly concerning their own exploits. Because of this propensity, they suffer a 25% penalty to their general credibility, and have substantial difficulties when trying to operate in disguise. Positively, pixies receive an automatic +2 dodge added to their effective armor class while on the ground, and +3 when airborne; they also receive a bonus to Silent Movement.



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



CENTAURS are, as in Greek mythology, creatures with the upper torso and head of humankind and the body of a horse. In outdoor adventures in relatively open terrain, centaurs have several advantages, including great speed of movement, keen eyesight (+20% to daylight vision), and an automatic +2 to hit probability with bows (it is rumored that the bow was originally designed by the centaurs). A centaur indoors, however, is a walking disaster area, and it is virtually impossible for one to descend stairs without falling. Consequently, centaur thieves are limited in the types of "jobs" they should undertake. They are well suited to the role of highwaymen, and can usually play a useful, even valuable, part in a pursuit and robbery adventure; unfortunately, second story work is effectively ruled out.





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

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

RACIAL ADJUSTMENTS

RACE	SEX	STR	CDN	REF	STM	DSC	INT	TAL	MGR	MAG	APP
Human	m										
	f	-4	+1	+1	+1	+1			-1		+2
Dwarf	m	+1	+1		+3	-2	-1		+2	-4	-3
	f	-2	+1	+1	+3		-1		+2	-6	-5
Hobbit	m	-4	+2	+2	-1	+2		-4	+2	-2	+1
	f	-6	+3	+3		+3		-4	+2	-3	+3
Elf, sylvan	m	-1	+1	+1	-1	-1			+2	-1	+2
	f	-4	+1	+2		+1			+2	-1	+4
Elf, sindar	m	-2	+1	+1	-1	-1		+1	+2	-1	+2
	f	-5	+1	+2				+1	+2	-1	+4
Elf, noldor	m	-2	+1	+1	-2	-1		+3			+3
	f	-5	+1	+2	-2	-2		+3			+5
Half-elf	m	-1									+1
	f	-4	+1	+1	+1	+1			-1		+3
Centaur	m	+3	+1	+2	+1	-3	-2		-1	-1	-1
	f	-1	+2	+3	+2	-2	-2		-2	-1	+3
Pixie	m	-5		+5	-6	-4	-2	+3	+6	-6	
	f	-6		+6	-5	-4	-2	+3	+6	-6	+3
Orc	m	-2	-1	-1	+2	-4	-2	-3	+1	-3	-5
	f	-5			+3	-3	-2	-3		-3	-5
Uruk-hai	m	+2	-1	-1	+2	-2	-2	-2	+1	-1	-4
	f	-1			+3	-1	-2	-2		-1	-4
Half-orc	m	+1			+1	-1	-1	-1	+1	-2	-3
	f	-3		+1	+2		-1	-1		-2	-1
Kobold	m	-3	+1	+1	-2	-6	-1	+1	+2	-3	-3
	f	-5	+2	+2	-1	-4	-1	+1	+1	-5	-2
Goblin	m	-2	+1	+1		+3	-2	-3	+4	-4	-2
	f	-4	+2	+2	+1	+3		+3	-2	-5	-1

BONUSES AND PENALTIES FOR REQUISITES

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

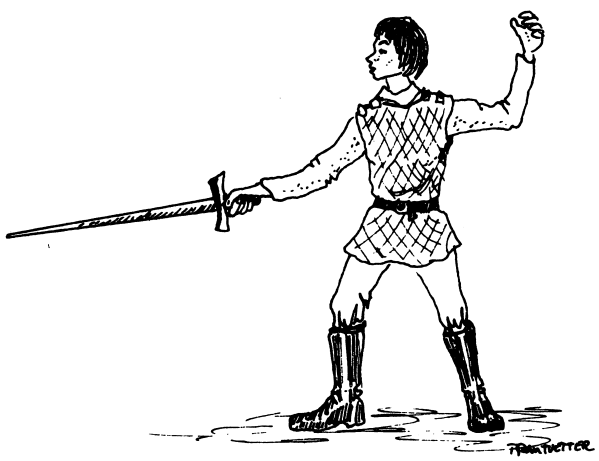
FAMILY BACKGROUND

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

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

WEAPONS TRAININGS

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



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

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

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

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

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

NOTE

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

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

For each weapon type, the following information is provided:

1) Basic Hit Probability (HAC0). This represents the ability of the character to score a damaging blow on an unarmored foe (armor class 0 in the FANTASY SYSTEM). HAC0 stands for hits armor class 0, and is used throughout Thieves' Guild and the FANTASY SYSTEM to denote the minimum roll on a D20 with which a player-character, an NPC, or a monster can cause damage to an active but unarmored foe. For each attack made, the player rolls a D20. If the result is equal to or higher than his hit probability, after the effects of an opponent's armor, dodge, etc. are factored in, a damaging hit is scored (e.g., if a player has a HAC0 of 7 with a broadsword, and is attempting to hit a man in chain armor (AC6), he must roll a 13 or higher on D20 to hit). Note that, with some weapons, expertise will improve a character's hit probability by more than the normal bonus of 1. For missile weapons, three separate hit probabilities are listed, representing the weapon's effectiveness at short, medium, and long range. For pole weapons (e.g., spear) used in close combat situations, two hit probabilities are provided; the first is weapon accuracy at initial contact, while the second represents the effectiveness of all subsequent attacks on the same foe.

2) Damage. This indicates the die roll used to determine the effects of a successful blow. For many weapons, the amount of damage inflicted by a successful blow increases when expertise is attained.

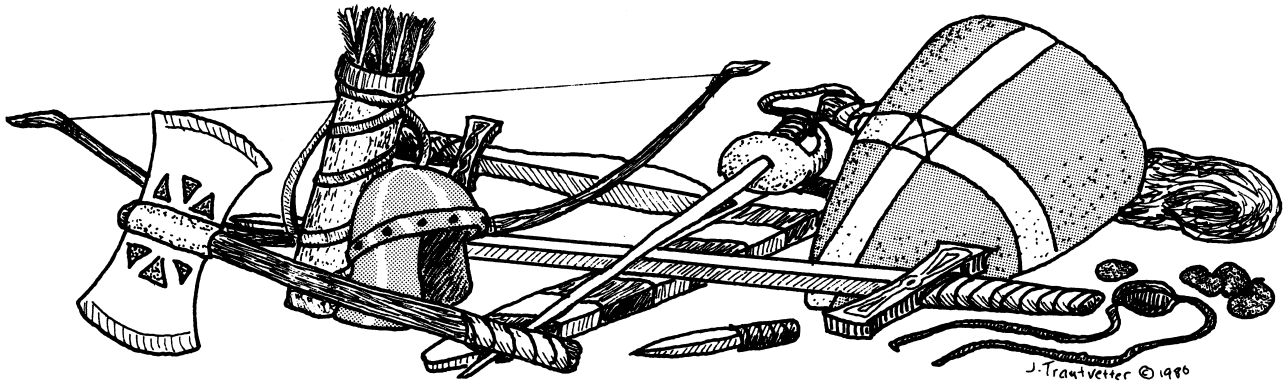
3) Minimum requirements for weapon use. Weapons may require a certain minimum level of strength, co-ordination and/or reflexes in order to be used properly. Characters who do not meet the minimum requirements for a weapon may still receive training and use the weapon, but will do so at the effectiveness of an untrained user (see below).

4) Range limitations. For missile (ranged) weapons, the accuracy of the weapon differs at short, medium, and long ranges. Range limitations define the maximum distance in feet for each category of weapons fire. A weapon fired at a target outside the long range limit can never hit, regardless of the accuracy of the user.

5) Special abilities. (if any).

WEAPONS SPECIFICATIONS

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



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

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

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

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

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

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

TRAINING OPPORTUNITIES

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

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

OTHER TRAINING AREAS

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

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

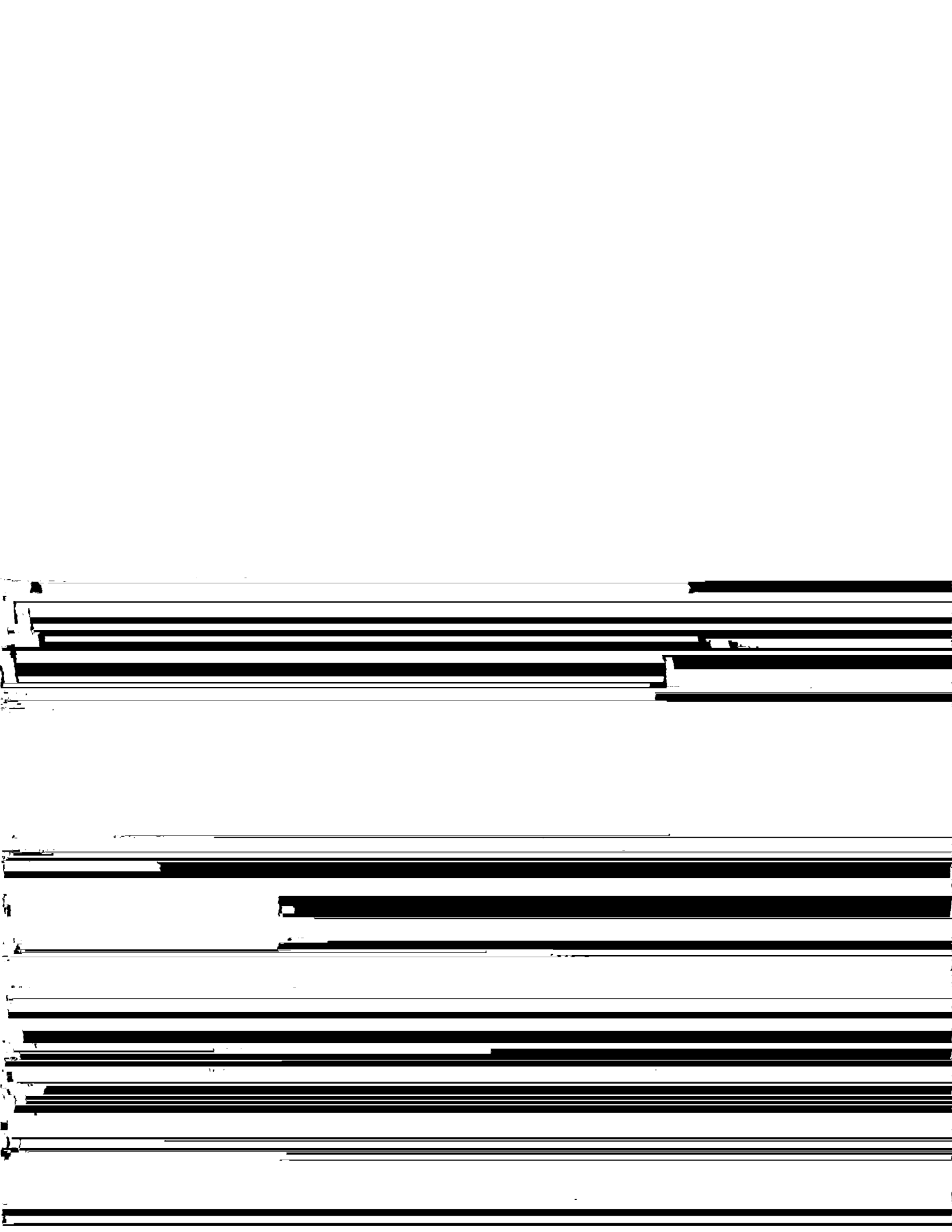
1) As a result of their family background: the family background chart indicates the training points received by each social class. In addition, all classes automatically receive training in certain fields, as detailed on the chart.

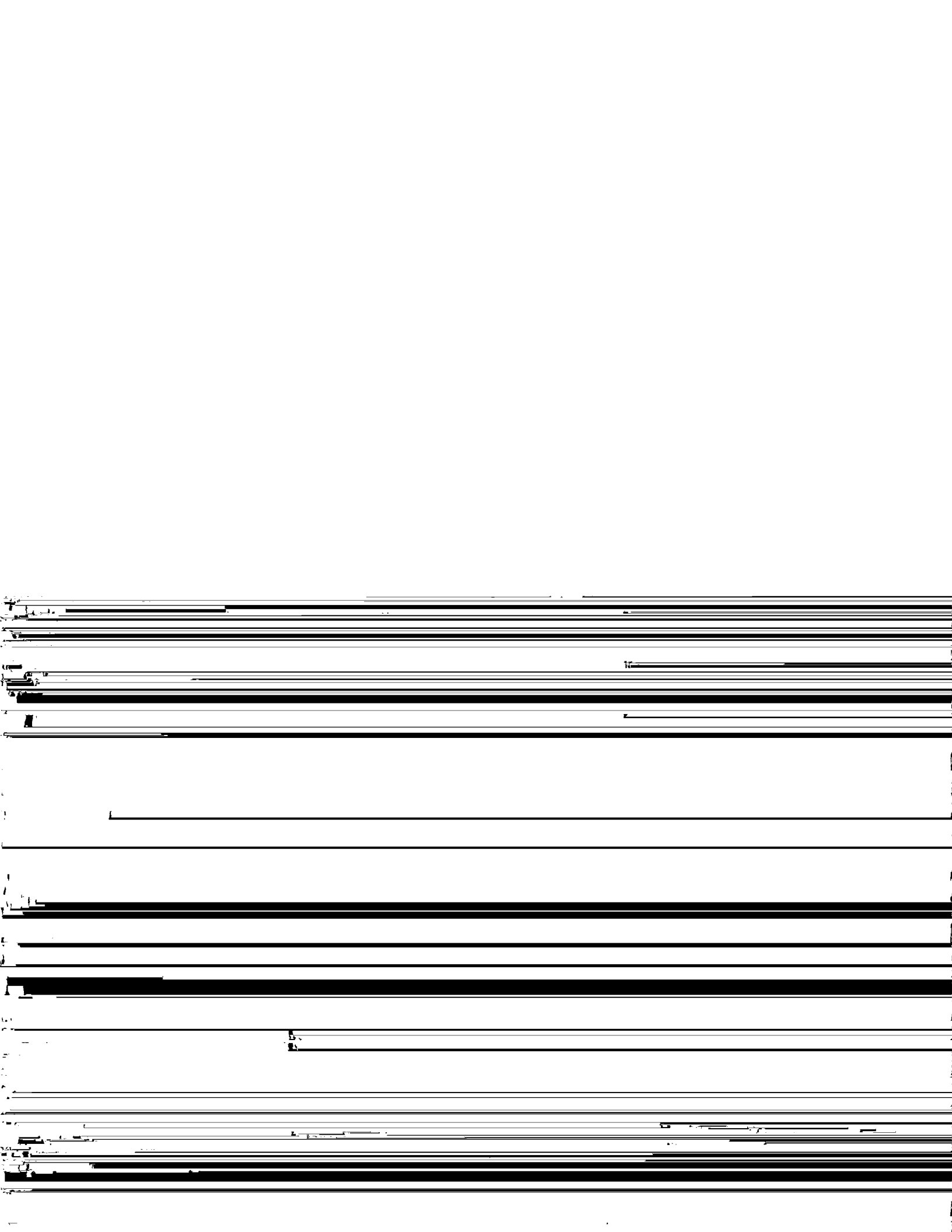
2) Each character receives a die roll on the TRAINING OPPORTUNITIES chart; a D10 is rolled, and the result matched against the column corresponding to the character's intelligence (IQ). The die roll and/or the result may be modified if the character possesses a high discretion (DSC):

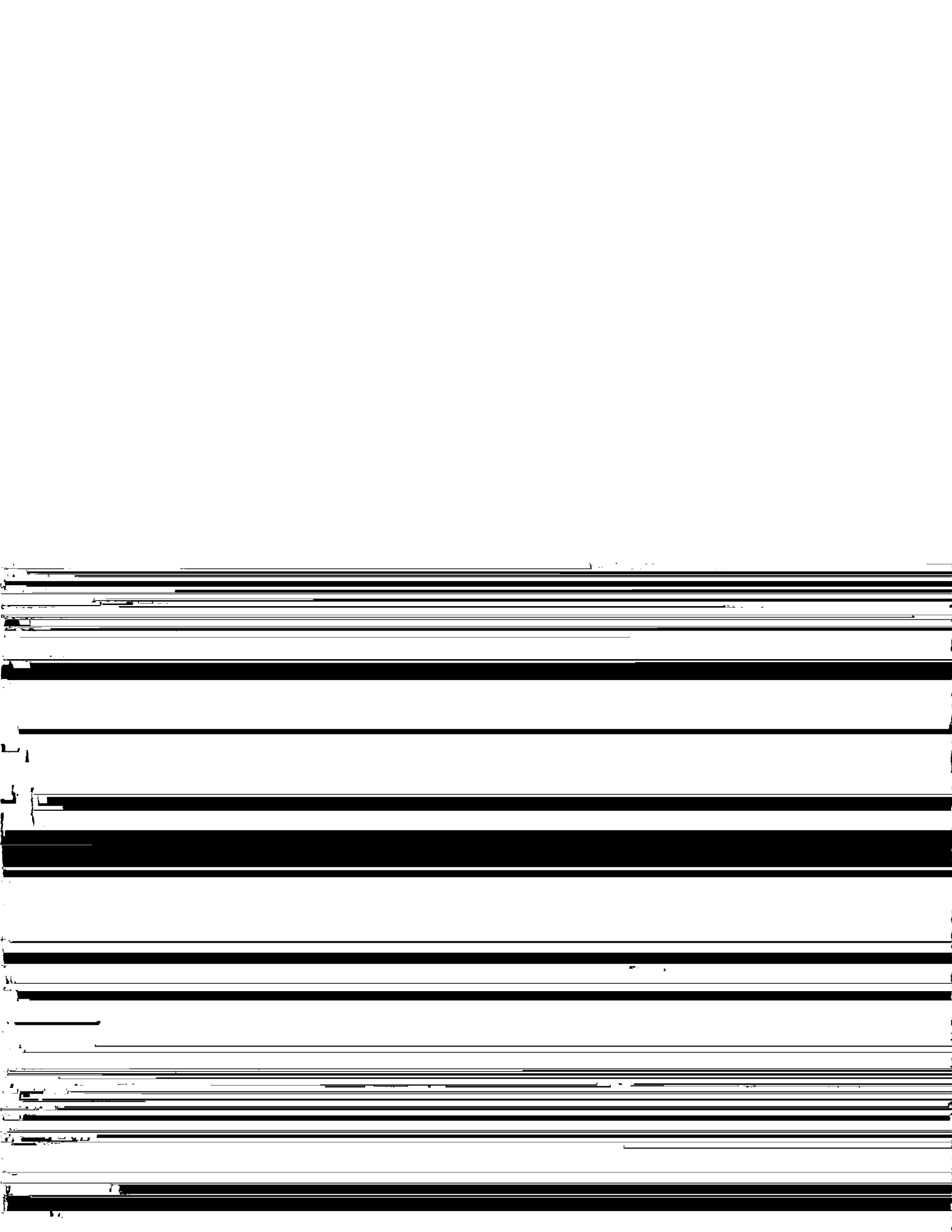
DSC (13	normal roll
DSC 13-14	add 2 to initial die roll
DSC 15-16	add 2 to initial die roll +2 pts to result
DSC 17-18	add 4 to initial die roll +4 pts to result
DSC 19-20	add 4 to initial die roll +4 pts to result, and move one column to the right
DSC 21+	add 4 to initial die roll +4 pts to result,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

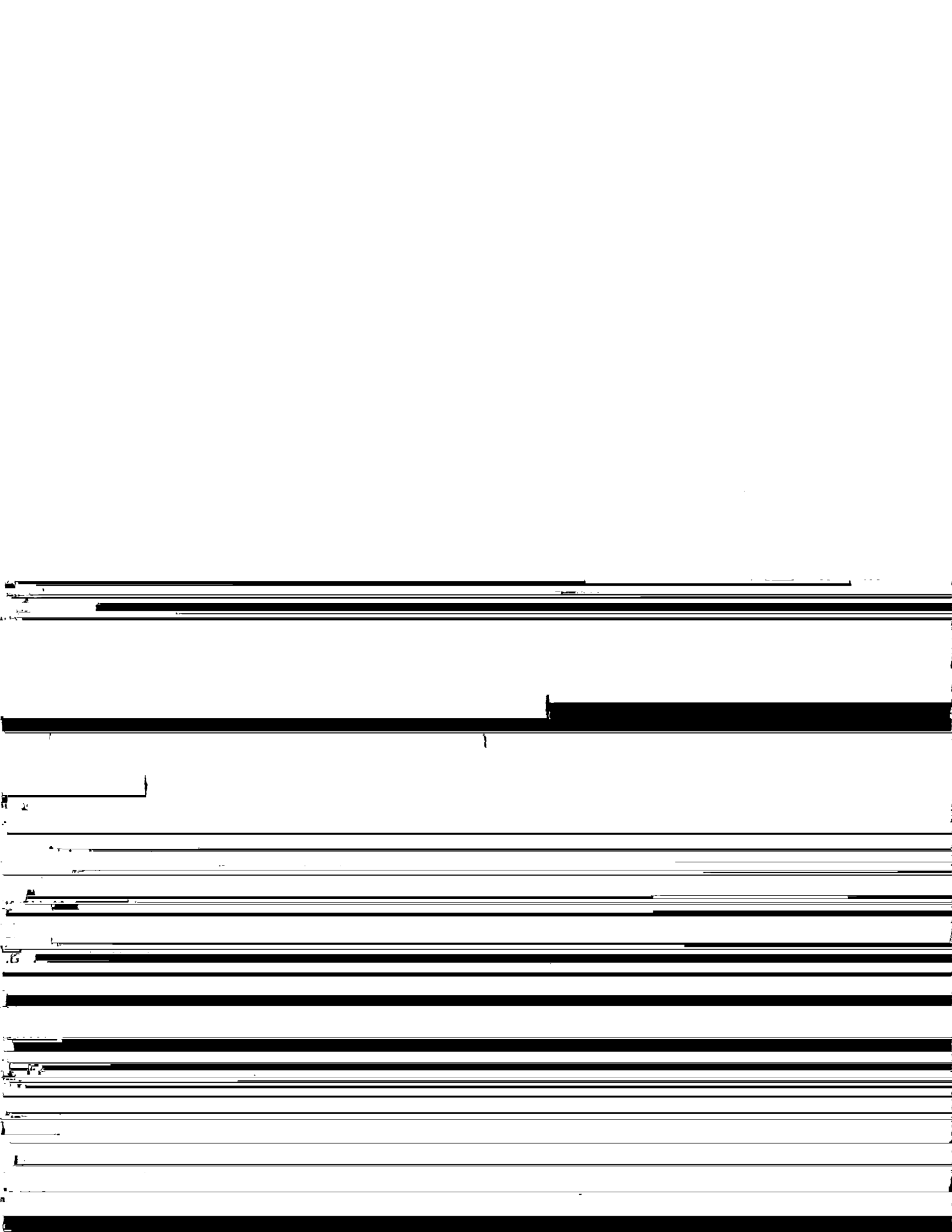
Once training points have been determined, players choose particular trainings for their characters from the list of 44 fields provided below. Trainings are organized under the five major social classes of the feudal era, as described in the family background chart: Nobility, Guild, Merchant, Yeoman,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

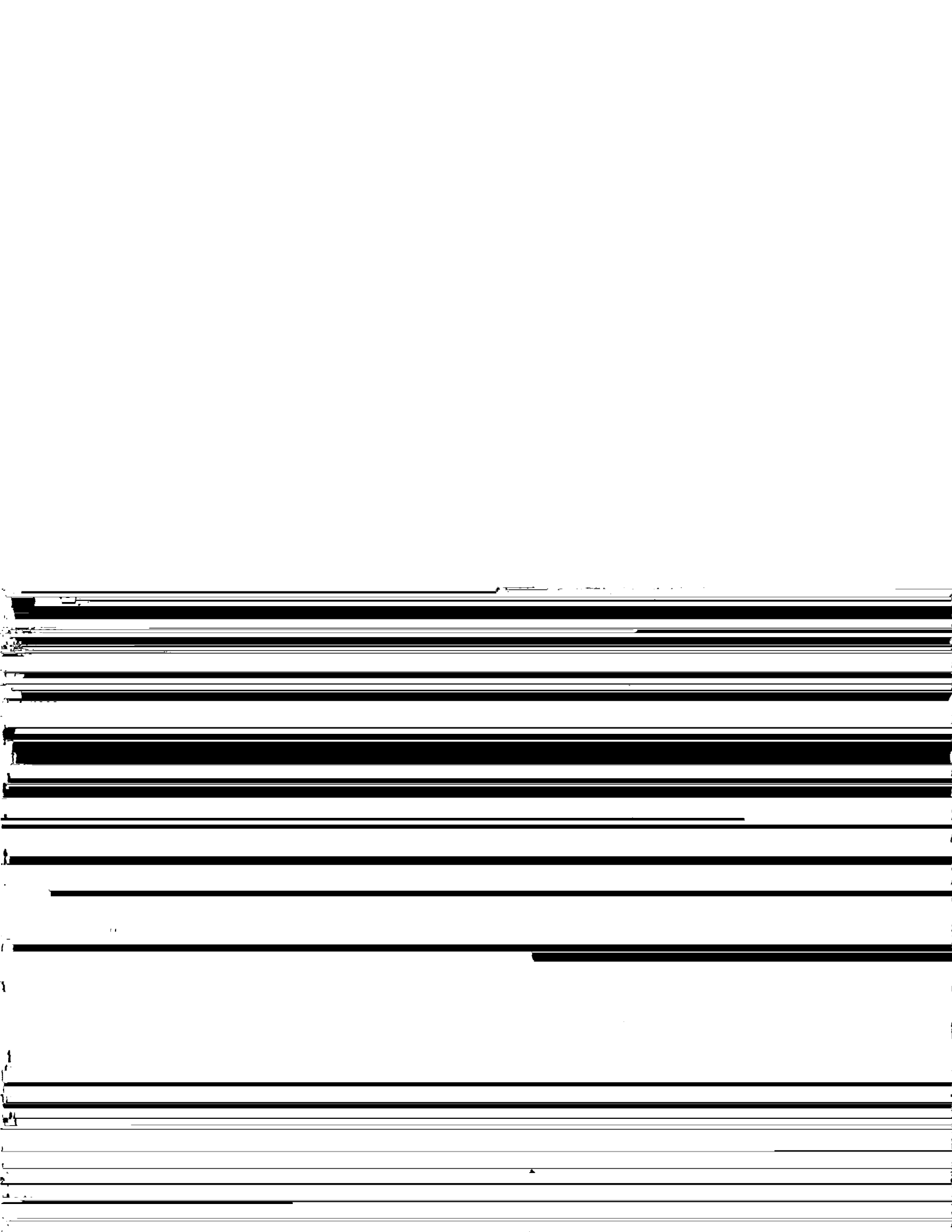
Characters from the Nobility or Guild classes may also choose to achieve mastery of any Mercantile, Yeoman, or Rabble class skill. If mastery produces special privileges, these are detailed in the descriptions of each field. Where no specific information is provided, mastery doubles all bonuses











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

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

TRAINING FIELDS AND THEIR EFFECTS

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

NOBILITY SKILLS (E).

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

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

03)HORSEMANSHIP (8, automatically received by nobles). Gives 70% chance that animal will obey simple commands, 75% chance of remaining on horse in a crisis situation - sudden stop, rearing, etc. (without horsemanship, chance of remaining on horse during a crisis is 25%). This skill may be learned by any player-character, at a cost multiplier equal to the number of degrees he/she is socially below the Nobility (e.g., x 1 for Guilds, x 2 for Mercantile, etc.). However, the medieval Nobility owed their positions in the world to the fact that, on horseback, they sat taller than the rest of the world. Consequently, they are not eager to teach common riff-raff to ride, particularly to ride well.)

GUILD SKILLS (D).

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

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

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

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

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



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

10)FINE ARMORY (4, requires Armory). Can make or repair any type of armor if forge available. When working with plate or chain, have 15% chance of producing armor of unusual strength (roll D100, 01-90 Add 1 to normal armor class, 91-100 add 2). Have 30% chance of recognizing magical armor, and 15% chance of recognizing magical weapons. Have 30% chance of recognizing mithril or orichalcrum in refined form.

MERCANTILE SKILLS (C).

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



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

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

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

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

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

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

abilities, Mastery enables character to construct high complexity locks and traps (See section on Thieving Abilities for explanation.)

18)BOOKKEEPING (4, must have Cyphering). Enables character to keep basic business accounts. If master, adds 1% per character's level to % of total value he will receive when selling or fencing stolen goods.

YEOMANRY SKILLS (B).

19)READING (3). Can read any self-spoken language.

20)WRITING (1, must have Reading). Write any self-spoken language.

21)CARPENTRY (4). Make and judge value of furniture, other wooden items. Have 15% chance of knowing if piece enchanted. Mastery brings knowledge of cabinetmaking and fine woodworking.

22)TANNING (7). Make leather goods and armor from skins, recognize value of leather items. Have 10% chance of recognizing enchanted leather. Mastery adds ability to make leather boots and other footwear.



23)BLACKSMITHRY (6). Can forge metals, make and recognize value of metal tools and weapons. Have 20% chance of recognizing magical metal weapons, 10% chance for magical armor. Mastery adds helm making, and the ability to make weapons of unusual sharpness (Roll D100, 01-90 add +1 to weapon hit probability, 91-99 +2, 00 +3).

24)ARMORY (6). Make and repair quilted, leather and scale armor. Can repair chain armor. Have 15% chance of recognizing magical armor and helms, and a 10% chance of recognizing magical weapons.

25)TRACKING (4). Can follow the trail left by men or animals. Success chances vary by situation:

Outdoors - Base chance 45%, add 2% for each extra member of tracked group, subtract 10% for each day elapsed since tracks were made; have only 15% chance of tracking during or after storms.

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

26)HUSBANDRY (3). Can train and manage most mammals of smaller than human size. 40% chance of having animals obey simple commands. Mastery increases chance of understanding to 60% and adds ability to train larger mammals (bears, lions, etc.) There is a 5% chance that a player will die attempting to learn Mastery of husbandry.

27)BOWRY (4). Can make and recognize value of bows and crossbows. Have 15% chance of recognizing enchanted bows and arrows. Master bowyers can balance bows to improve base hit probability by +1.



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

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

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

RABBLE SKILLS (A).

31)CYPHERING (2). Can perform simple arithmetic calculations. Without cyphering, all sums of money over 50GP represent countless treasure.

32)COOKING (1). Can prepare hearty meals both in a kitchen and on the road, given proper utensils, fire and foodstuffs. Mastery adds banquet preparation. Knowledge of cooking adds 15% to the success chances of a Cook disguise.

33)NETTING (2). Make, weight and balance nets. May increase hit probability of nets by +1.

34)WEAVING (1). Make blankets and simple articles of clothing. Have 20% chance of judging the value of cloth or clothing.

35)SERVICE (1). Learn to perform housekeeping or maintenance chores, to the specifications of an employer. Adds 15% to chances of Servant disguise. Mastery permits character to learn a specialized role - butler, nanny, etc., and adds additional 5% to disguise chances.

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

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

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

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

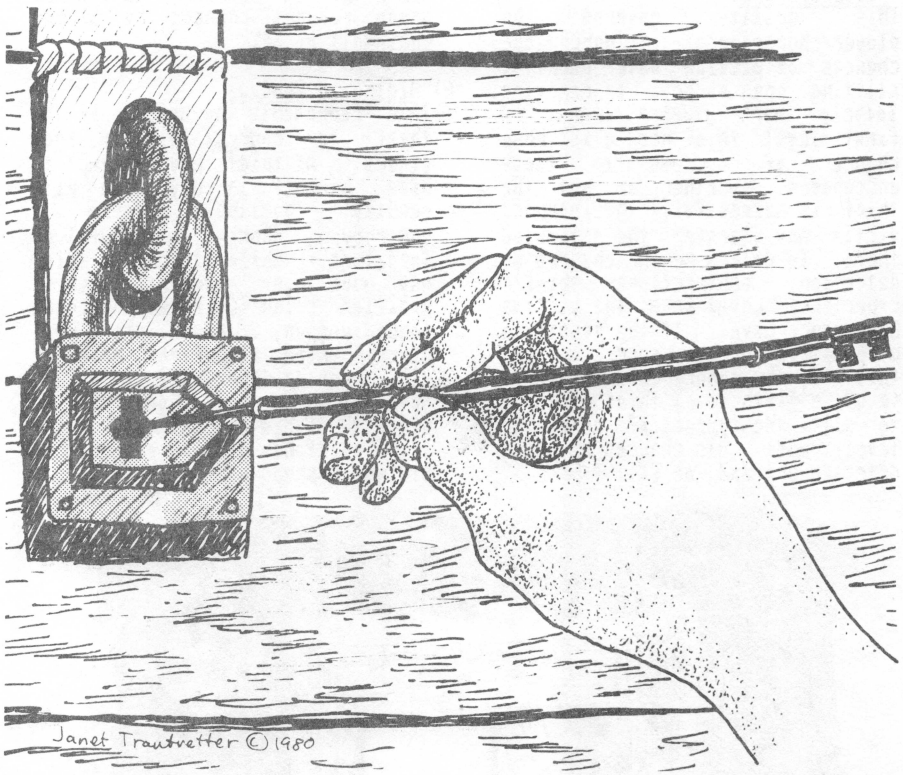
40)BREWERY (2). Can make and judge value of beers, ales and stouts. Mastery adds wine-making.

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

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

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

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



THIEVING ABILITIES

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

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

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

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

2) Trap Handling.
There are two distinct phases to this activity:
a) locating the trap
b) disarming it.
The thief must first make a successful Trap Location roll to find the precise location of the trap. Each player-character may roll only once per trap to attempt to locate it; however, any character may attempt to locate the trap, whether he originally sensed it or not. Similarly, once one of the members of a party has located a trap, anyone can try to disarm it. A thief may keep making rolls to disarm until he is successful or sets off the trap. Each trap handling roll accounts for 1D10 melee rounds of game time, whether for location or disarming. A 1st level thief has a 10% base chance of locating and/or disarming a trap. Any thief (regardless of level) has a 5% chance (96-100 on a D100) of setting off a trap when attempting to disarm it. This chance of error may increase in two ways:
a) add 15% chance of misfire for each previous unsuccessful attempt made (reflecting general abuse to the trap setting mechanism)
b) add 5% chance of failure for each level of Trap Complexity (expressed as a scale of 1-6).

NOTE

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

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

4) Pickpocketing.
This ability governs the player-character's percentage chances of picking outer pockets, slitting open purses, or removing loosely worn jewelry items. A first level thief has a 15% base chance of success in these endeavours. Whether or not the thief is successful, the intended victim may discover the attempted theft. To determine the chances of detection, subtract the thief's Experience Level from the victims Experience Level. If the result is a positive number, square it and this is the chance of discovery. (e.g., a fifth level thief attempts to slit the purse of an eighth level trader. His chances of being detected are 3x3, or 9%).

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



5) Moving Silently.
This represents the ability to move quietly for the purpose of sneaking up to or away from opponents. If successful, a thief's movements will be undetected by others, regardless of their hearing ability. A first level thief has a 5% base chance of Moving Silently. A thief's ability to Move Silently may be hampered by the type of armor he is wearing, as leather armor reduces chances by 5% and chainmail by 30%.

7) Climbing.
This represents a thief's ability to scale a substantial height through the use of ropes and/or hand and footholds. Climbing rolls should be made every 10 feet of vertical movement along sheer or relatively sheer surfaces. If unsuccessful, the thief has an opportunity to make a saving roll against reflexes to maintain his position; if he fails to do this, he falls, taking 1D6 damage for each 10 feet fallen. A 1st level thief has a 75% chance of climbing each 10 foot section successfully.

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

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

In addition to these initial adjustments, a player-character's Thieving Abilities also improve as he gains experience in his trade. In the FANTASY SYSTEM (as in many other FRP rules), characters grow by earning Experience Points for certain actions. At certain specified intervals (1500 EP, 25000 EP), the character is considered to have advanced to a greater Level of expertise. The experience chart for thieves (including the effects of advancement on Thieving Abilities) will be found in Chapter 4 of this book, along with rules governing the award of experience.

Chapter 5

New Treatments and Interpretations

LOCKPICKING

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

Time

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

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

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

Lockpicking Success

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

ADDITIONS to PICKPOCKETING RULES

1. Chances of Detection by Victim

In TG1, a method for determining whether a victim has noticed a pickpocketing attempt was described. Using this method, the GM made a Detection roll for the victim after any successful or unsuccessful attempt; the percentage chances of detection were calculated by substracting the thief's experience level from the victim's experience level, and squaring the result.

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

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

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

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

2. Chances of Detection by Other Witnesses

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

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

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

3. Using Pickpocketing Abilities to Steal Other Items

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

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

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

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

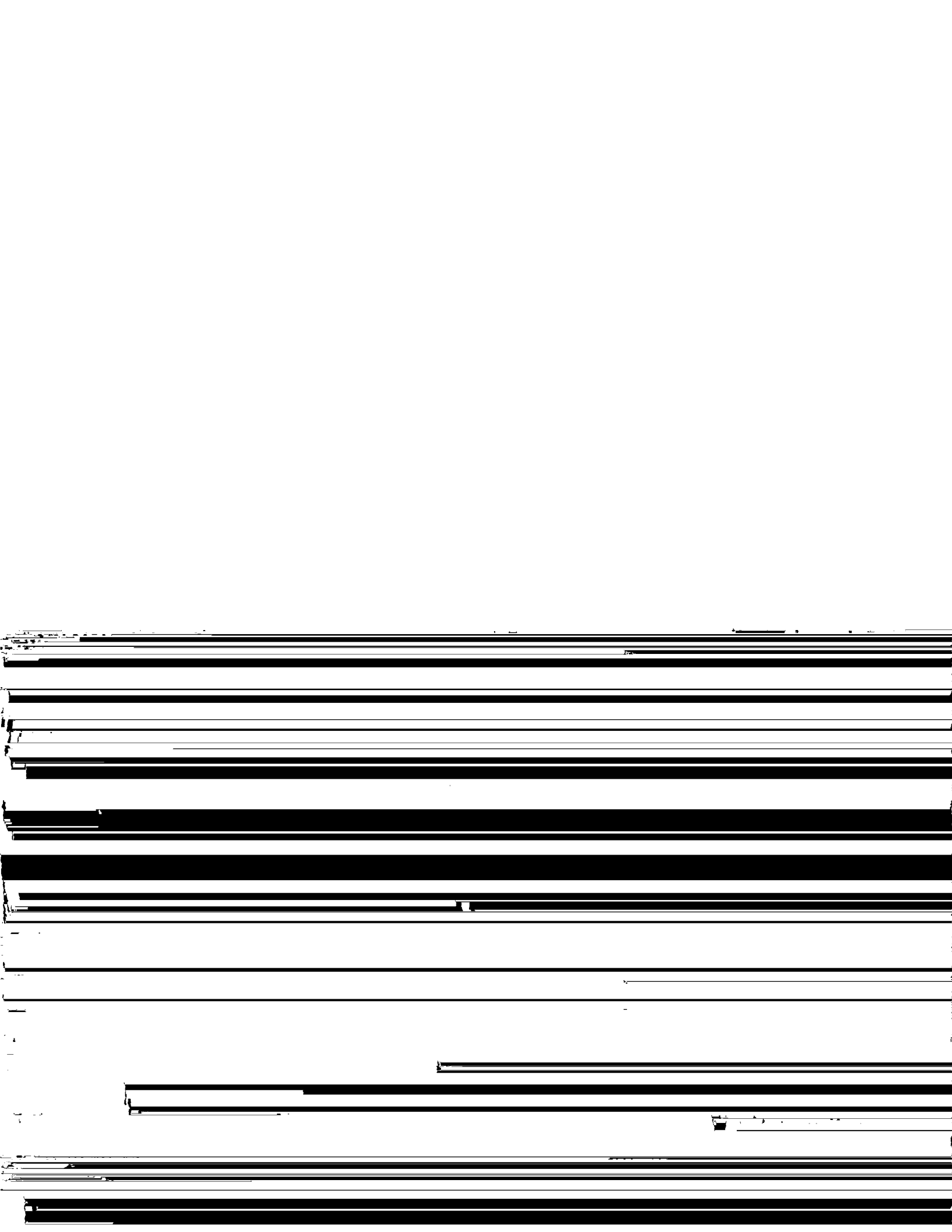
Hidden (H) - the object is not in plain sight, and its absence can not normally be noticed.
Noticeable (N) - the object is partly or completely in plain sight, but is not the type of item that attracts attention if it is not in its usual location.
Visible (V) - the object is in plain sight, and is of such a size or physical magnificence that its absence would be readily noticed.

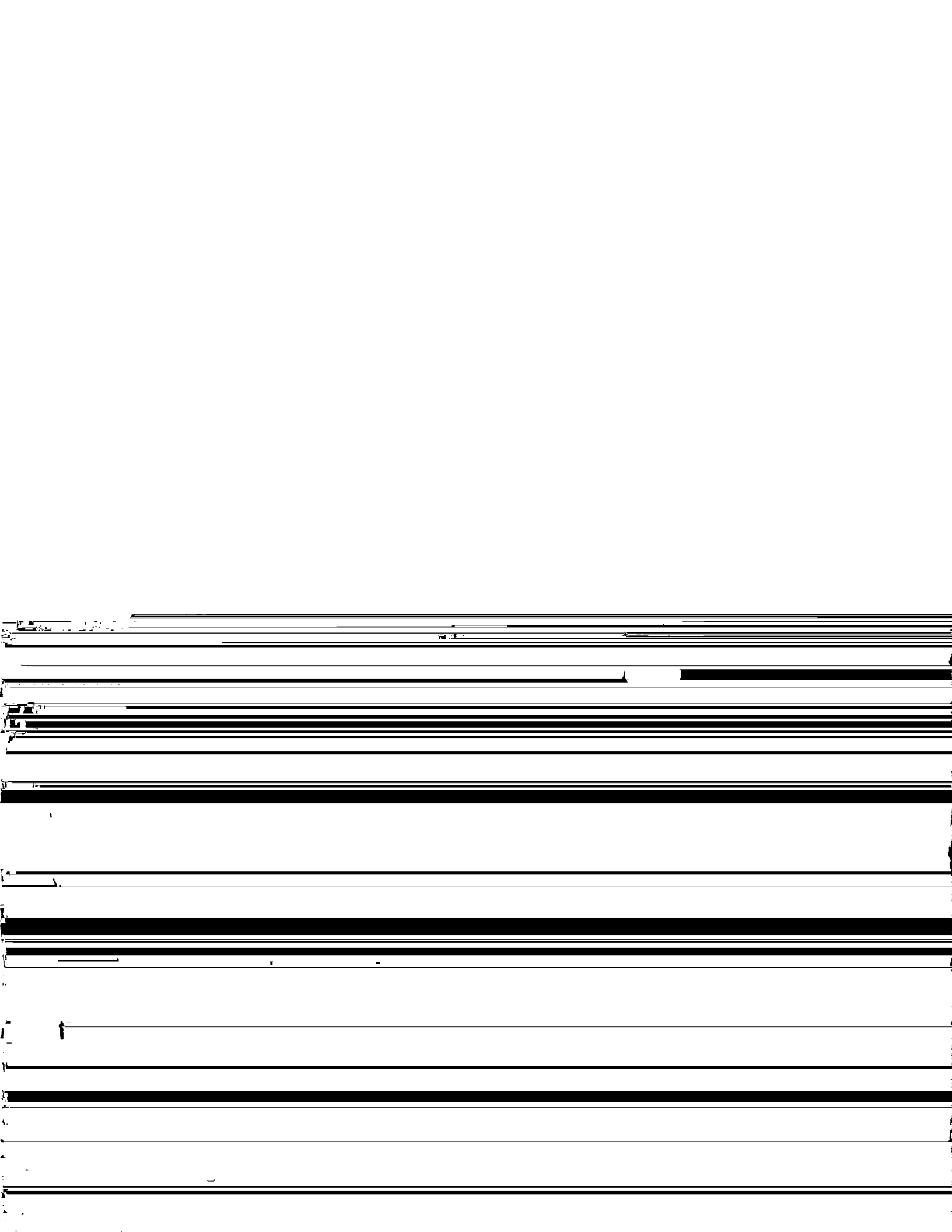
If the object being pilfered is in the noticeable class, the chances of a third party witness to its attempted theft are 1.5 times the normal chances (rounded up). For visible items, there is double the normal chance of witnesses; for particularly special and/or valuable items, the GM may even wish to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

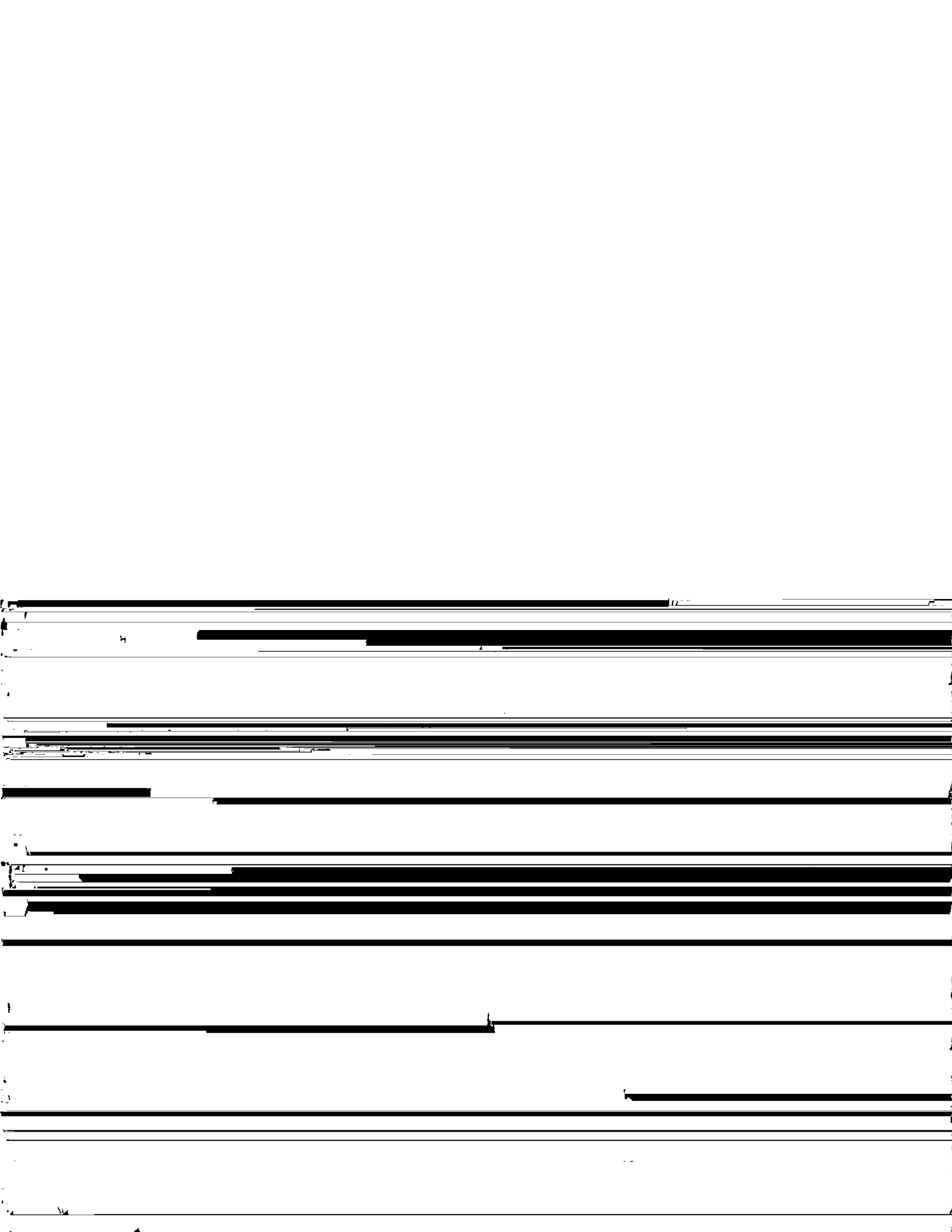
PROPERTIES OF ITEMS FREQUENTLY STOLEN BY CUTPURSES

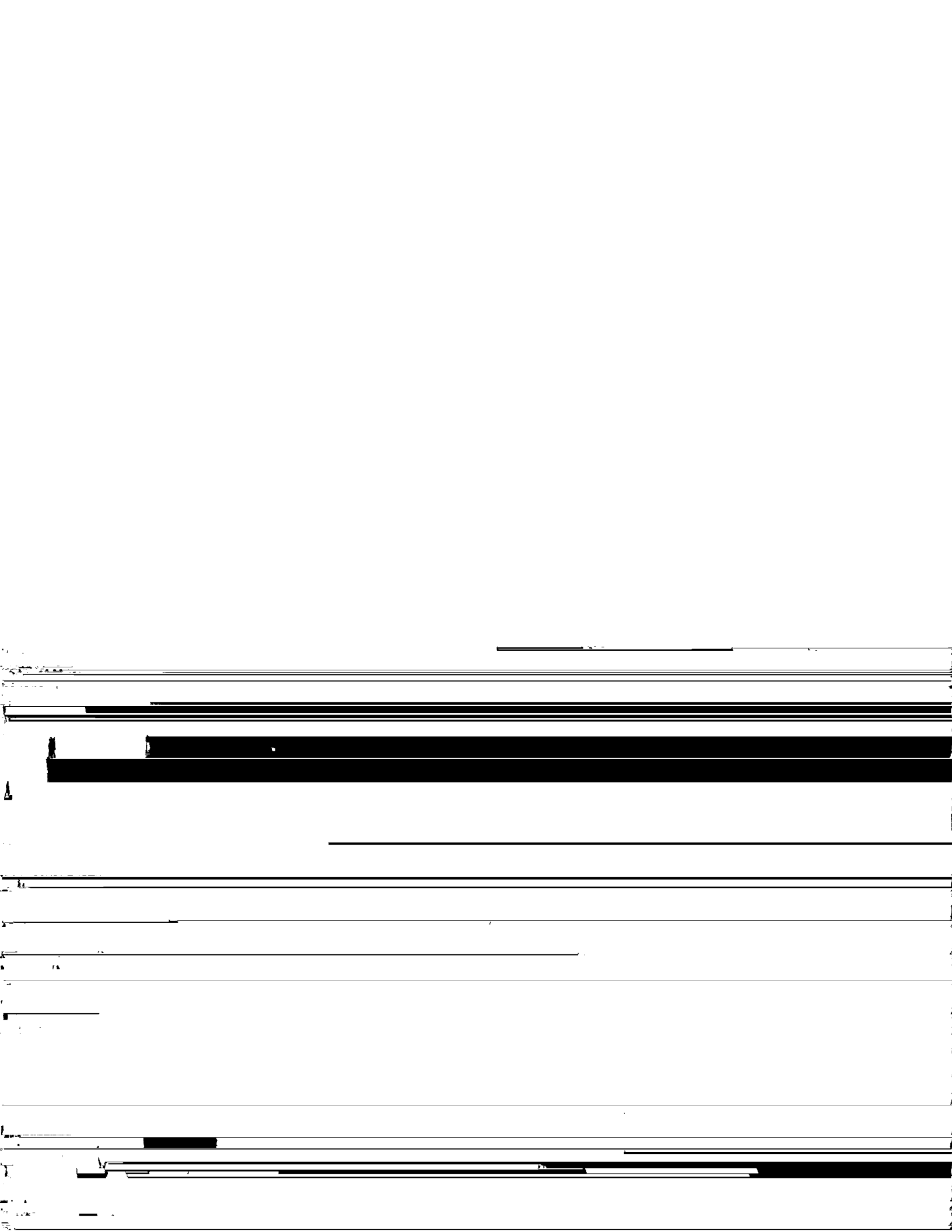
Item	Level of Difficulty	Visibility to Public
Pockets (and small in-pocket items)	1	H
Tiaras, Hair Combs	1	V
Headbands, Coronets	3	V
Headdresses	4	N
Hat Trims (Hatpins, etc.)	2	N
Earrings (Clip)	2	H(a)
Earrings (Pierced)	4	H(a)
Brooches, Pins, Awards	2	N
Necklaces, Medallions, Pendants	2	N(b)
Collars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

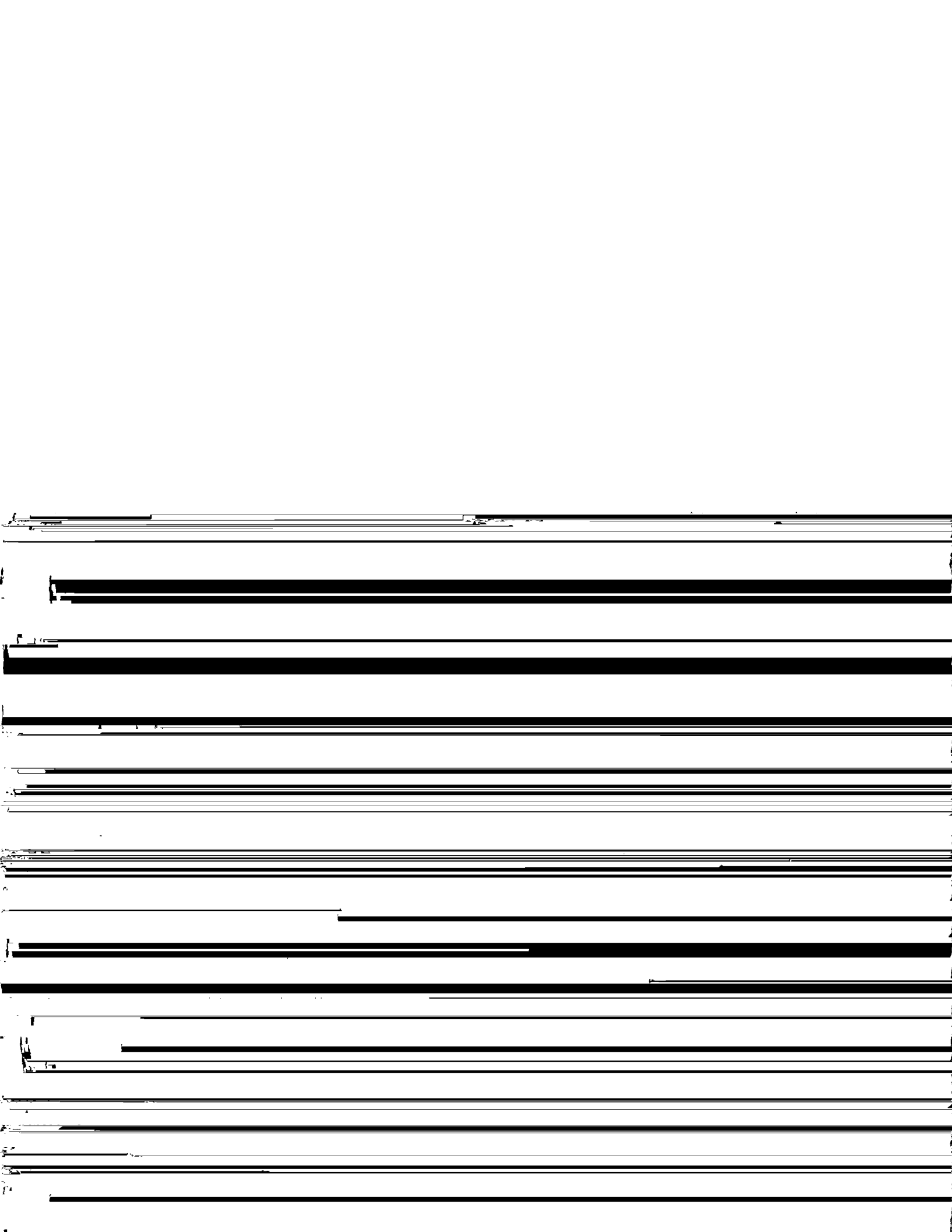
Notes
(a) if extremely large and gaudy, class as N
(b) if large or flashy, class as V
(c) presumes item is worn under long-sleeves; otherwise class as N
(d) if laid down, class as 1 - H

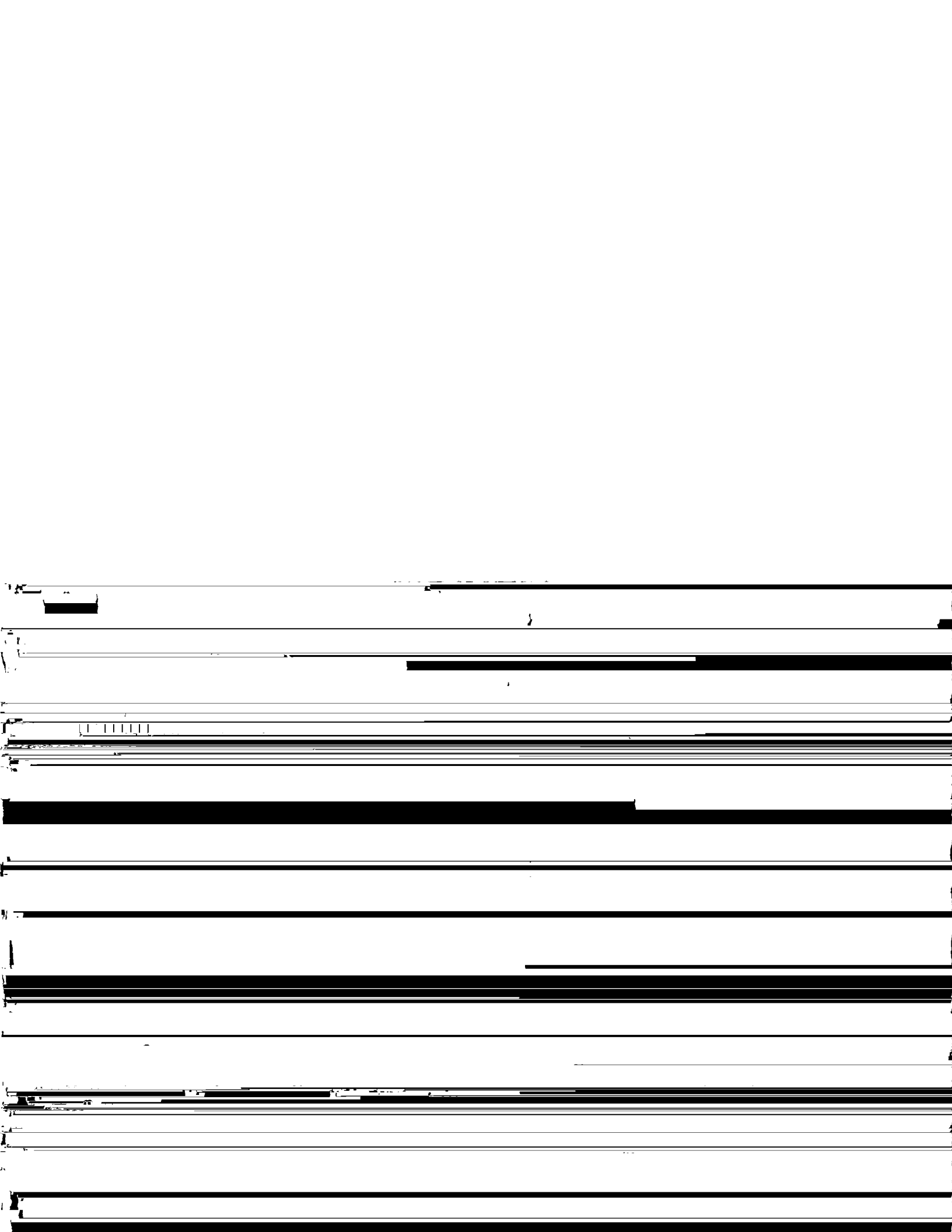












NEW ABILITIES FOR THIEVES

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

SPOT HIDDEN

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

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

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

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

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

1) Character Eyesight - if the character has Excellent eyesight, add +15% to success chances; add +10% for Very Good, +5% for Good, -5% for Poor, and -10% for Bad.

2) Character Race - if the character is elven, add +15% to success chances; kobolds add +10%, dwarves +5%, and pixies -20%.

3) Training Fields - if the character knows Architecture, add +15% to success chances when searching for secret doors; if the character is a Cooper, add +10% (+20% if a master) to success chances when attempting to locate secret panels on barrels, chests, boxes, etc.

4) Experience Level - for each level of experience attained, increase success chances by 2.5%, rounding up (or, more simply, add 3% for even levels - 2, 4, 6, etc. - and 2% for odd - 3, 5, 7, etc.).

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

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

All chances described so far represent the character's chance of locating a desired object through Perfunctory search, a rapid examination of the area or object in question. Both thieves and non-thieves may increase their chances of Spotting Hidden by undertaking a more Detailed search. If a player declares that he is making a Detailed search, multiply his normal success chances by 1.5 (rounding up); multiply the time required for a Perfunctory search by 4. To give the GM some guidelines for time requirements for searching, some examples are provided (the times are givn in the number of 15 second melee rounds required):

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

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

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

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

SENSE AMBUSH

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

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

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

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

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

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

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

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

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

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

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

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



RACIAL AND REQUISITE THIEVING BONUSES

Intelligent Race	Sense Traps	Pick Locks	Locate Traps	Disarm Traps	Pick Pocket	Silent Motion	Shadow Hide	Climb (10')	Hear Noise
Human									
Uruk Hai									
Half-Orc									
Dwarf	+30%	+5%	+10%	+15%		+5%	+5%		
Hobbit		+10%	+5%	+5%	+5%	+25%	+25%		+10%
Elven					+5%	+10%	+15%		
Half-Elf						+5%	+5%		
Orc			+5%		+10%		+10%		
Centaur			+10%		+5%	-10%	-20%	-98%	+10%
Kobold			+5%		+10%	+15%	+15%		+20%
Pixie	+10%	-20%	-35% M+30%	-20% M+15%	+15%	+15%	-40%	+20%	
Goblin	+10%	-10%	+5%	+10%	+10%	+15%	+15%	+5%	

Requisite	Talent	Coord	Coord	Disc	Coord	Coord	Reflex	Reflex
3 or less		-30%	-45%	-30%	-35%	-40%	-40%	-20%
4-5		-20%	-20%	-30%	-20%	-20%	-20%	-10%
6-8		-10%	-10%	-15%	-10%	-10%	-10%	-5%
9-12								
13-14	+2%		+5%			+5%	+5%	+1%
15	+4%		+5%		+5%	+5%	+5%	+2%
16	+5%		+10%	+5%	+5%	+5%	+5%	+3%
17	+6%	+5%	+10%	+5%	+5%	+10%	+10%	+4%
18	+8%	+5%	+15%	+5%	+10%	+10%	+10%	+5%
19	+10%	+10%	+15%	+10%	+10%	+15%	+15%	+7%
20	+12%	+10%	+20%	+10%	+15%	+15%	+15%	+9%
21	+15%	+15%	+20%	+15%	+15%	+20%	+20%	+11%
22	+18%	+15%	+25%	+15%	+20%	+25%	+25%	+13%
23	+22%	+20%	+30%	+20%	+25%	+30%	+30%	+15%
24	+27%	+25%	+40%	+25%	+30%	+35%	+35%	+20%
25 or more	+35%	+30%	+50%	+30%	+35%	+40%	+40%	+25%

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

NORMAL SENSORY ABILITIES

A player-character's sensory perceptions can alert him to potential danger, allow him to get his bearings in unfamiliar surroundings, or enable him to locate a sought-after item. Base sensory abilities for sight, smell, taste, and hearing are listed below, along with any racial or training modifiers that should be applied to these skills. Base chances may of course also be affected by circumstances arising in the course of play (weather effects such as changing wind direction or fog, effects of camouflage, etc.).

1) Daytime Sight.
Sighting abilities refer only to persons or objects within the player's current line of vision (as represented by facing, stated intentions, etc.). At distances up to 50' away, the average player-character can identify such objects 90% of the time. Between 50 and 150', this percentage chance drops to 60%; over 150', to 30%. Players should receive pluses to these percentage chances when in familiar surroundings, or if looking for a person or thing known to be in the area; conversely, penalties should be assessed if the sought object has been deliberately camouflaged.
Racial Adjustments: Elves +10%
Kobolds -20%
Centaurs +20%
Training Adjustments: Tracking +10%

2) Night Sight.
Night vision abilities refer to a character's chances of identifying shapes, movement, etc., in dim light (such as moonlight or firelight). Many character races (all but Humans, Hobbits, and Centaurs) possess "hypervision", which permits them to see up to 60' in any conditions except absolute darkness. Characters without hypervision have a 30% chance of identifying shapes within a 50' radius, a 10% chance of identification at a range of 50 - 150', and only a 1% chance at further distances. For those with hypervision, success chances at these ranges are 80, 30, and 10%, respectively.
Racial Adjustments: races having hypervision are Elves, Dwarves, Kobolds, Orcs, Uruk-Hai. (Half-elves and half-orcs inherit night sight abilities, if any, from the father of the union).
Training Adjustments: None

3) Smell
Player characters begin their careers with a 10% base chance to identify nearby smells. The character receives a 20% bonus to these chances when attempting to identify a smell he/she has successfully recognized in the past. Chances of smell identification should be adjusted to reflect the number of sources of the smell (the smell of ten ghouls is more pronounced and easier to recognize than the smell of one), wind direction, etc.
Racial Adjustments: Centaurs +10%
Dwarves +10%
Kobolds +30%
Training Adjustment: Dyeing +10%
Perfumery +25%
Husbandry +20%

4) Taste.
Player characters have a base 15% chance of identifying a substance through taste analysis. A 20% bonus to these chances is given whenever a previously tasted substance is tested. Chances of taste analysis diminish if a character attempts to sample several different substances in a single sitting.
Racial Adjustments: Dwarves -10%
Orcs -10%
Uruks -10%
Hobbits +10%
Training Adjustments: Cooking +15%
Brewery +10%

5) Hearing.
Player characters have a base 10% chance of identifying nearby sounds (within 60' indoors and 250' outdoors). Note: Thieves receive an automatic 10% bonus to hearing chances at 1st level; their hearing abilities also improve with experience, as described in Chapter 4.
Racial Adjustments: (See THIEVING BONUSES table above).
Training Adjustments: None

CHARACTER SENSORY ABILITIES

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

1) DAYTIME SIGHT.

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

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

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

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

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

2) HEARING.

Player-characters have a base 10% chance of Hearing, and perhaps identifying, nearby sounds (within 60' indoors and 250' outdoors). Thieves will receive an automatic 10% bonus to Hearing chances at 1st level; their Hearing abilities also increase by 10% for each 3 levels of experience gained - these bonuses are gained at 4th, 7th, 10th, 13th levels, etc.

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

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

3) SMELL.

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

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

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

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

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

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

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

4) TASTE.

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

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

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

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

ADJUSTMENTS TO BASE SIGHT IDENTIFICATION CHANCES

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

ADJUSTMENTS TO BASE HEARING CHANCES

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

ADJUSTMENTS TO BASE SMELL IDENTIFICATION CHANCES

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

ADJUSTMENTS TO BASE TASTE IDENTIFICATION CHANCES

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

CHAPTER 2

RULES OF PLAY

Movement, Combat,
Magic, Disguise,
and other Thievish Pursuits

MOVEMENT

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

Overland movement is measured on a daily basis, and rates are normally about 12 miles a day for an unarmored character walking through relatively clear territory; travel averages about half that in rough territory, and about one quarter in mountainous terrain. Most riding animals that will be used in the game can travel about 30 miles a day in relatively clear terrain, half that in rough country, but may be slowed to as little as one tenth that when traveling in mountainous areas. It is suggested that the GM handle overland movement on his basic campaign maps by having each hex represent a 5 mile grid.

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

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

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

MOVEMENT RATES

ENCOUNTER SCALE MOVEMENT FACTORS
(in hexes per turn)*

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

*(For fractional EMFs, use the specified pattern, and repeat each set of turns:
5/2 Move 3, then 2;
5/3 Move 2,1,2;
3/2 Move 2,1;
4/3 Move 1,2,1;
2/3 Move 1,0,1;
1/2 Move 1,0;
1/8 Move 0,0,0,0,1,0,0,0)

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

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

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

Key: 1/2,3/4,etc.- fraction of normal EMF permitted.
NE - No Effect
NA - Movement thru this terrain not permitted.
[1] Burros are exempted from this restriction; may move 1 hex/turn.
[2] Pixies are exempted from this restriction; may move at 3/4 normal rate

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

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

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

1) running,
2) terrain effects, and
3) excessive encumberance.

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

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

3) Effects of Encumberance.
It is an obvious general conclusion that the more weight a character attempts to carry, the slower he will move. The Fantasy System rules try to incorporate these effects without introducing elaborate calculations of encumberance. Assume that each race can carry the following maximum weight load in addition to armor, weapon and shield, and one small backpack full of food and equipment:

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

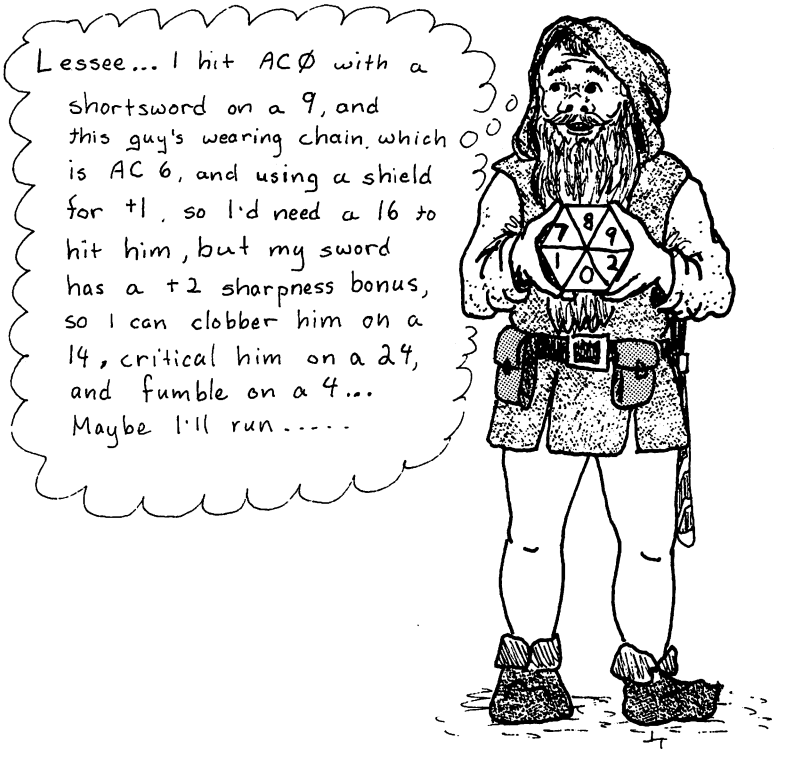
If a particular character has a natural (before racial adjustment) STR rating of 15-17, increase base carrying capacity by 25%; if STR is 18 or higher, add 50% to encumberance limits.

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

COMBAT RESOLUTION

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

All attacks are resolved through the roll of a D20. Each character or monster is assigned a base hit probability for each weapon he uses. Base HP (called HAC0) represents the die roll that must be equalled or exceeded for the character to successfully strike an unarmored man (Armor Class 0). The HAC0 for a particular weapon may differ among player-characters, due to differences in their inborn physical capabilities



or beginning trainings and skills. HAC0 will also improve over time as a character gains experience and/or acquires weapons expertise.

To determine whether a player-character has successfully hit a foe with an attack, the opponent's effective armor class (hereafter abbreviated as EAC) is added to the attacker's HAC0 for the weapon he is using. EAC represents both the defined protective value of the armor, shields and helm worn by a character, and the added protection provided by the player's instinctive reactions (referred to as his Dodge ability). If the attacker's die roll equals or exceeds his HAC0 + opponent's EAC, a hit has been scored.

Example: Dworin, a 1st level dwarven thief with no HP bonuses for coordination, has a HAC0 of 9 with a shortsword. He attacks Sledge, a human fighter wearing leather armor (armor class 4), carrying a small shield (+1 to AC) and possessing a +2 Dodge (totalling an EAC of 4+1+2, or 7). Dworin needs a 16 (9+7) or greater on a D20 to hit Sledge.

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

Critical Hits.

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

CRITICAL HITS AND FUMBLES

CRITICAL HITS

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

FUMBLES

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

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

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

Effects of critical hits frequently last far beyond the immediate battle, even when (if) the affected player survives. STM loss is recovered at a rate of 1 point per game day; while STM is below normal, reduce the character's total HTK by the ratio of:

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

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

Fumbles.

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



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

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

Recovery from Non-Critical Wounds.

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

ADDITIONAL COMBAT TACTICS FOR THIEVES

The general rules of combat are designed to deal with situations of face-to-face combat. In many cases, this is precisely the type of fight that a thief wants to avoid, since it gives the other party such a fair chance to win. The following tactics may therefore be employed by any thief to attempt to improve his advantage.

1) Backstabbing.

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

Example: Gudjarn, an average 1st level thief, is attempting to backstab a victim with a dagger; he has a HAC0 of 8 (instead of the usual 11) and scores a critical hit on his unarmored victim (AC0) with a 14 or greater (rather than the usual 18). He is successful (rolling a 12), and the blow does double the normal damage for the weapon used; however, no critical wound is scored.

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

2) Coshing.

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

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

COSHING PROBABILITIES

Headgear of Victim	Base Hit Prob
None	5
Cloth coif	6
Hat	6
Leather helm	10
Norman helm	14
Roman helm	17
Great helm	20

3) Use of Poison-Tipped Weapons.

When possible, thieves may want to improve their fighting effectiveness by applying a systemic poison to the cutting edge of their weapon. Assume that each application of poison will be totally injected into the victim on the first successful blow struck by that weapon. Poisons will retain their potency for 4-48 (4D12) game hours; if unused in that time, they are wasted. No more than 1/4 ounce of poison may be placed on a weapon at one time; if this constitutes less than a full dose of a particular poison, remember to reduce the effective level of the poison accordingly. Damage produced by poison is subtracted directly from a character's stamina rating; if this value falls to 0, the victim dies. If a character's stamina falls to 1/2 its original level, he may only attack once every 2 melee rounds; if 1/4, every 3 melee rounds. If a character dies from being poisoned, the thief responsible receives 25% of normal combat experience (see Chapter 4).

4) Striking from Concealment.

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

SAVING ROLLS

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

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

THE ROLE OF MAGIC

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

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

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

RANSOMING PRISONERS

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

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

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

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

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

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

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

The Revenge Factor.

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

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

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

b.) On a roll of 8-9
An assassin will be hired to murder the captors. His period of service will be 1D3 game months (depending on wealth of victim), and his chances of locating the thieves will be 50% if they are in the same area, 20% if committing highway robbery in another location, and 10% if they are in a city or lying low.

c.) On a roll of 10
The prisoner or a member of the prisoner's family embarks on a personal vendetta that will continue until the death of either the thieves or the vendettist. His chances of locating the thieves will be 5% per month.

Other Alternatives.

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

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

STR) 14
STM) 15
DSC (7
MAG (6
APP) 14

If a character fulfills all these requirements, his/her price on the trading block would be 60-1200GP (6D20x10). If thieves conduct slave sales through a trader, they will receive 50% of the final sales price.

DISGUISE

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

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

1) Add or subtract 5% for each point of difference between the character's IQ and the IQ of the individual to whom the disguise is being presented. This reflects the role that intelligence plays in making a person aware of the important details of an impersonation; (e.g., proper insignia, knowledge of local courtesies, familiarity with well-known names or "catch phrases.") When dealing with groups, character intelligence is compared to the average IQ (rounded down) of the group. This is done mainly for the purpose of simplifying the number of die rolls required, but also simulates the fact that a disguise gains credibility once it is believed by a few "known" individuals. For purposes of this die-roll, all crowds are assumed to have an average IQ of 8 (below normal, reflecting the decreased opportunity for close personal interactions that might reveal flaws in an impersonation).
2) For every point of MAGNETISM above 14, add 5% to the base success chance. Since MAGNETISM reflects a character's general ability to favorably influence people, a high personal MAGNETISM enhances the believability of any disguise. Similarly, a very low MAGNETISM (less than 5), indicates that a character will be disliked on sight, and receives minuses of 5% per point. (All MAG bonuses and penalties are doubled in situations where the disguise requires the character to act in a command or leadership capacity.)
3) For every point of APP above 14, add 5% to the chances of successful disguise whenever dealing with members of the opposite sex. In this case, physical attractiveness is presumed to reduce the subject's

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

4) The family background of a character may restrict or enhance the types of roles that he can sucessfully play. Most peasants are totally unaware of the rituals of daily court life, and almost none can feel comfortable impersonating men of station. Conversely, a nobleman impersonating a peasant or serf will almost always exhibit an inappropriate amount of self-esteem in his bearing. Basic success percentages are downwardly adjusted 30% whenever such unfamiliar roles are attempted. (Family background can also have positive impacts on the credibility of disguise. Add 10% to the success chance whenever the role chosen is from the same class as the character's upbringing. Additionally, guild members receive a 10%, and merchants a 5%, bonus to their chances of successfully portraying any non-military role, because of the wider range of contacts they have made.)

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

BASE SUCCESS CHANCES FOR DISGUISES

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

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

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

10(base chance)
+ 5(each pt DSC) 8)
+ 5(each pt MAG) 11)

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

A sample application of the disguise rules is provided to clarify their use. Damien the dwarf wants to gain access to the upper floor of Baron Egbert's urban townhouse to determine the location of his wife's jewelery box. Damien's relevant attributes are as follows: IQ 15, DSC 10, MAG 8, APP 11, Family Background - Merchant. He decides to impersonate a member of the city guard, searching the house for an escaped convict seen in the vicinity. This disguise, if believed, should enable him to enter all rooms of the house, including the upstairs bedrooms most likely to contain the jewels. He comes to the house late in the afternoon, when only Lady Catherine and her servants are present. The Lady's IQ rating is 11.

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



After ten minutes, Damien is almost ready to depart, having noted a number of potential hiding places for valuables and having unlatched an upstairs window to facilitate his later reentry. Just at that moment, however, the Baron returns home. Encountering the dwarf and his story, the Baron expresses puzzlement that he was not informed of the search, since he had spoken to the chief constable less than an hour earlier. Thus, this confrontation represents a crisis situation that Damien is ill-prepared to face. He has only a 20% chance of rescuing the situation (Base 10% + 5[2 pts of DSC)8] + 0 pts for MAG). Luckily for Damien, the GM rolls an 07 and the dwarf is able to fabricate an acceptable excuse for the Baron. As he pauses to calm his jangled nerves in a nearby alleyway, Damien soothes himself with thoughts of the great treasure that will soon be his . . .

FENCING STOLEN GOODS

Let's rejoin Damien on the morning of the following day after the successful completion of the robbery. His haul consists of: 1000GP in coins; 5000GP worth of small gems; 2 emerald bracelets worth 1000GP each; a diamond-encrusted tiara, engraved and custom-made for Lady Catherine, valued at 15,000GP; a bundle of tapestries worth 1200GP total; and a set of crystal glassware worth 2500GP.

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

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

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

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

For each trader, six characteristics must be established:

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

A small number of prerolled trader characters are presented for the GM's convenience. GMs should use merchant or trader characters from their own campaigns as well, if desired, or a GM may develop traders and fences of his own using the method below.

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

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

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

TRADER CREATION

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

AVAILABILITY OF TRADERS AND FENCES

INITIAL DIE ROLL	SIZE OF TOWN(POP.)	# OF TRADERS PRESENT 0	1	2	3	4	5 plus
01-10	50-100	01-75	76-95	96-99	100	-	-
11-30	101-250	01-20	21-45	46-80	81-95	96-99	100
31-60	251-500	01-10	11-20	21-35	36-50	51-70	71-100
61-90	501-1000	01-02	03-05	06-10	11-15	16-25	26-100
91-99	1001-5000	-	-	-	01-02	03-05	06-100
100	>5000	-	-	-	-	-	01-100

TRADER CHARACTERISTICS

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

* indicates Mastery of the skill

[1] Avon employs three fighters; there is a 65% chance he will order an attack if they outnumber the thieves.

[2] Thrush will attempt to substitute glass and paste fakes on hot items of jewelry, or gems, that are brought to him for appraisal; thieves must roll Locate Traps percentage to detect switch (only one try, from the highest percentage in the group).

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

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

3) Determine number of Training Fields in which the trader or fence is knowledgable (roll D10):
   1 1 field
   2-4 2 fields
   5-7 3 fields
   8-9 4 fields
   10 4 fields and roll again
   Determine which Training Fields; if a field is rolled twice, the trader or fence is a master in that field (roll D20):

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

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

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

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

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

THIEVES' GUILD MEMBERSHIP
ADVANTAGES AND DISADVANTAGES

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

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

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

1) The Guild has a well-established network of connections for selling stolen goods. A thief may pass his goods to the Guild for resale and improve his chances of receiving top value.
2) The Guild has access to many of the local magistrates, and make regular payoffs to insure leniency for their membership when on trial.
3) The Guild can usually provide members with a safe hiding place or passage out of town when they need to escape pursuit.
4) In major cities (pop.)5000), the Guild will provide free of charge improved sets of burglar tools as they become necessary through character advancement (at Levels 5,9,13,etc.)
5) Perhaps most importantly, Guild membership eliminates the possibility that the character will be harassed by both sides of the law. Although a thief may be able to operate independently within a city for a long time if he plans carefully, is not seen, does not brag about his accomplishments excessively, etc., there is always a chance that the Guild will become aware of his activities. The Guild's response, depending on the amount of revenue it believes it has lost, may range from threats to beatings to assassination. The player may wish to avoid these risks through membership.

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

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

GOTCHA, THIEF!
SIMULATING THE MEDIEVAL JUSTICE SYSTEM

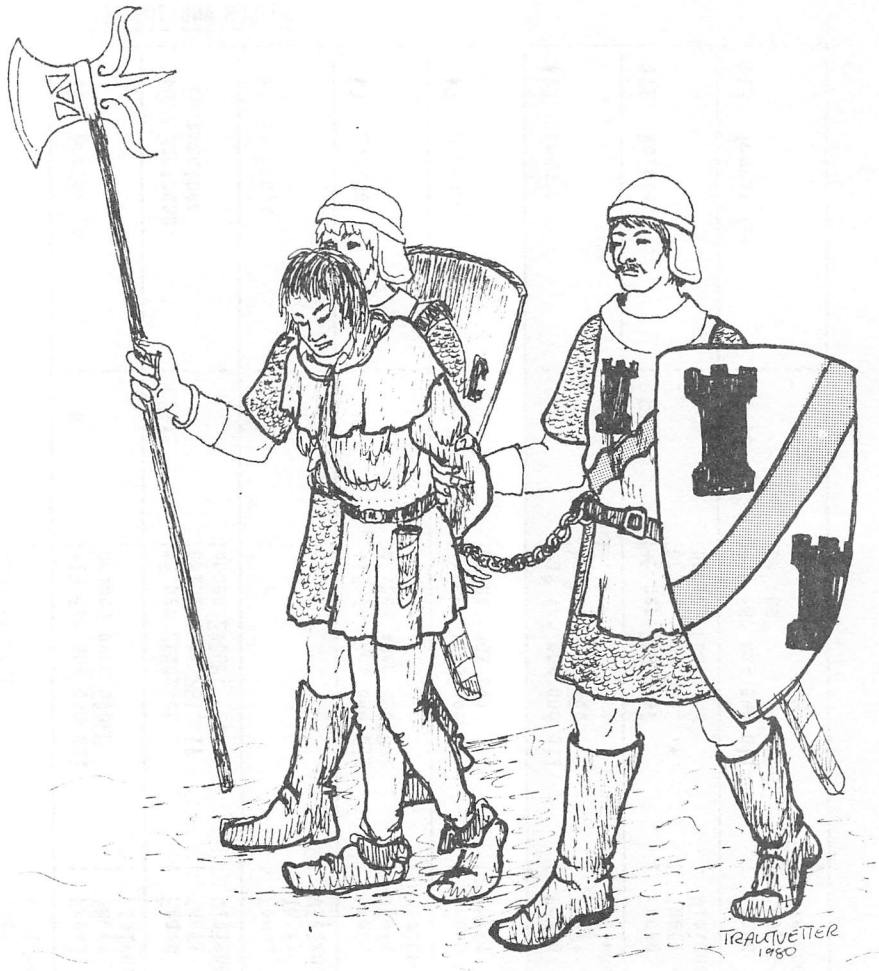
Even for successful thieves, there are times when the best laid plans go astray, and the players find themselves face to face with the local constabulary, a posse, or some other defenders of law and order. In such a situation, the thieves may try to make a run for it, or fight their way to freedom. These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

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

1 Death Sentence
Carried out within seven days in the manner customary in the province (hanging, drawing and quartering, etc.). There is no appeal, but for nobles, the sentence is normally carried out without torture; commoners usually get displayed for the edification and enjoyment of the mob. Very rarely, the ruling noble of the region may step in with a last minute pardon, but usually . . .

2 Mutilation.
As in Islamic custom (ask your local Ayatollah). The accused might lose a hand, or his tongue, or . . .

3 Imprisonment.
Sentences range from 10 days to 10 years, depending on the severity of the crime and the nature of the judge. If a player is poor, prison may prove a cruel fate, since prisoners had to purchase their own food while in jail . . .



4 Fines.
Fines levied by the court are usually very moderate, ranging from 50-1000GP (50 x D20). Those without the necessary capital either went straight to the local Shylock to borrow it at 60% interest per month, or to result #3 above (Debtors' Prison).

5 Acquittal.
Complete exoneration.

Player-characters may attempt to improve their odds of a favorable verdict in three ways. Two of the training fields available to players, oratory (+20%) and magistracy (+20, or +40 for mastery) improve a character's reaction dice in pleadings before the court. If the player-character belongs to the local Thieves' Guild, the guildmaster can often exert favorable influence on the decision through his contacts with local judges. Finally, judges also may be offered bribes by the confederates of the captured thief. Bribes are the riskiest method of influencing the judicial process; some judges (10-25%) are totally honest and would be deeply offended by a bribe attempt, while others may become insulted if the bribe offered is low by their reckoning. However, in some cases, a player with large capital reserves can virtually guarantee his freedom through a generous bribe, since for some judges, the positive effects of a bribe increase incrementally with the total amount being spent.

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

Magistrate's Name	Guild Contacts	Effects of Bribery Offers	Type of Crime	RESULT OF TRIAL: Death Sentence	Mutilation	Prison Term	Assessment of Fine	Acquittal of Charge
#1. Heydrich "the hangman"	N	N	Fraud	01-10	11-40	41-65	66-80	81-100
			Theft	01-25	26-70	71-80	81-85	86-100
			Violence	01-50	51-75	76-90	91-100	
#2. "Maximum" Jon Srycah	N	-20 regardless of size of bribe	Fraud		01-05	06-60	61-75	76-100
			Theft		01-25	26-70	71-80	81-100
			Violence	01-25	26-40	41-80	81-85	86-100
#3. Agon Stern	N	N	Fraud			01-35	36-65	66-100
			Theft	01-05	06-25	26-60	61-75	76-100
			Violence	01-30	31-40	41-70	71-80	81-100
#4. Onnesaab	G+10	-20 regardless of size of bribe	Fraud			01-30	31-65	66-100
			Theft		01-20	21-50	51-70	71-100
			Violence	01-25	26-40	41-65	66-75	76-100
#5. Harddelyn	N	+10 for any and all bribes over 500GP	Fraud		01-05	06-35	36-65	66-100
			Theft		01-25	26-45	46-70	71-100
			Violence	01-25	26-35	36-65	66-75	76-100
#6. Bertrand Fairweather	G+15	+5 per 200gp of bribe (max 25), if under 200GP, -20	Fraud			01-35	36-65	66-100
			Theft	01-05	06-25	26-50	51-70	71-100
			Violence	01-25	26-35	36-65	66-75	76-100
#7. De Scayls	G+5	N	Fraud			01-30	31-60	61-100
			Theft		01-20	21-45	46-65	66-100
			Violence	01-20	21-30	31-55	56-70	71-100
#8. Evridai	N	+10 for any and all bribes over 250GP	Fraud			01-25	26-55	56-100
			Theft		01-20	21-40	41-60	61-100
			Violence	01-20	21-30	31-55	56-70	71-100
#9. Oannd	G+20	+5 per 100GP of bribe (max 30)	Fraud			01-25	26-50	51-100
			Theft	01-10	11-30	31-45	46-60	61-100
			Violence	01-15	16-25	26-50	51-65	66-100
#10. Kraatr	N	+10 for any and all bribes over 500GP	Fraud			01-20	21-50	51-100
			Theft		01-15	16-35	36-60	61-100
			Violence	01-15	16-25	26-50	51-65	66-100
#11. Roibien	G+20	+5 per 200GP of bribe (max 50), if under 200GP, -20	Fraud			01-20	21-45	46-100
			Theft		01-15	16-35	36-55	56-100
			Violence	01-10	11-25	26-45	46-60	61-100
#12. Travis Tee	G+10	+10 for any and all bribes	Fraud			01-20	21-40	41-100
			Theft		01-10	11-30	31-50	51-100
			Violence	01-10	11-20	21-45	46-60	61-100

TAILING, STAKING, MAKING, & BREAKING

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

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

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

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

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

Staking the Tail

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

Making the Tail

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

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

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

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

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

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

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

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

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

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



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

Breaking the Tail

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

Perceptiveness: as for spotting chances.

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

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

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

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

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

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

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

Relative Experience: as for spotting chances.

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

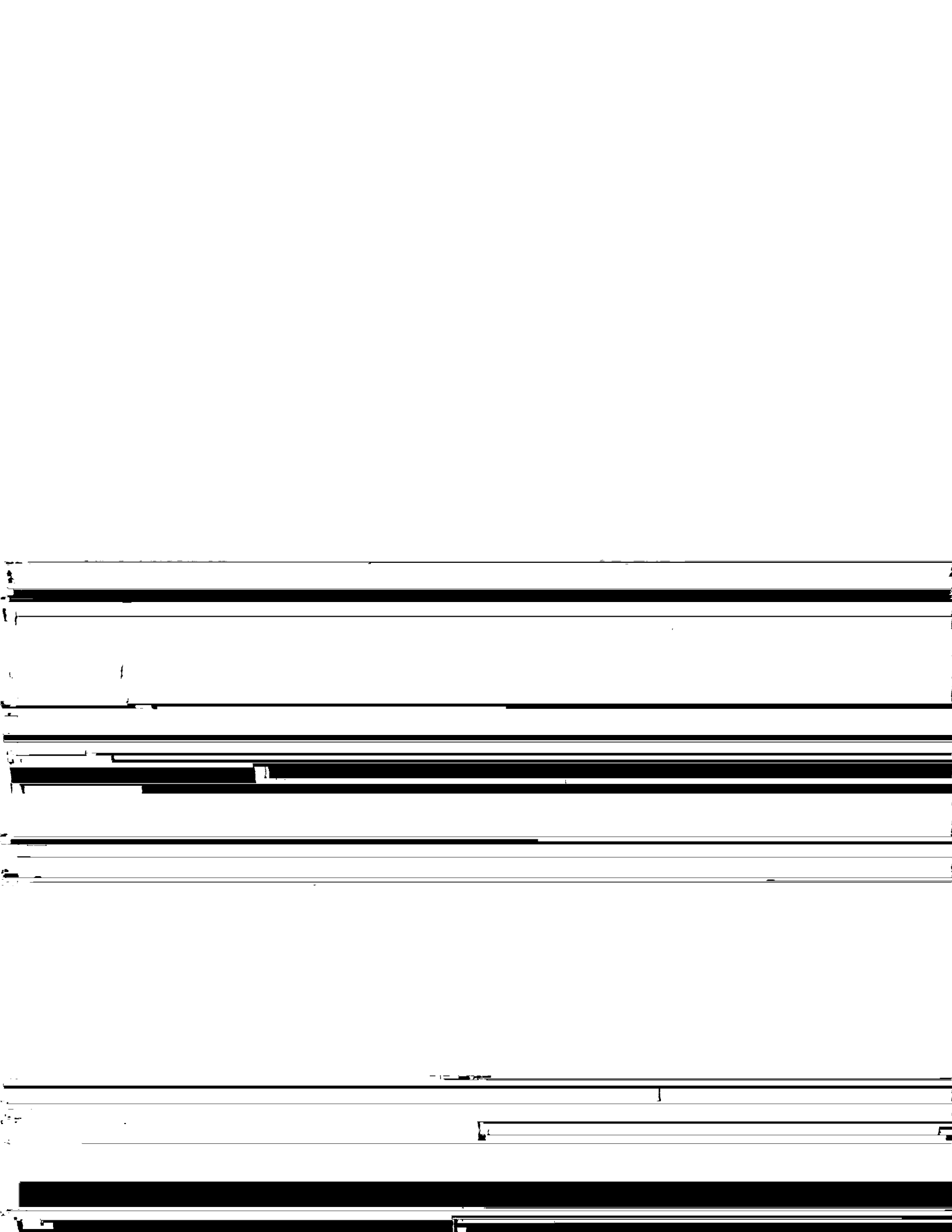
Arcane Bugging

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

Special Tails

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

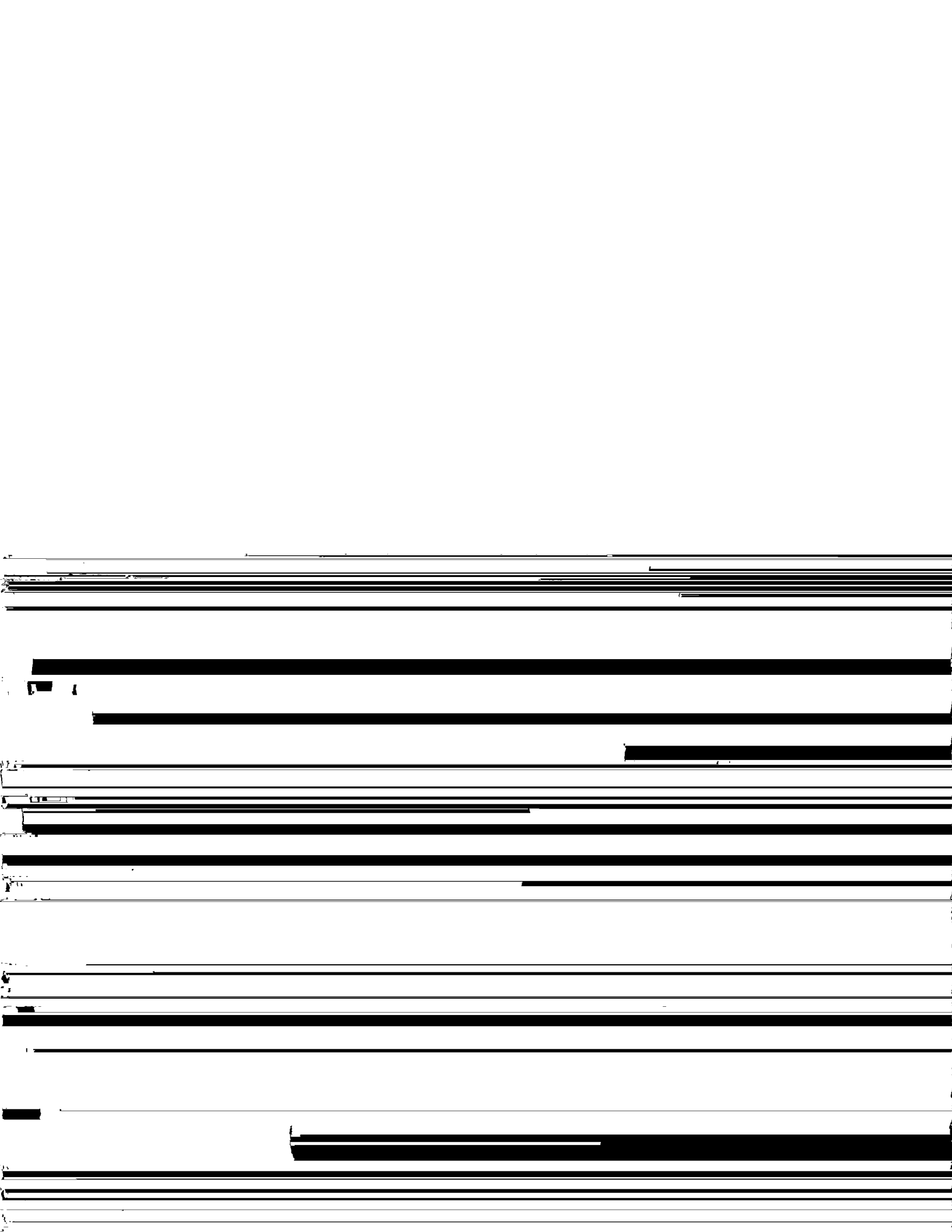
Another special tail is the "obvious" tail, in which one member of the tailing team makes himself very obvious to the quarry as a pursuer, eventually allowing himself to be shaken. The other member(s) of the team, meanwhile, keep up a normal exchange tail with frequent changes. This may lull the quarry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

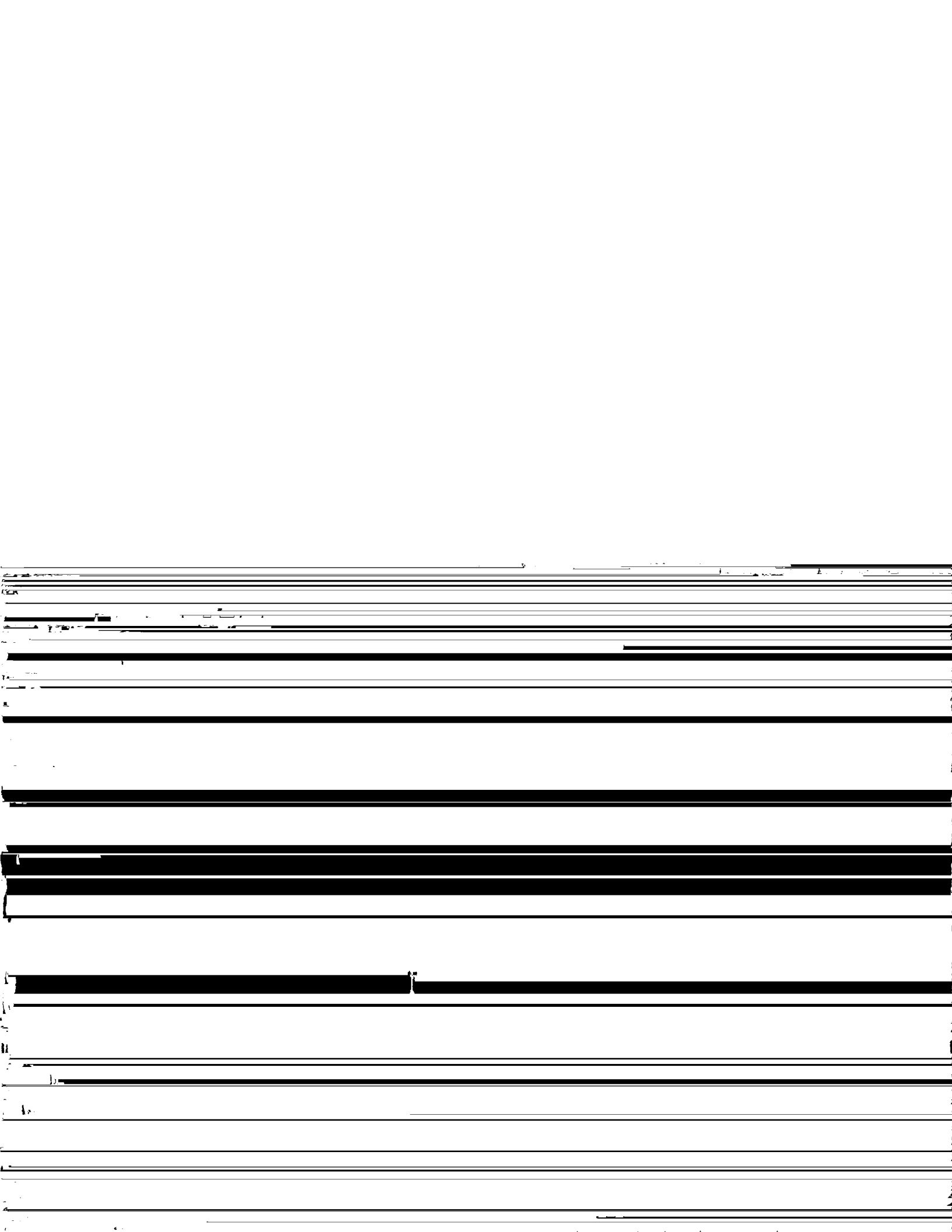


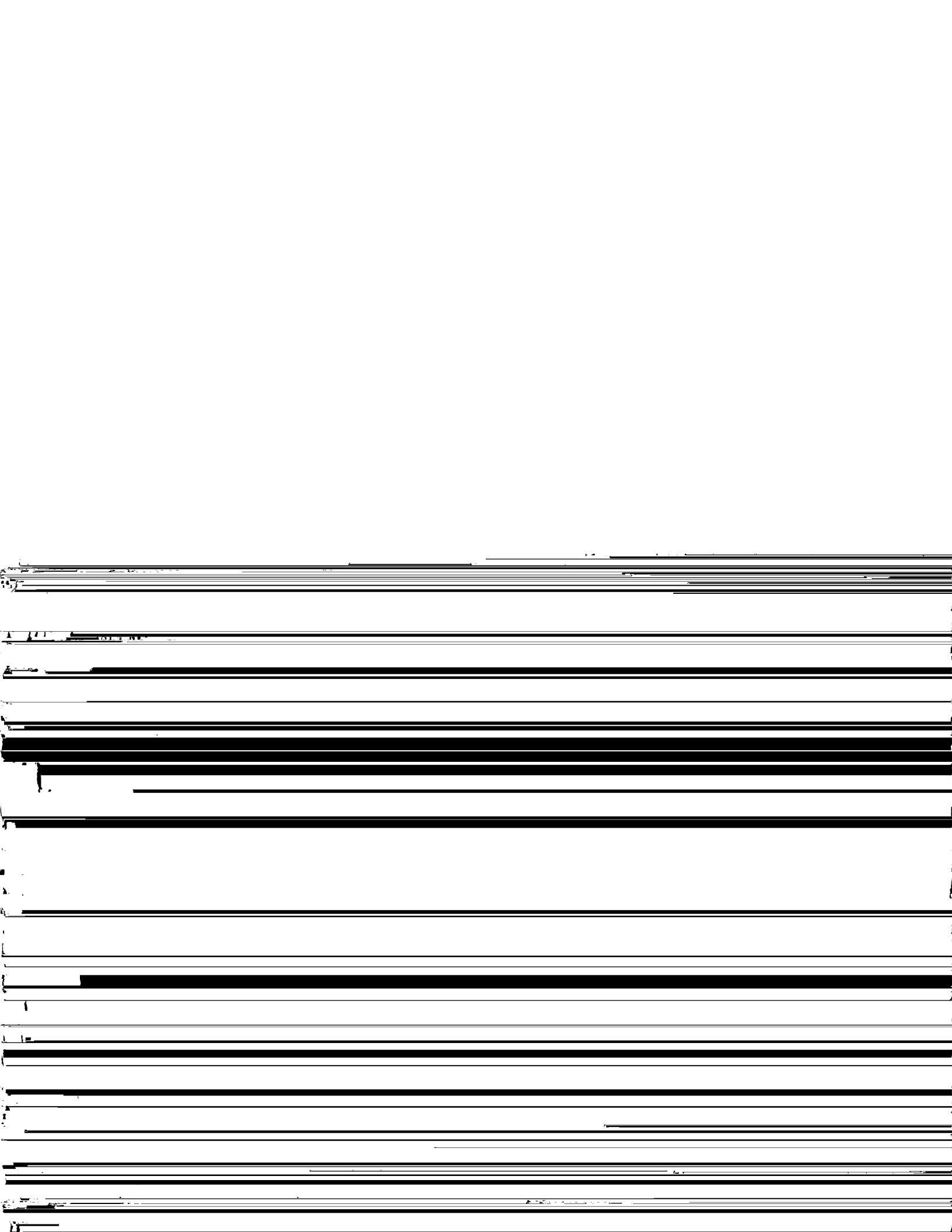




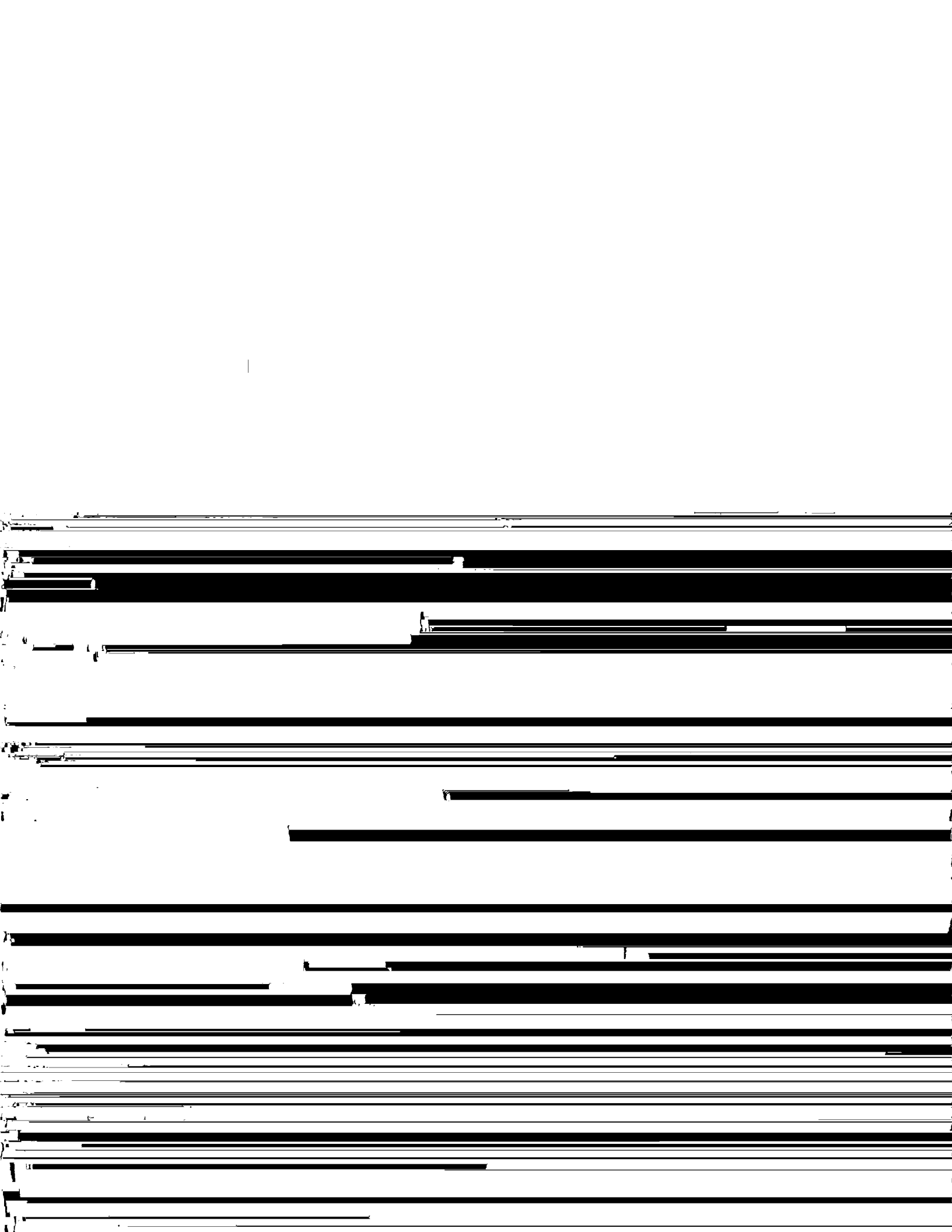


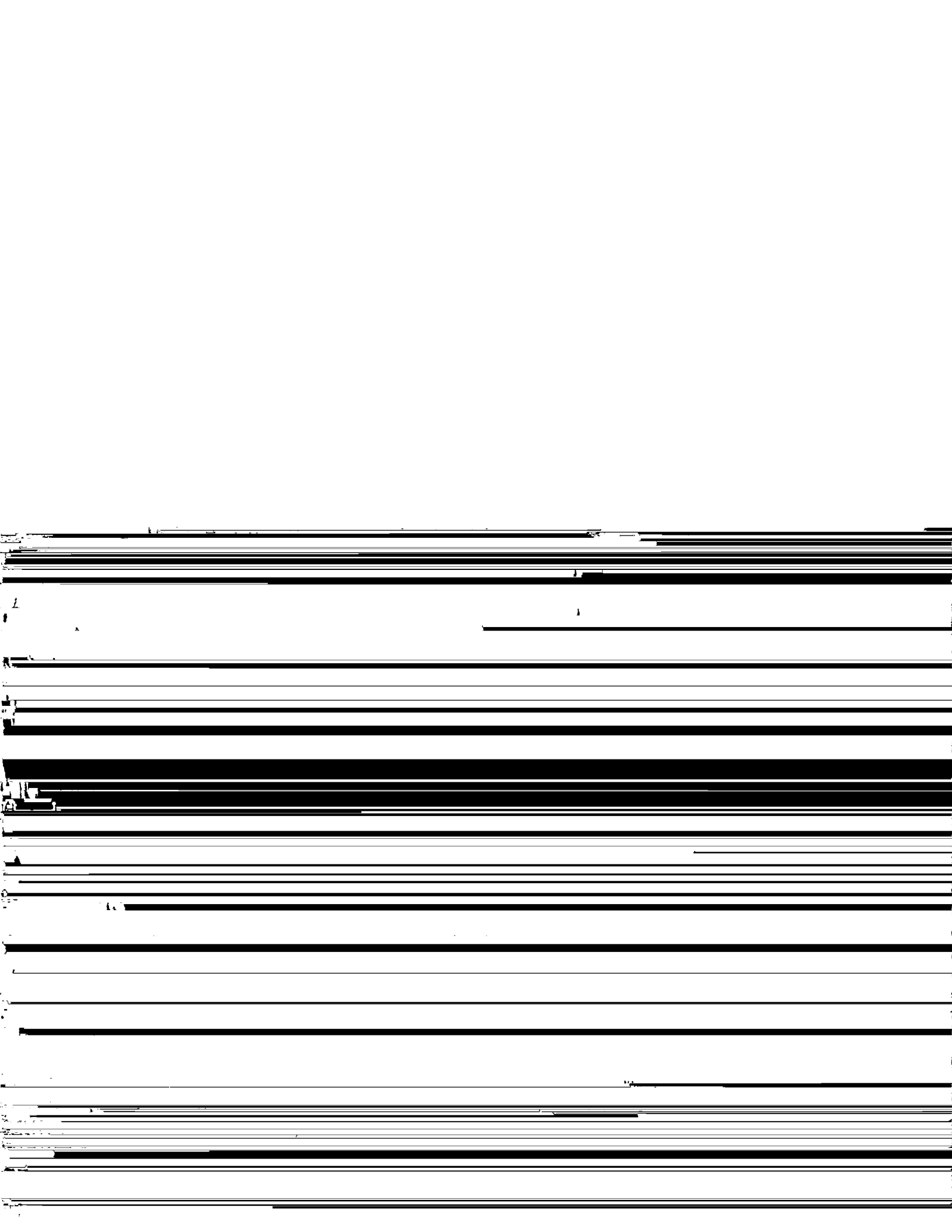




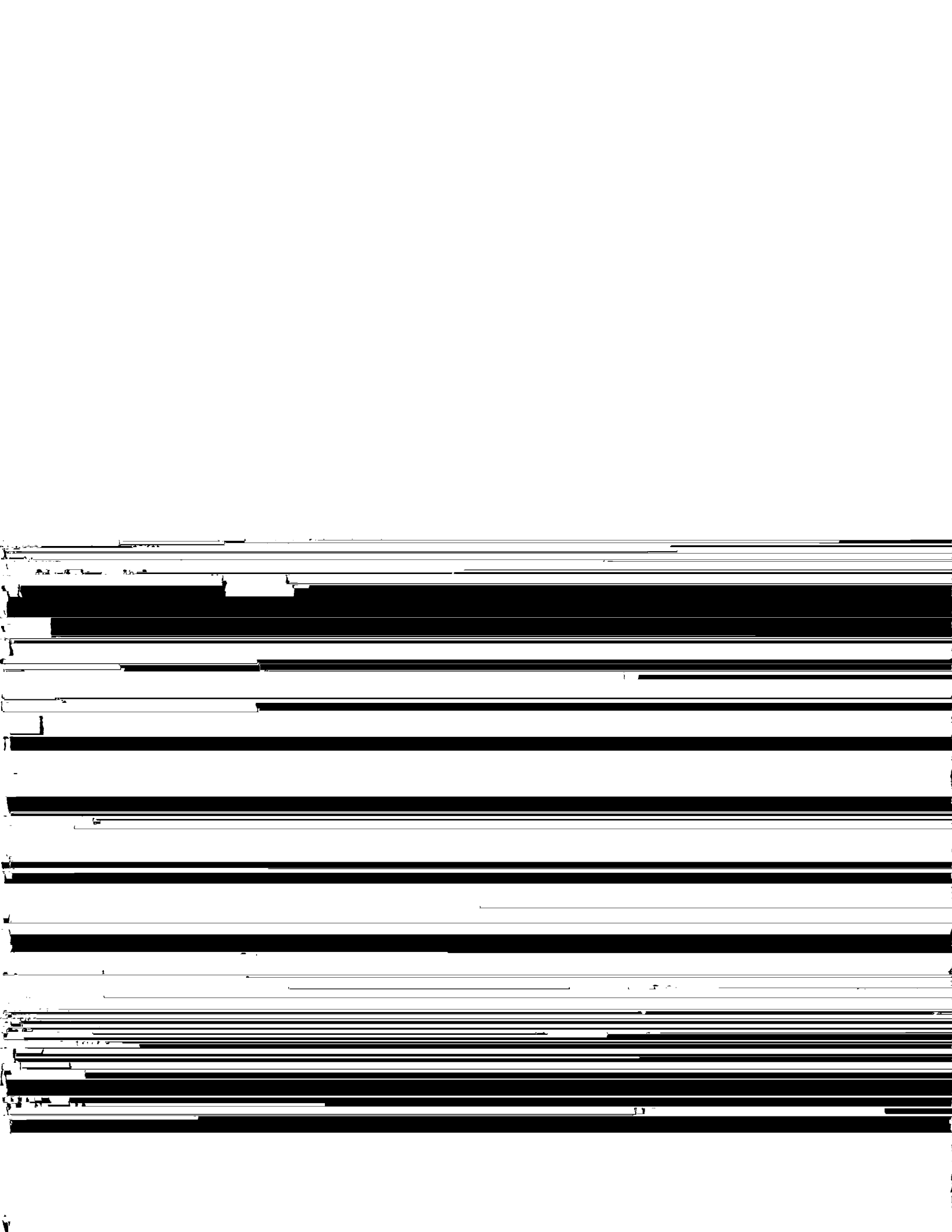


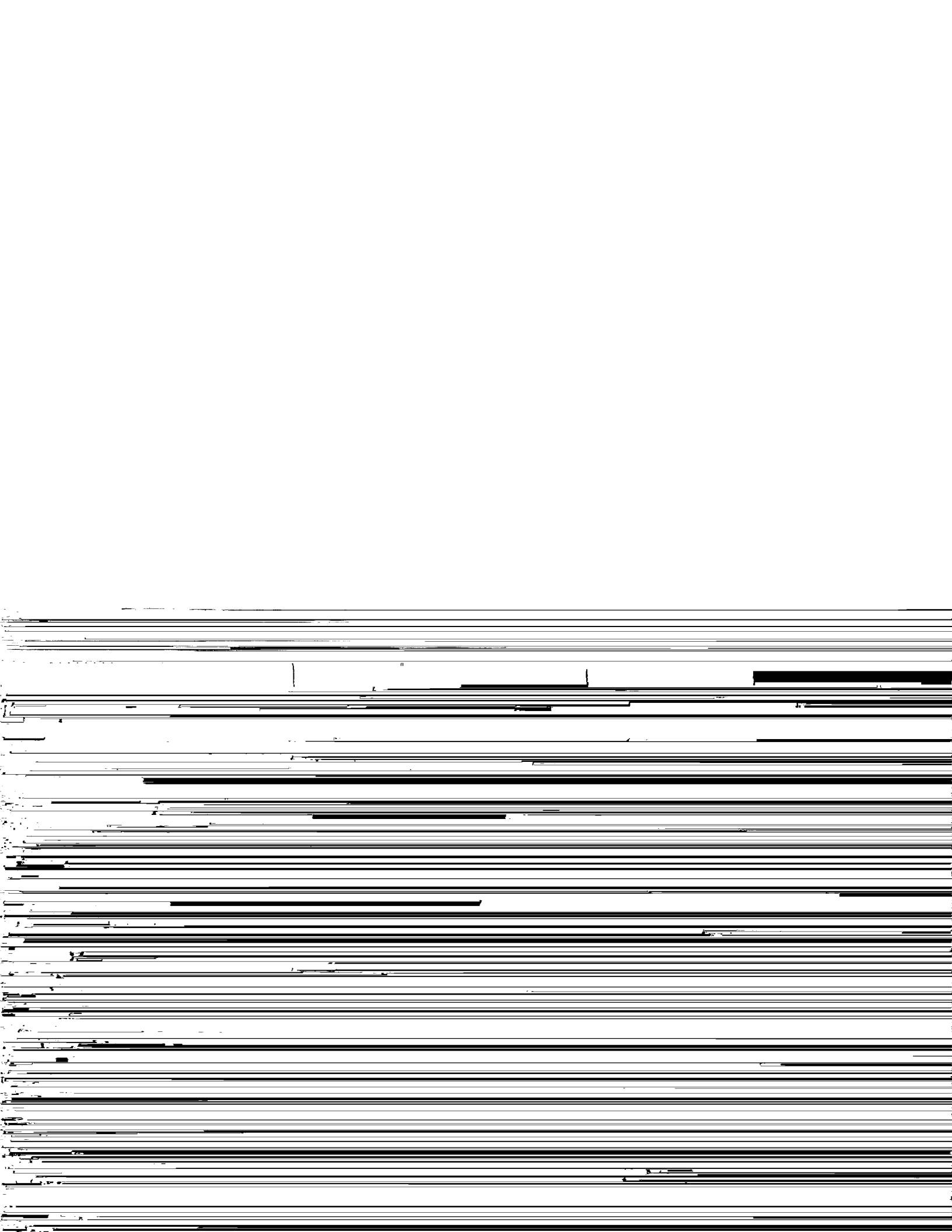


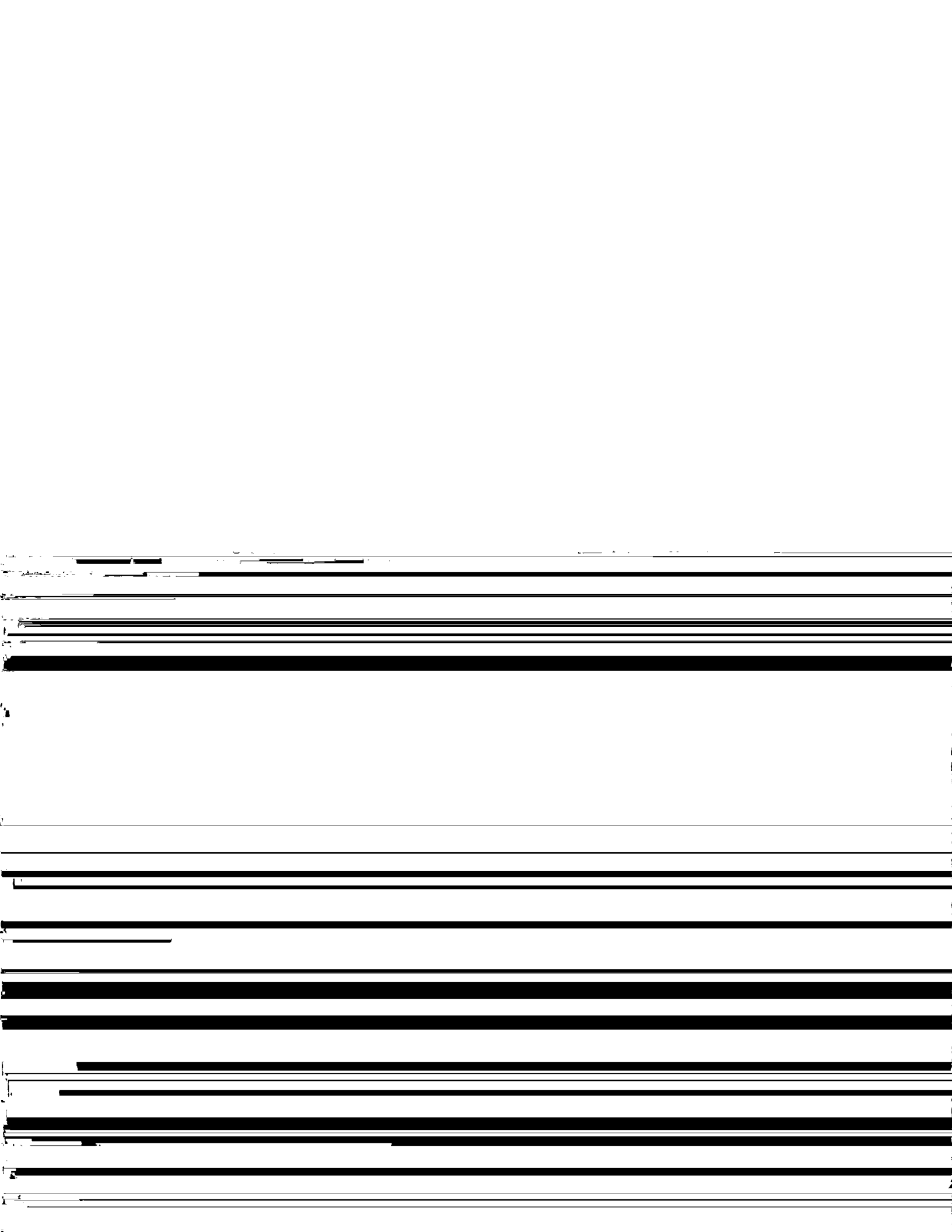


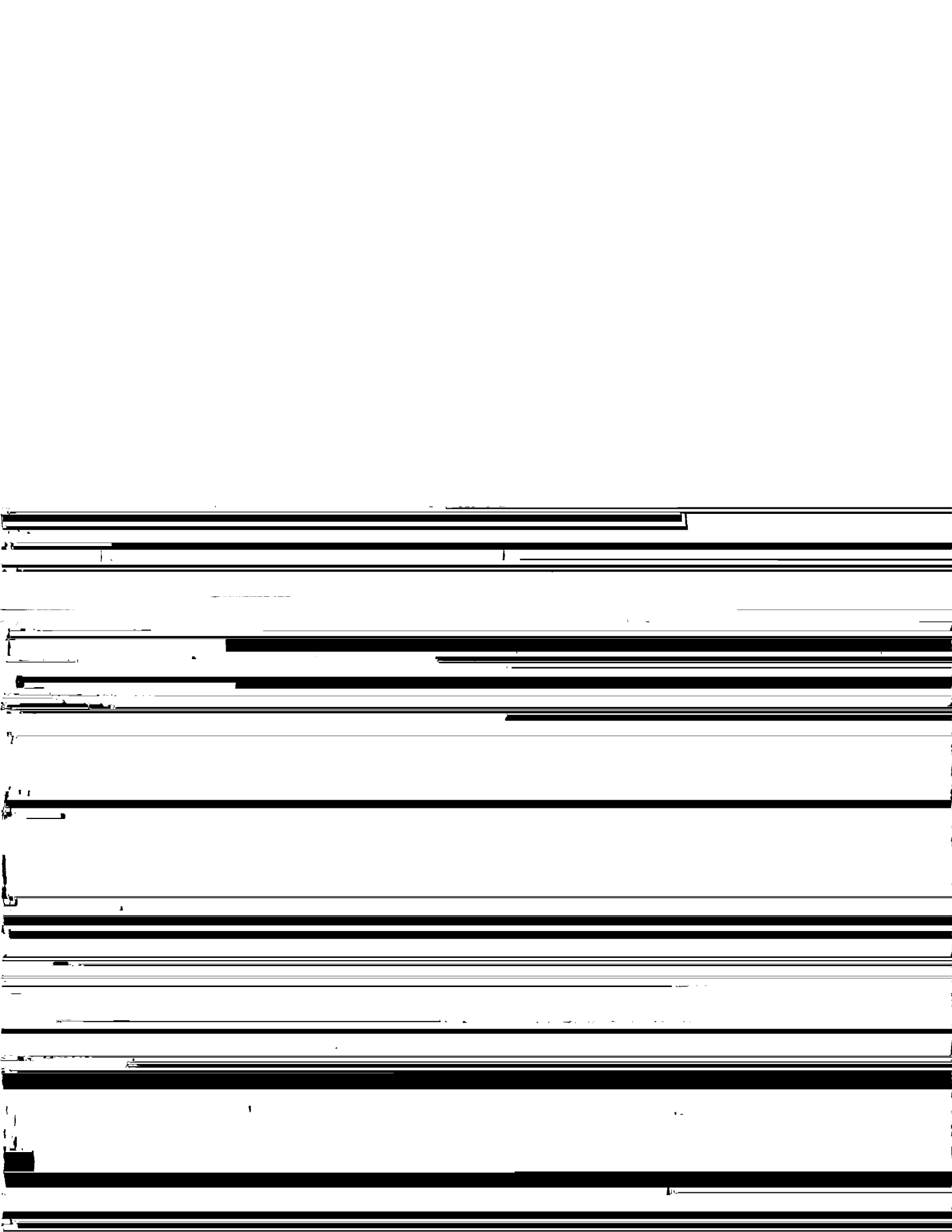


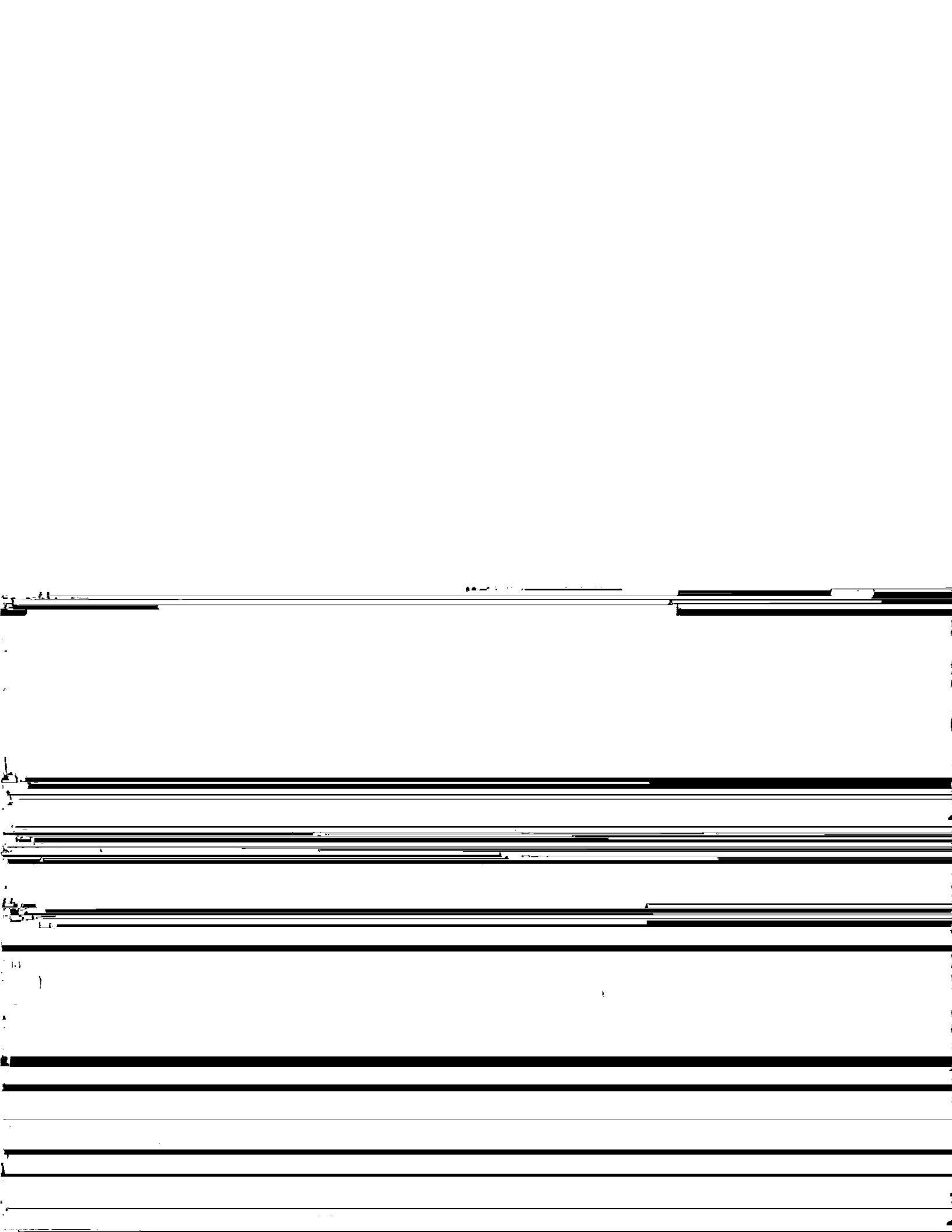


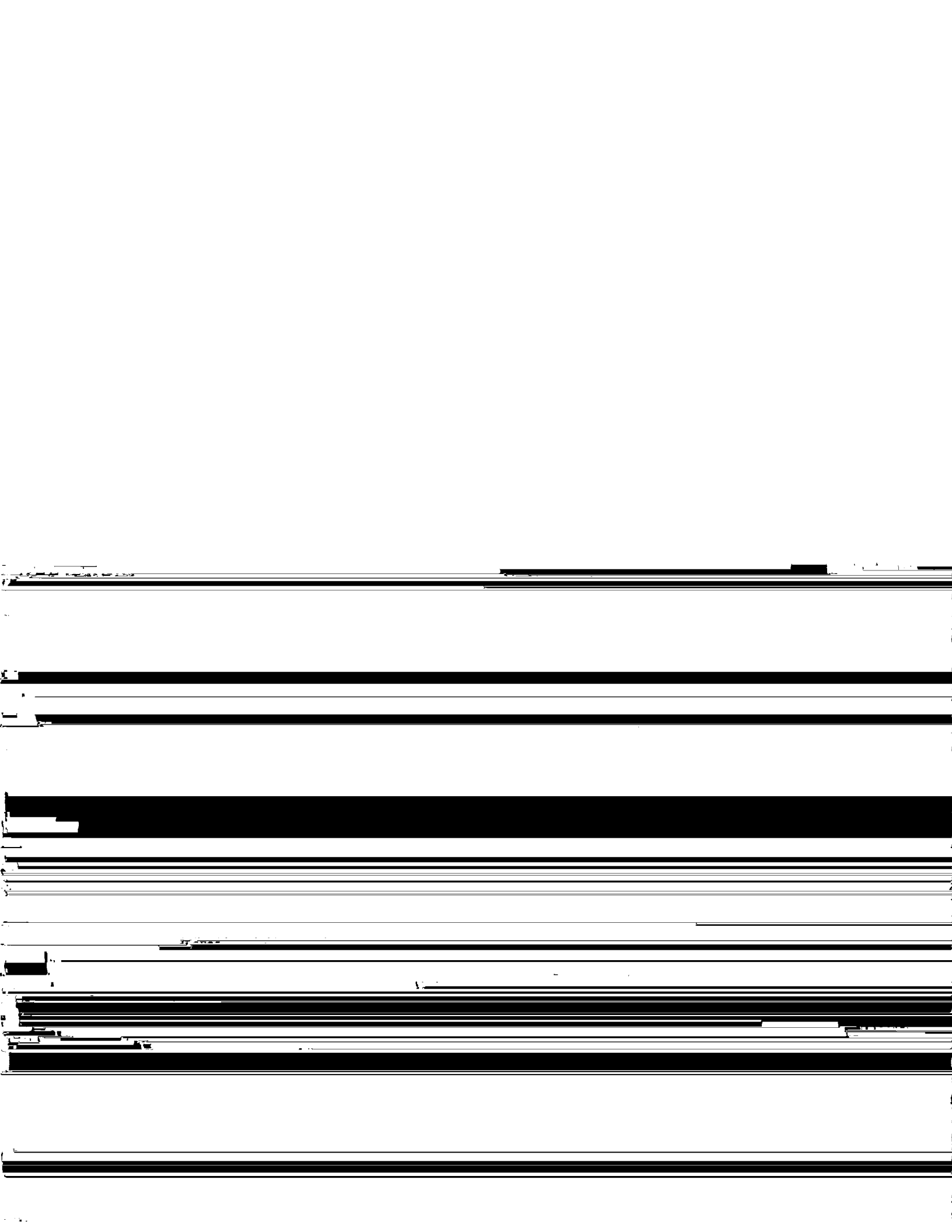


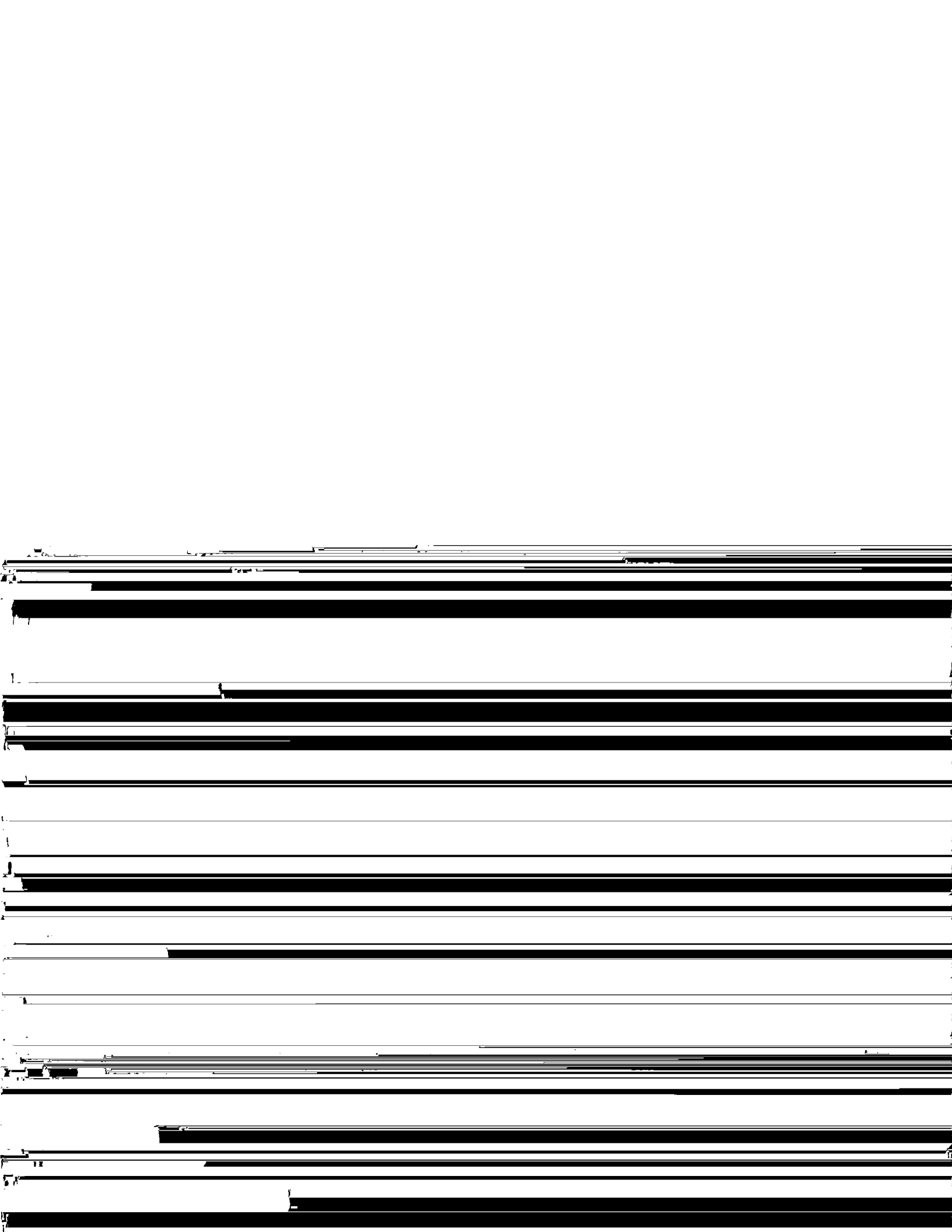










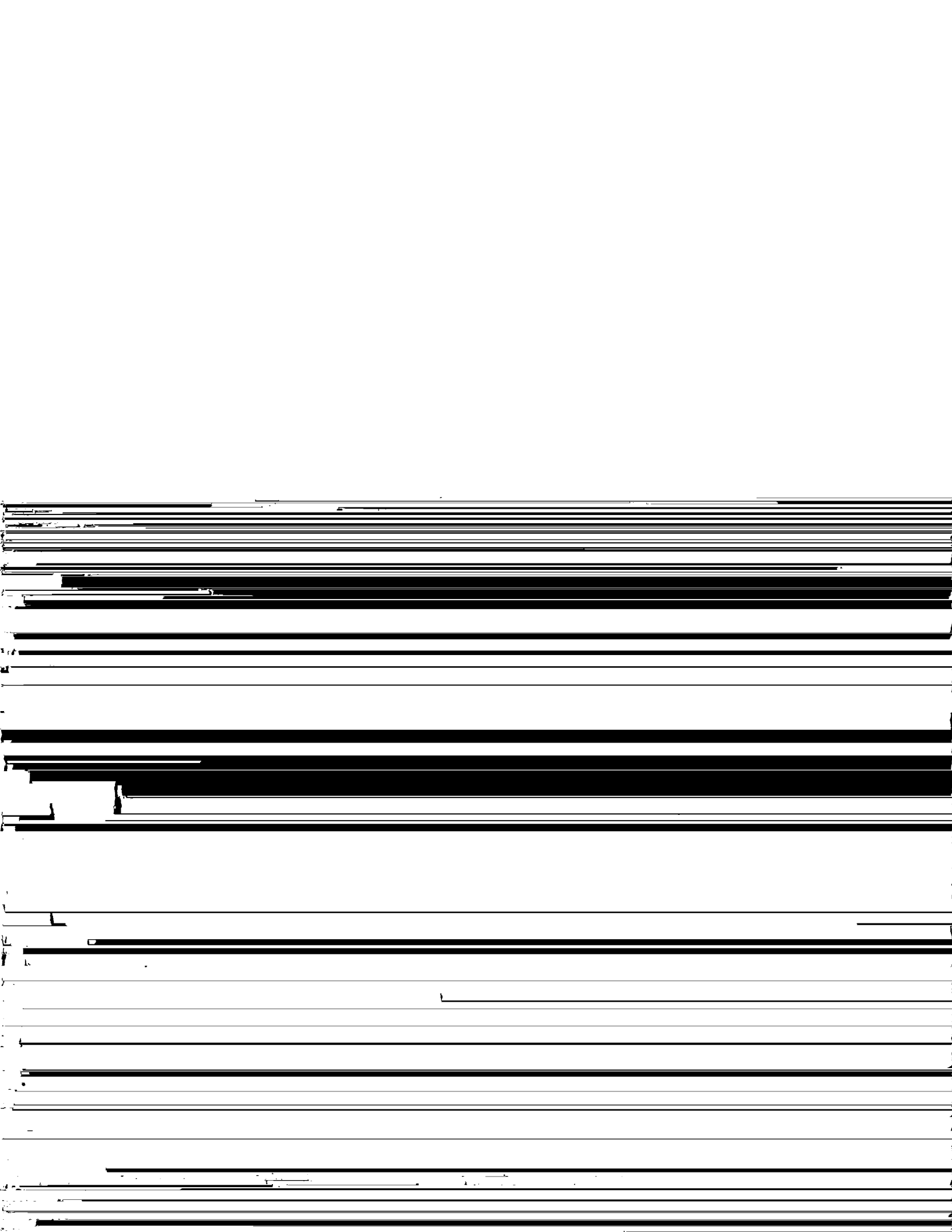


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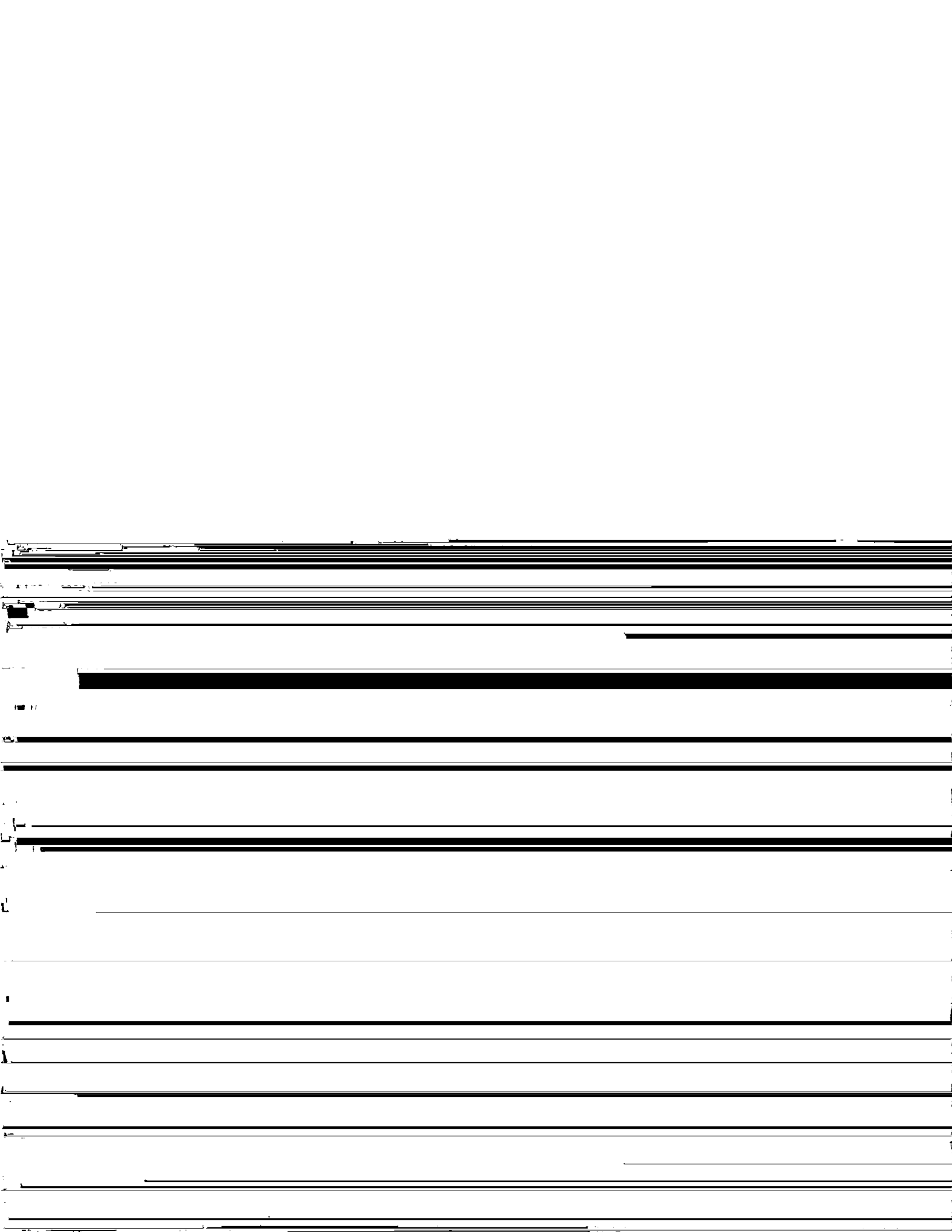
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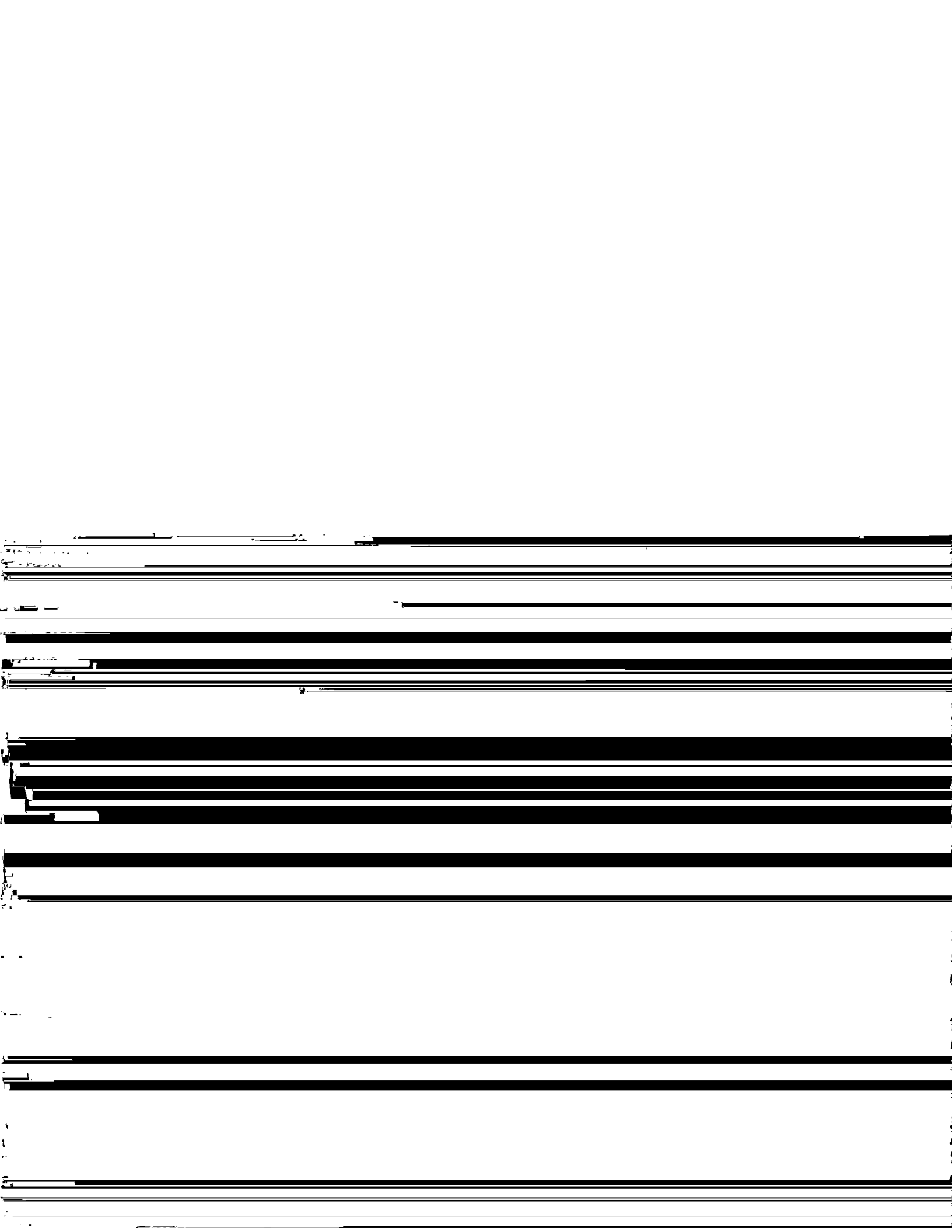


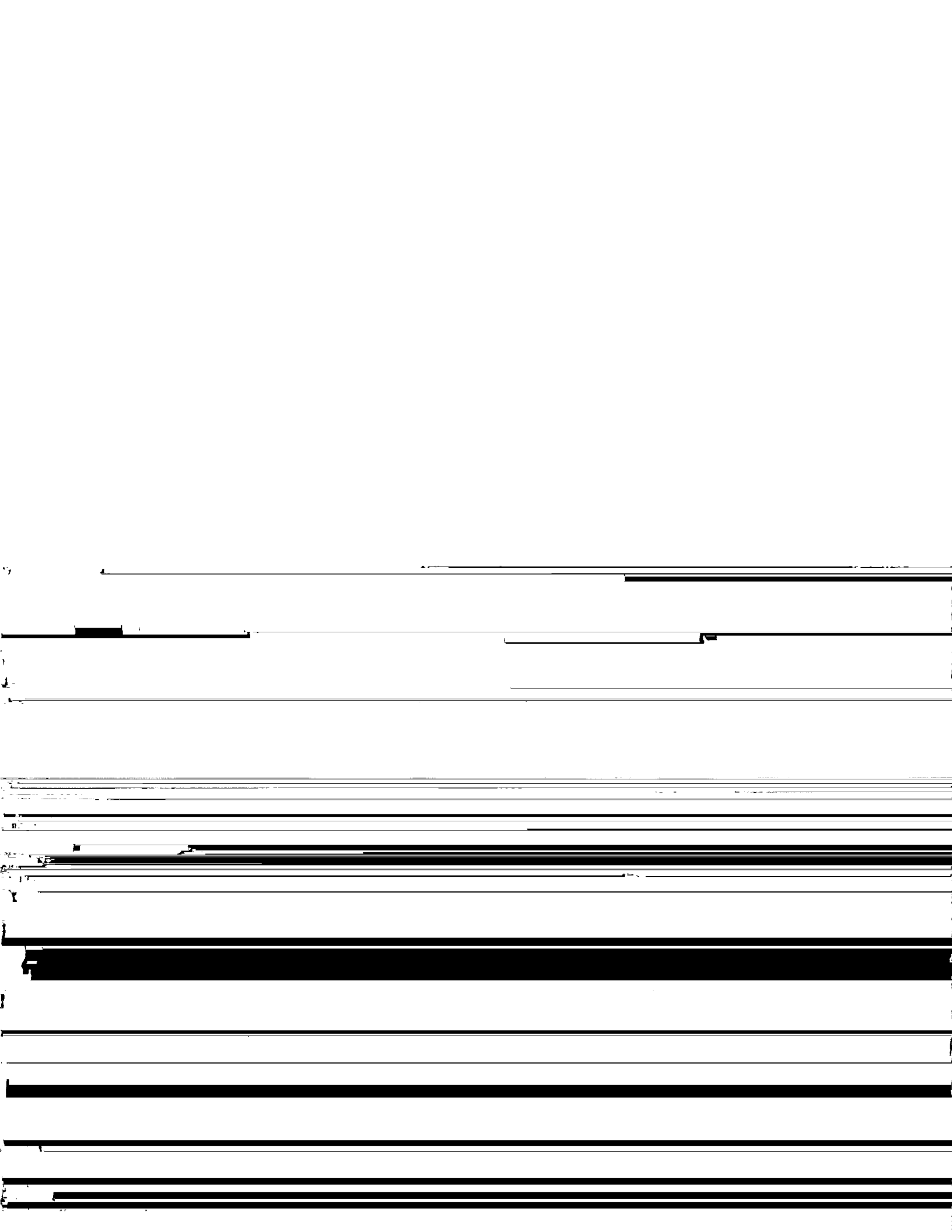
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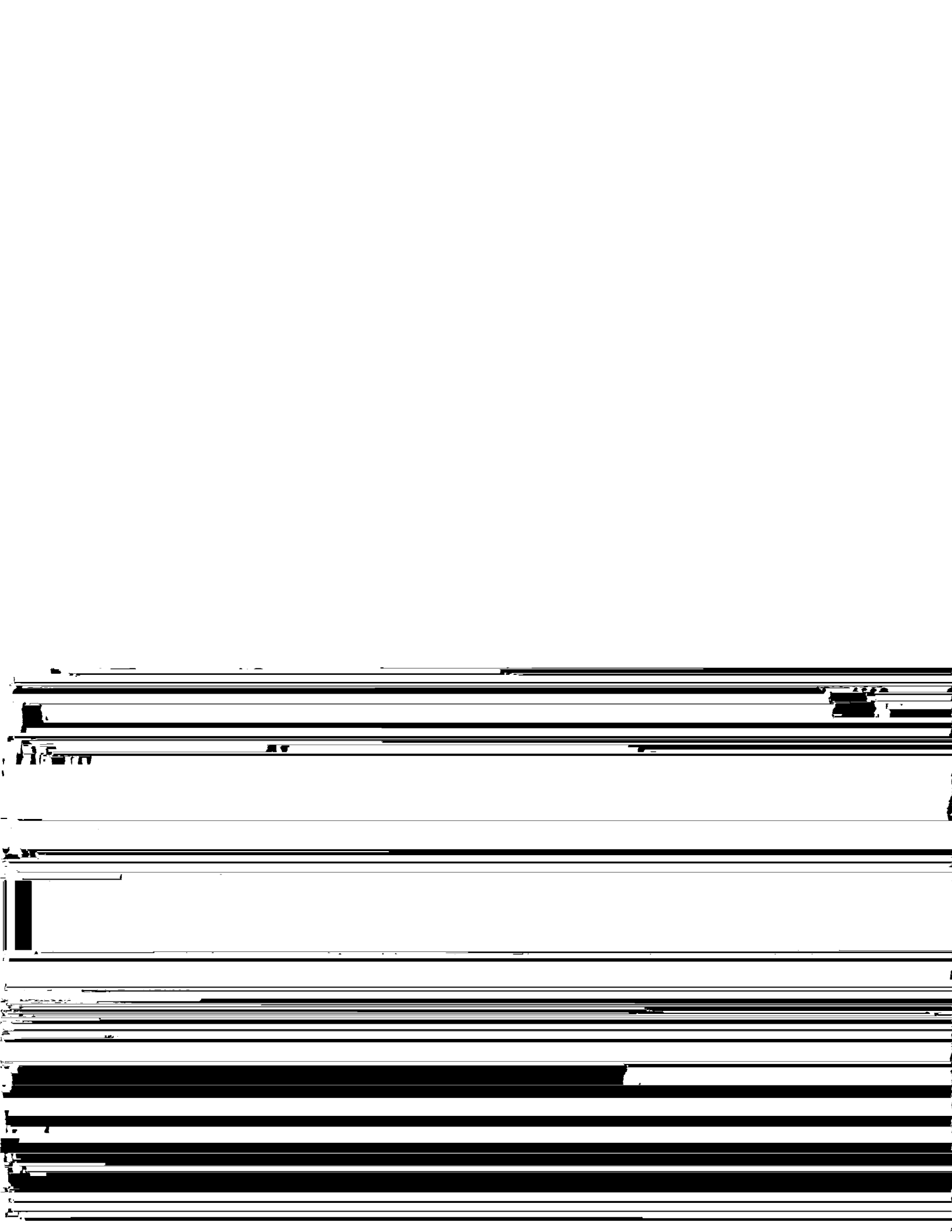


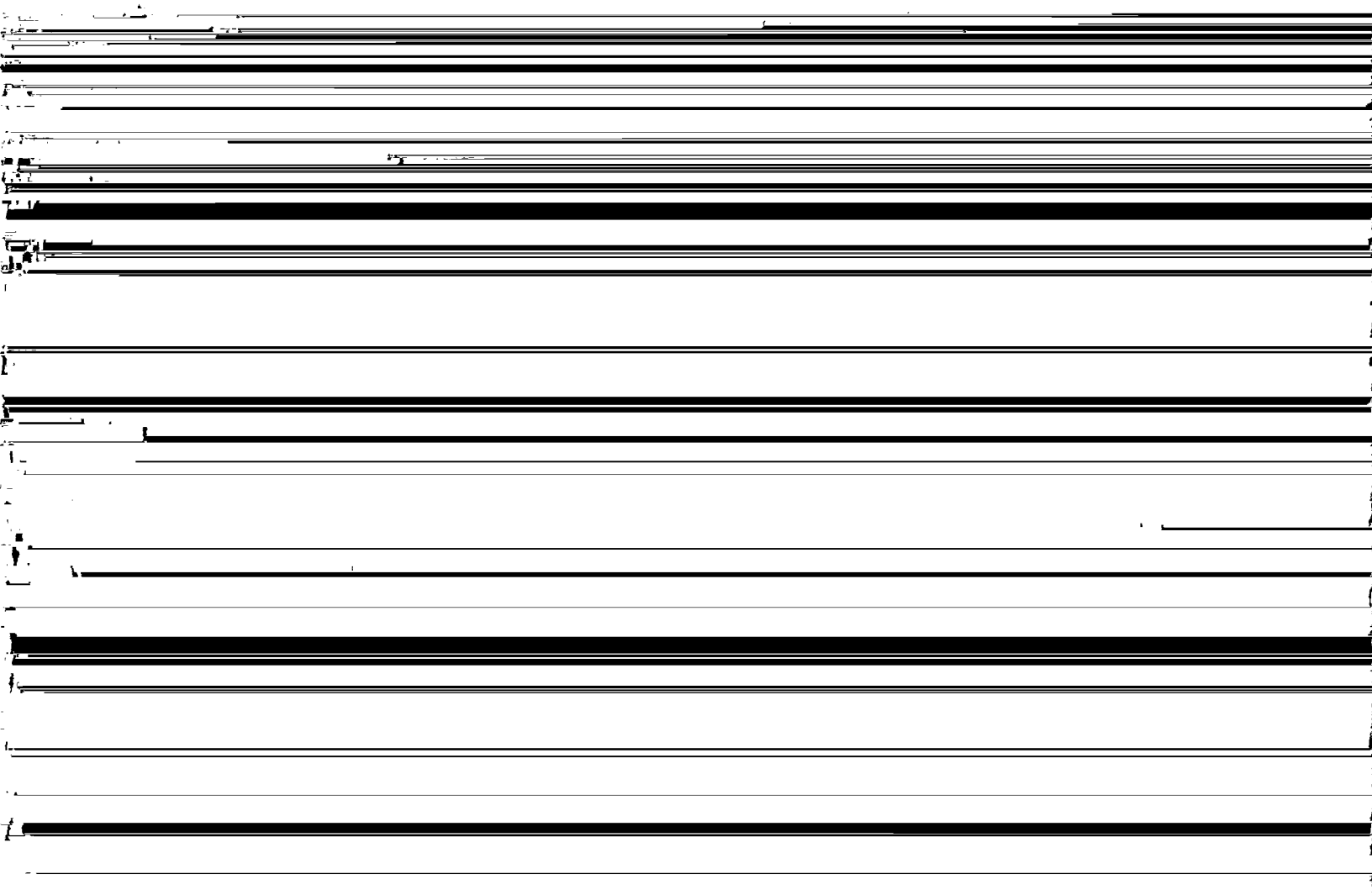




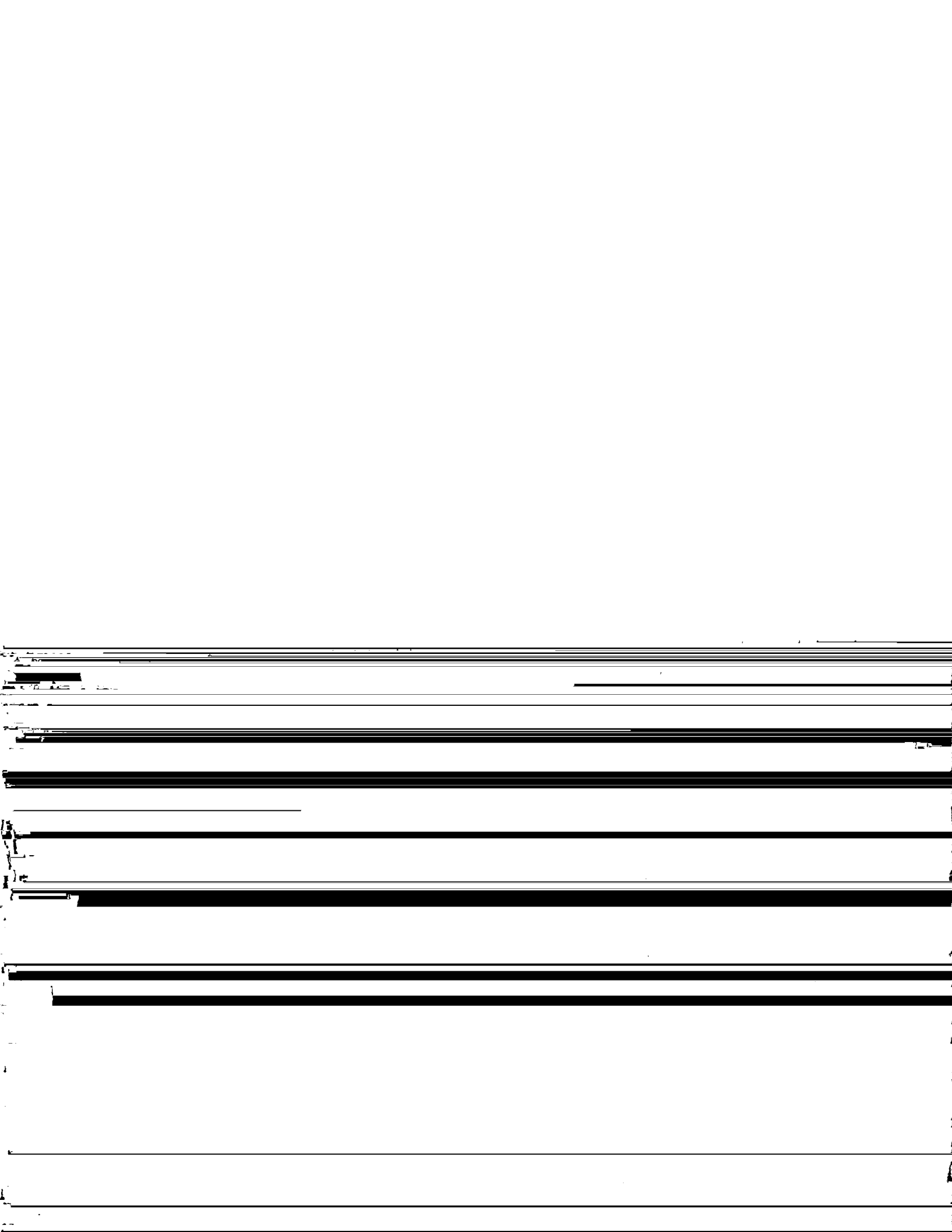




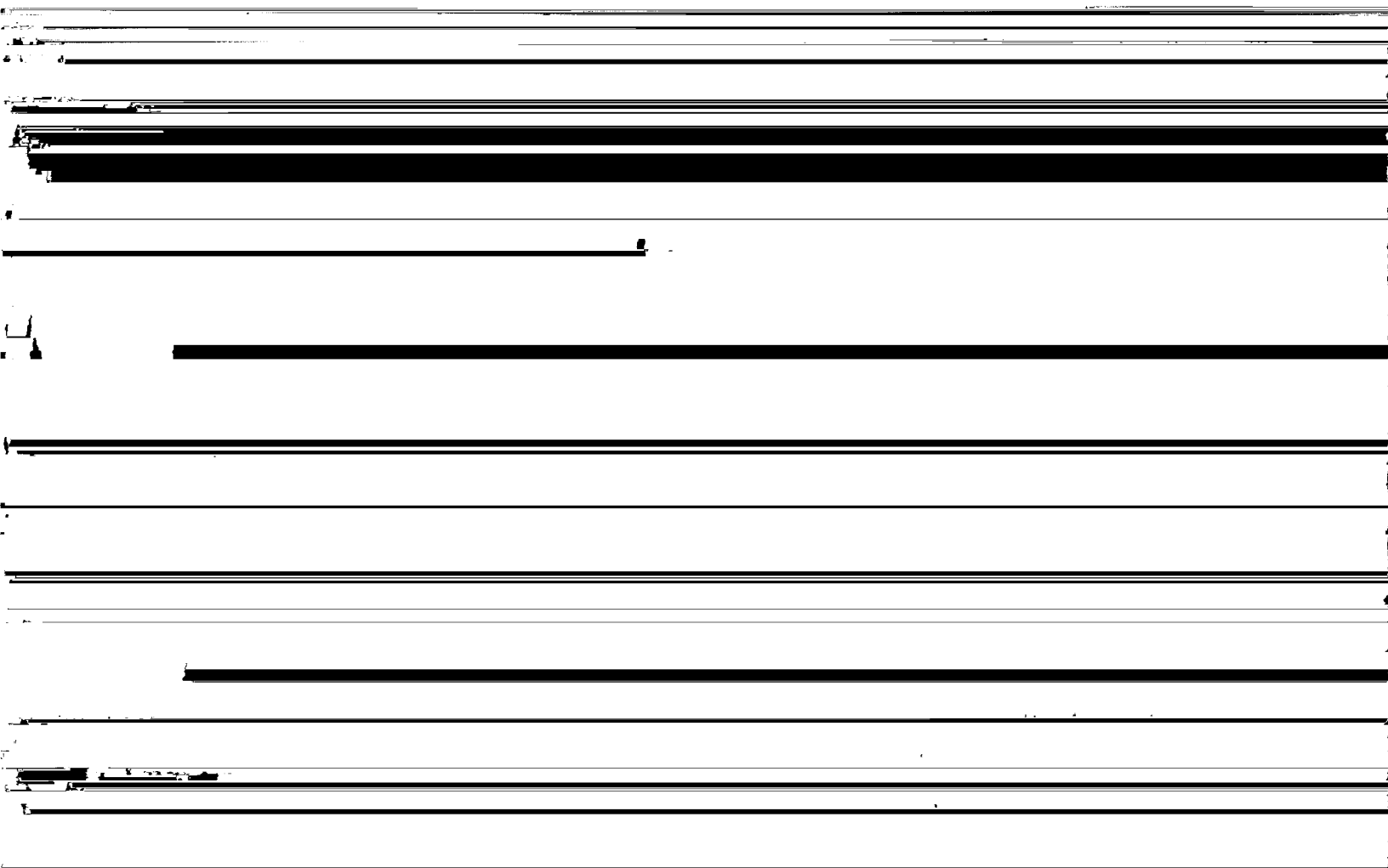




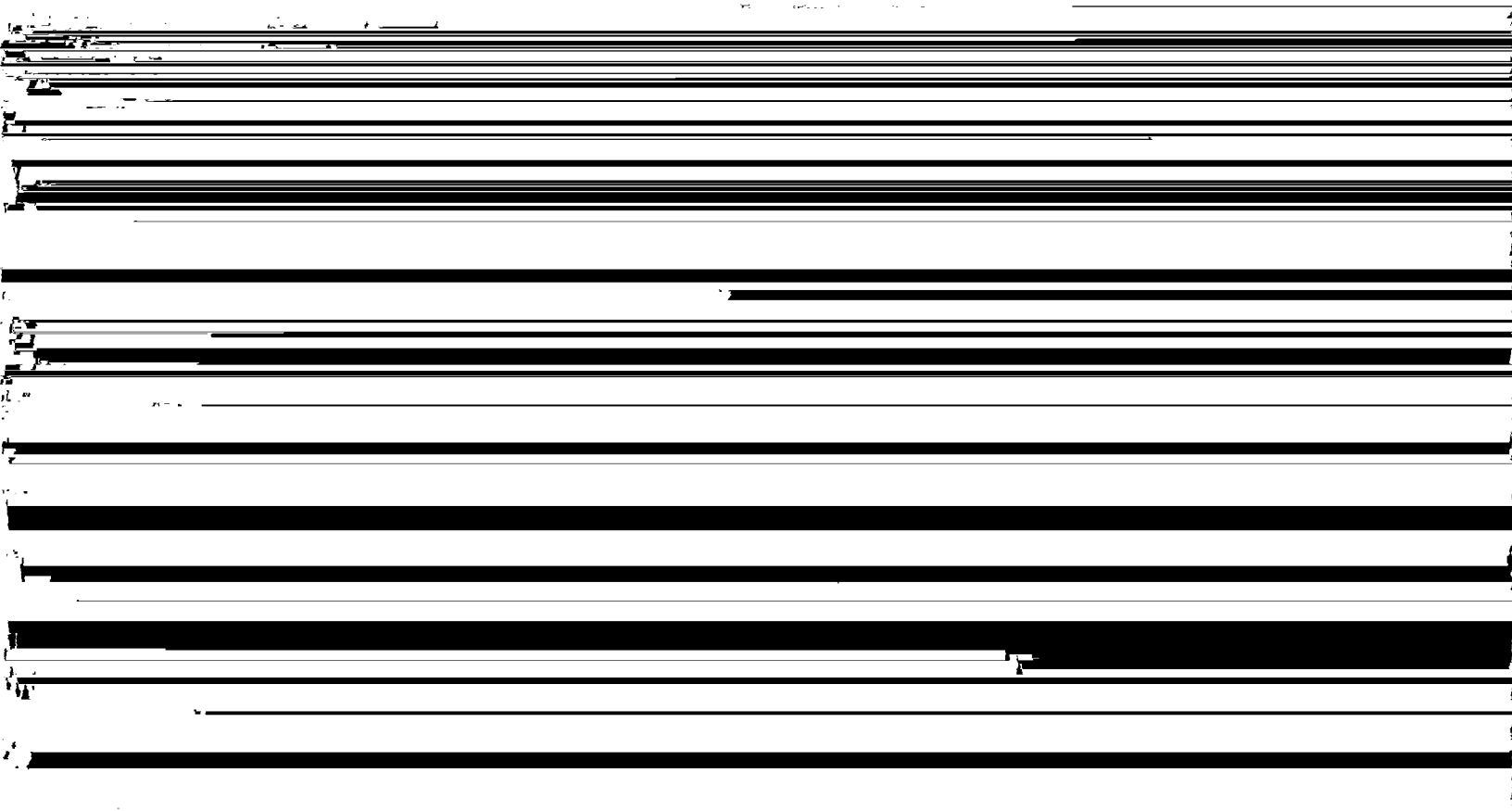


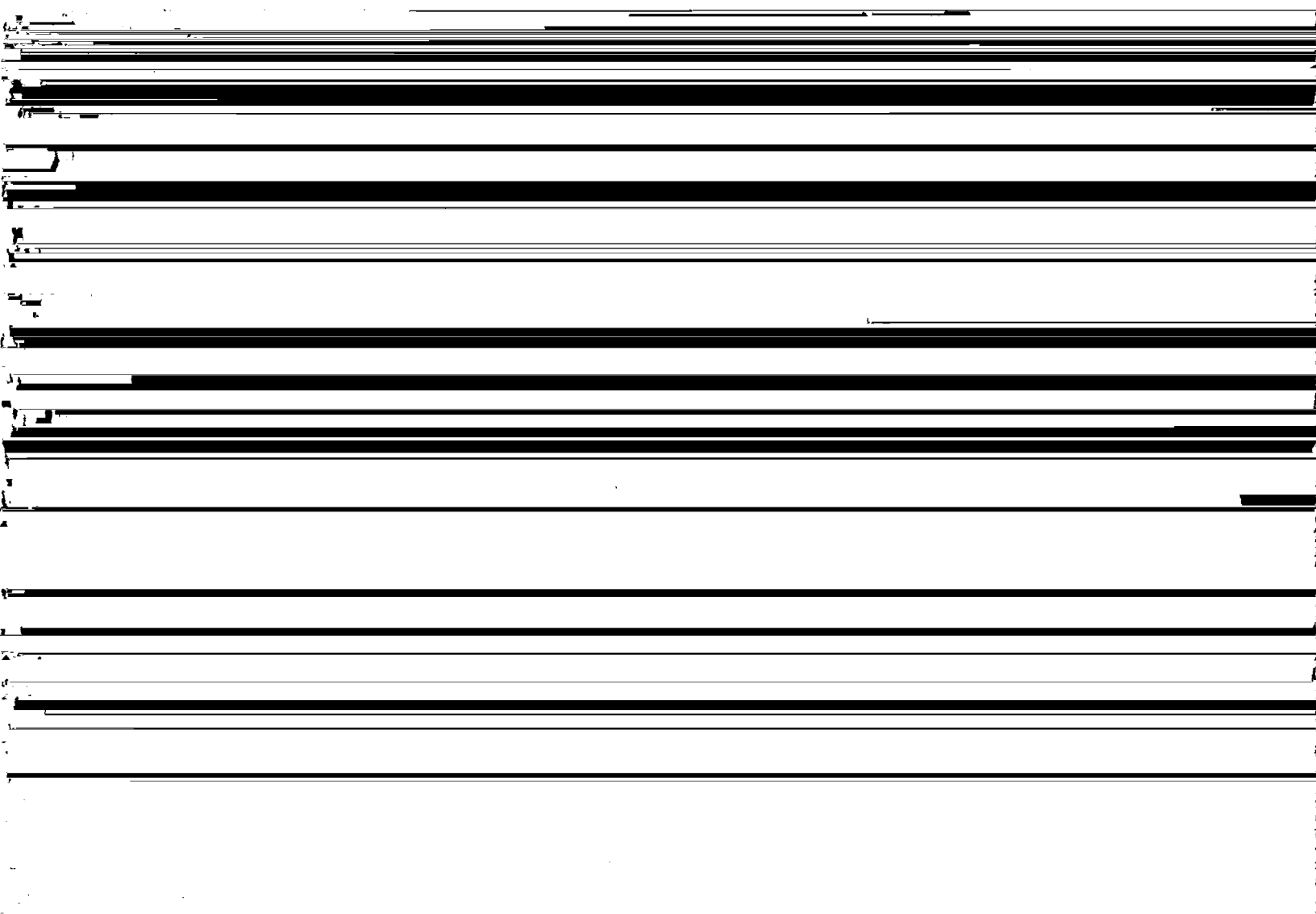


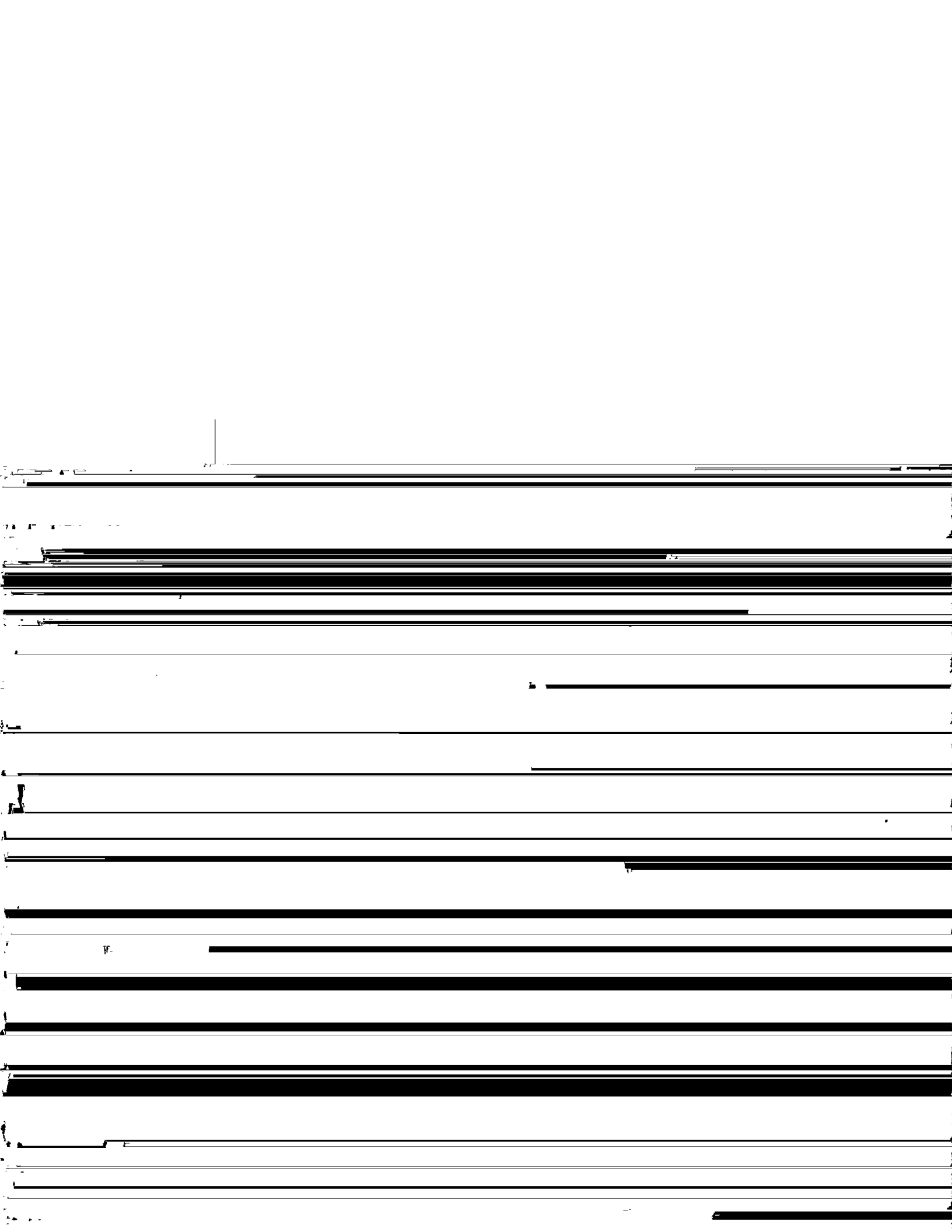


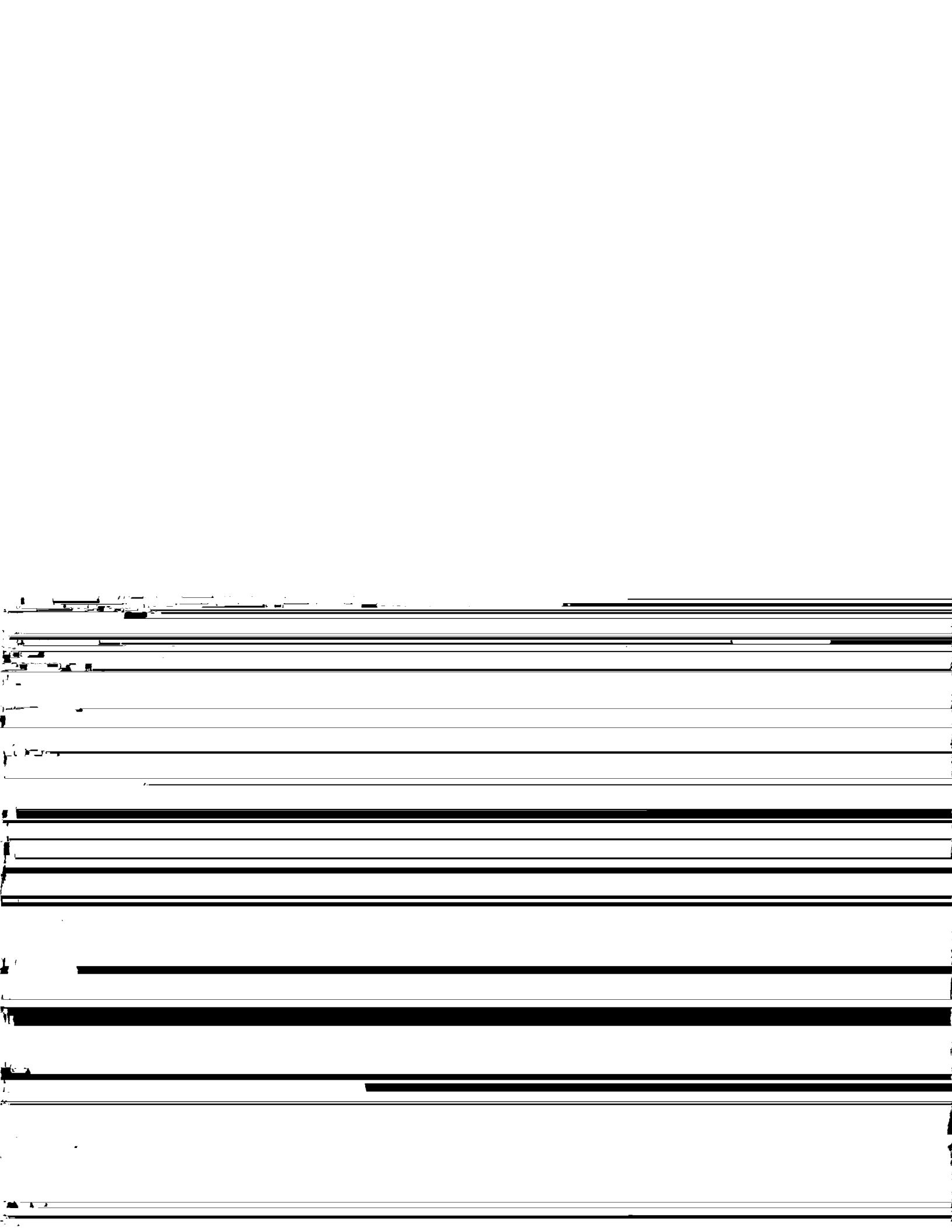


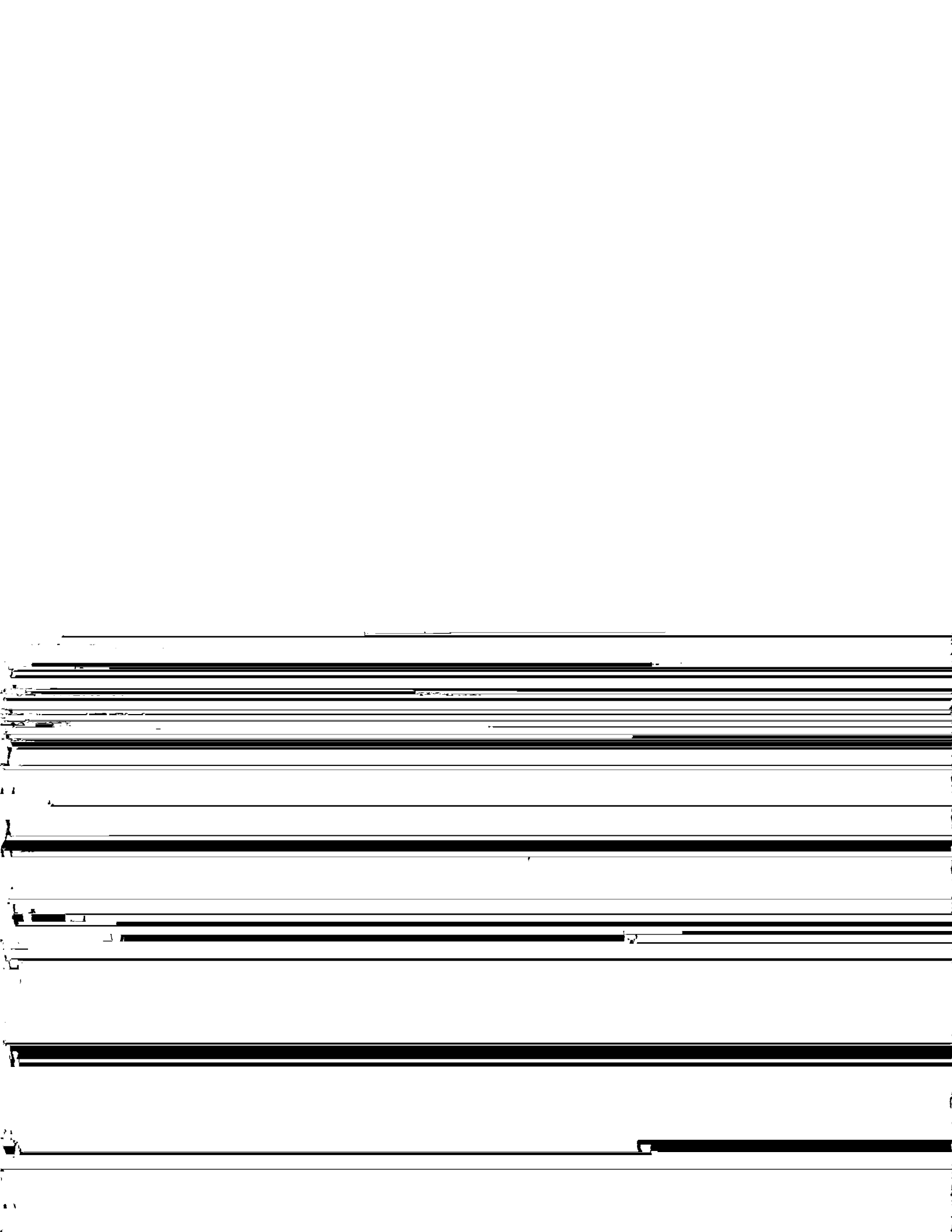


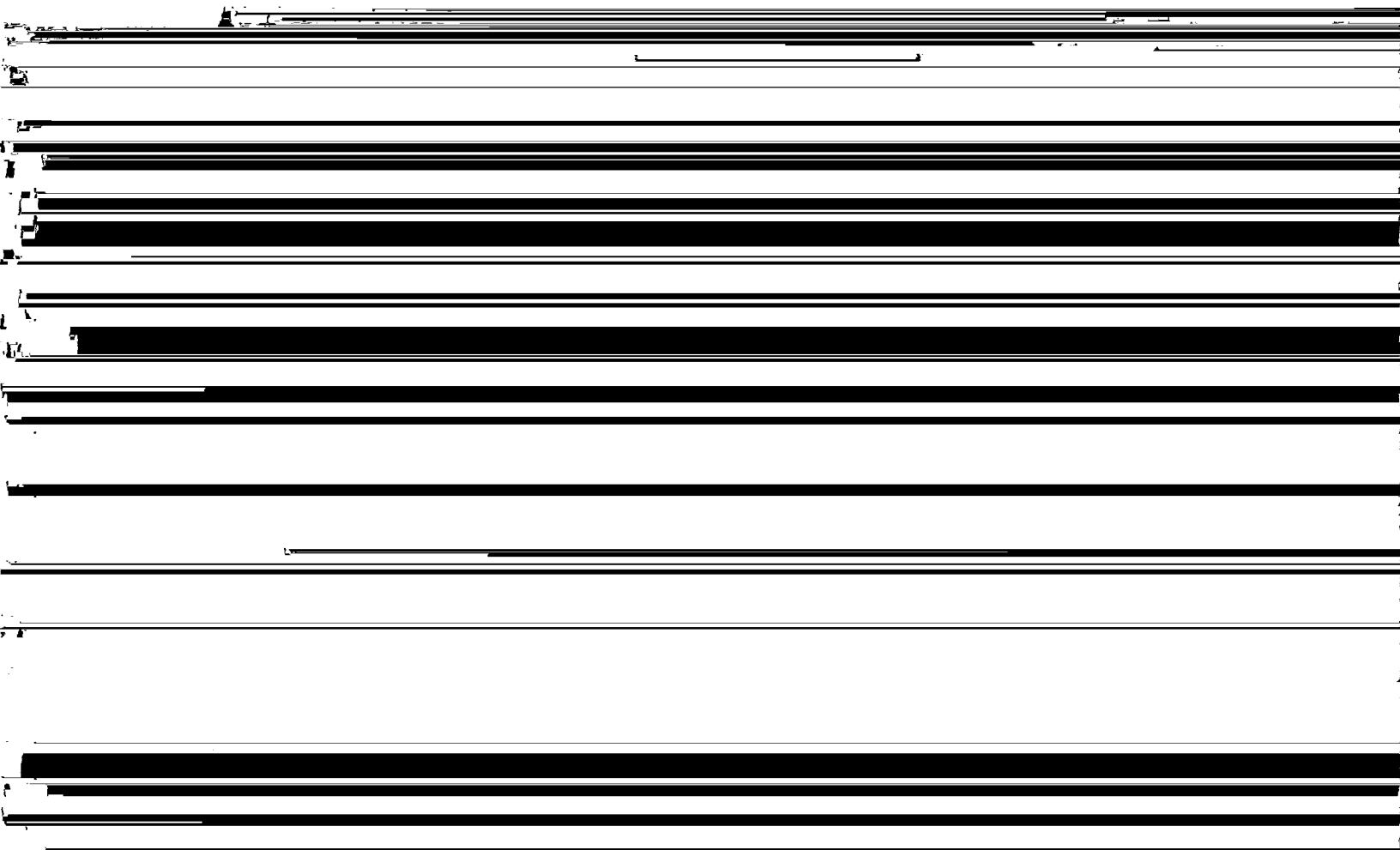








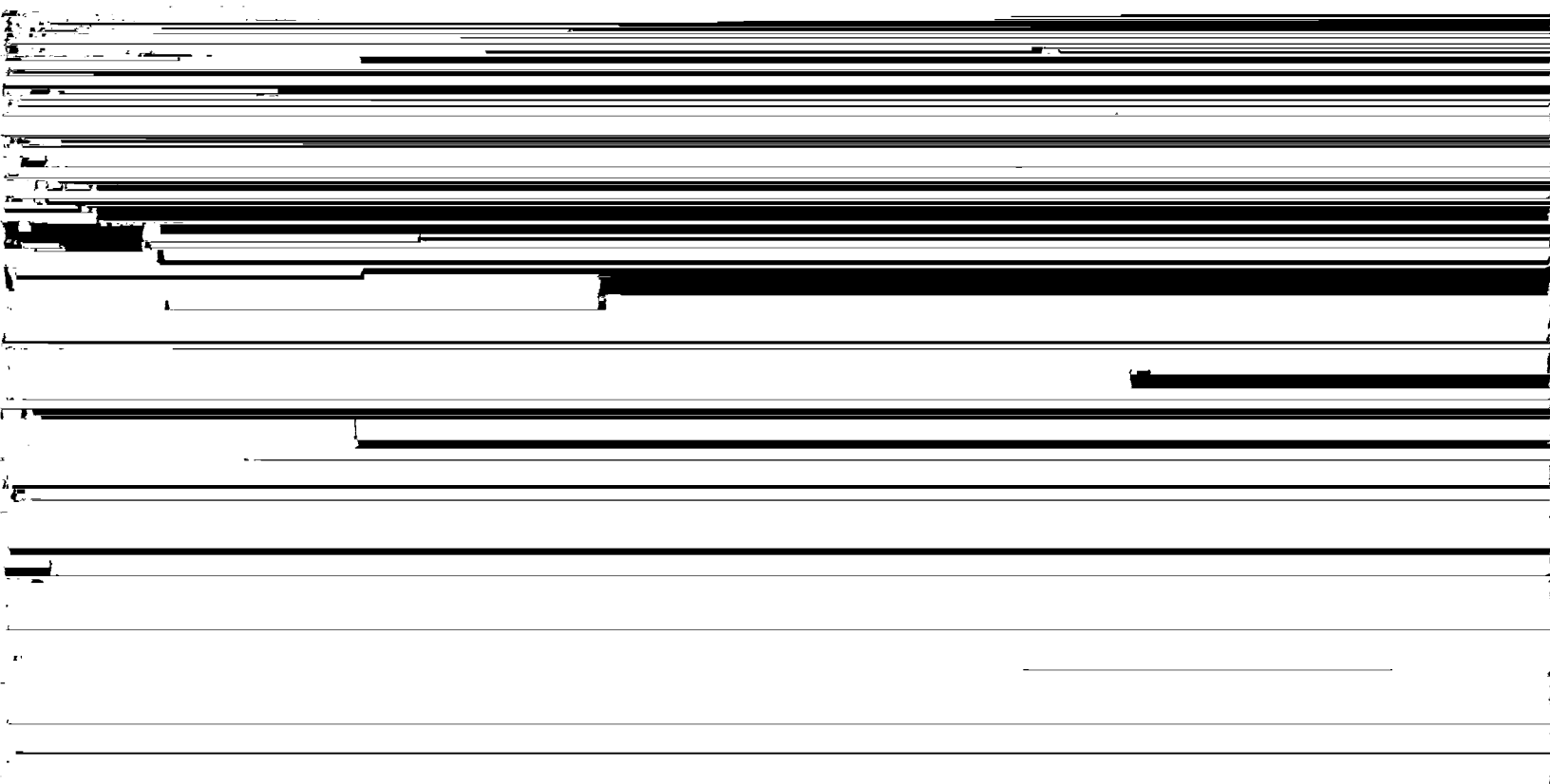


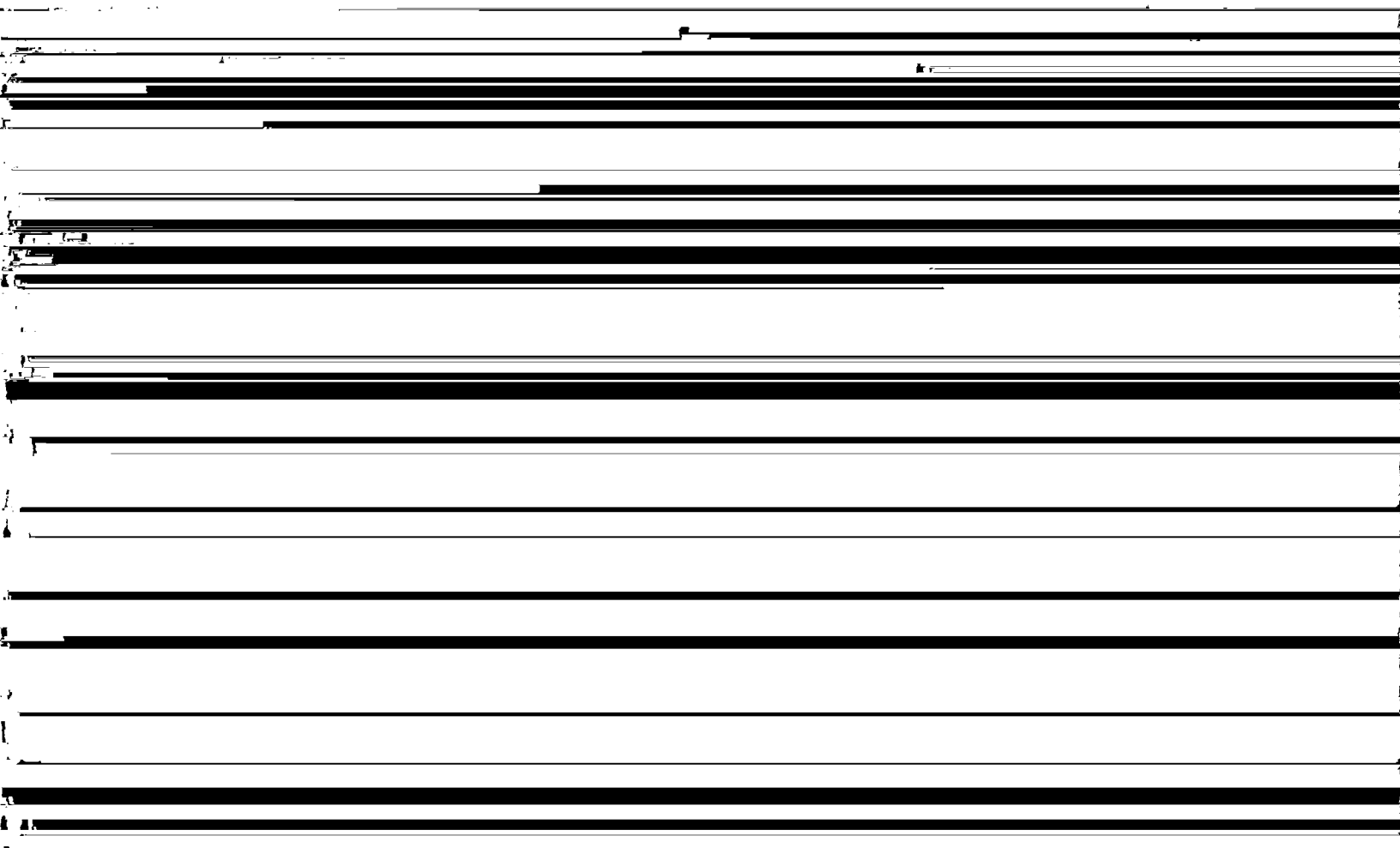


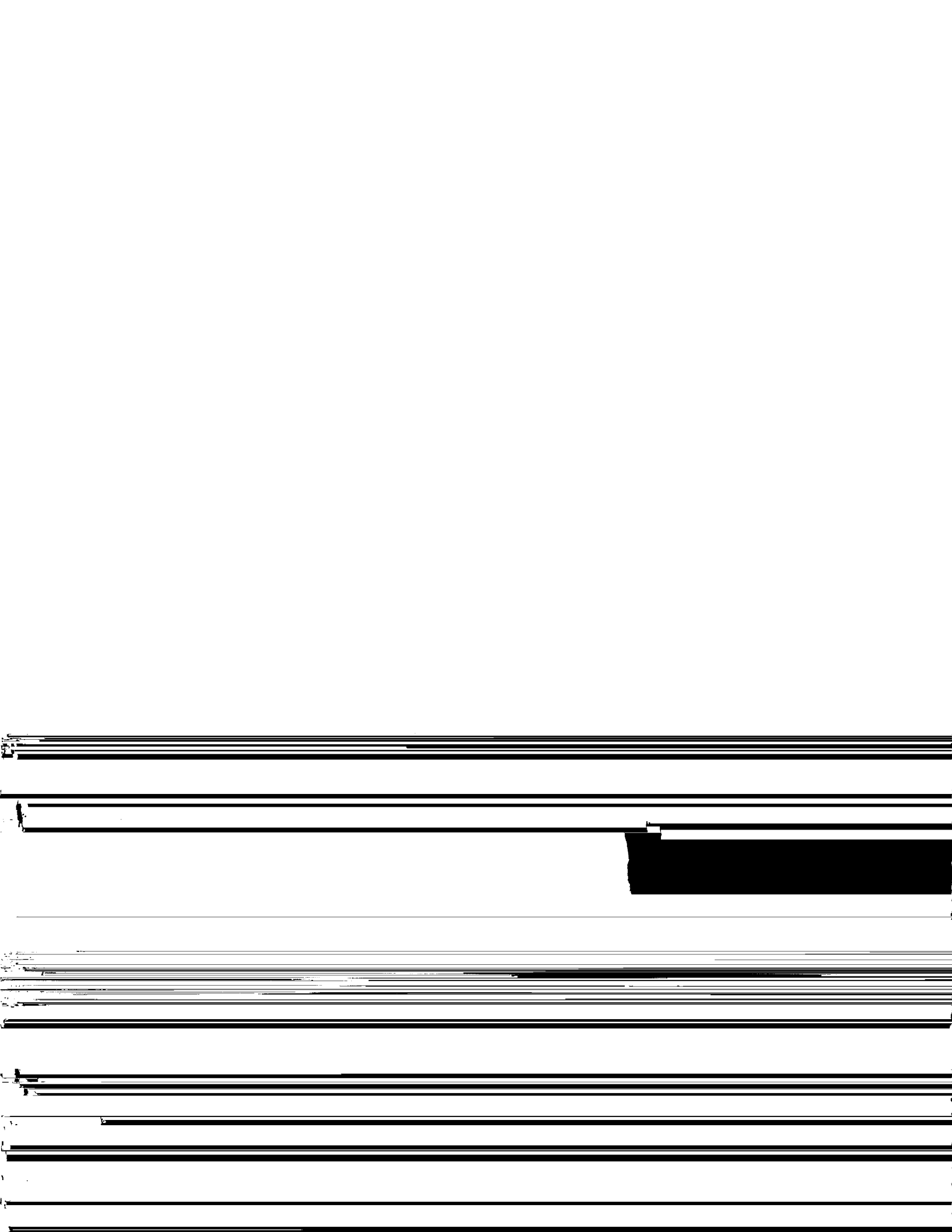












CHAPTER 3

OUTFITTING

Armor and Assorted Paraphernalia

OUTFITTING THE PLAYER-CHARACTER

Once the attributes and talents of the player-character have been determined, the final step in character generation is to provide your thief with basic supplies by spending at least a portion of the funds in his initial purse. For ease of presentation, supplies have been broken down into five basic categories - Weapons, Armor, Equipment, Clothing and Food.



Weapons.

Most players will have to purchase the weapons they will use in the game from the price lists at the end of this chapter. These prices represent the cost of a standard, unornamented, non-enchanted weapon of its type (more elaborate or better crafted pieces may cost from 2 to 100 times this basic amount). There are two ways in which players can obtain weapons without purchasing them. If the character is a member of the Nobility, he receives any one weapon he chooses as a legacy from his family. Also, if the character has taken training in skills that involve weapon-making (blacksmithry, bowry, netting, etc.), he is assumed to have made one weapon of that type for his personal use.

Armor.

Thieves require speed and stealth to be successful; consequently they will never wear heavy armor (plate or scale) and will seldom wear chainmail or carry shields. In purchasing armor, characters may either purchase complete sets of body armor or merely torso protection. Helms are sold separately.

The effects of armor on character attributes and combat results are as follows:

Although the player thief will not himself wear Scale (Armor Class or AC8) or Plate (AC10) armor, he may encounter foes that do in the course of his adventuring. Scale reduces a character's coordination (CO) by 2 and reflexes (REF) by 4 while worn. The armor absorbs two hits of damage from every successful attack. Plate reduces CO by 3 and REF by 5; it stops three hits per attack.

Chainmail (AC6) reduces CO by 1 and REF by 2 while worn. The armor absorbs two points of damage from each successful blow struck by an opponent, up to a maximum of 150 hits. Damaged armor may be repaired at the cost of 1 GP per point repaired. A Norman helm is usually worn with this type of armor.

Leather armor (AC4) reduces REF by 1, but has no effect on CO. The armor absorbs one point of damage from each successful blow, up to a maximum of 40 hits. Damaged armor may be repaired at the cost of 5 SP per point restored. An 8-layer leather helm is usually worn with this armor.

Quilted cloth armor (AC2) does not reduce character CO or REF. It absorbs one point of damage from each successful blow, up to a maximum of 10 hits. Damaged armor can be repaired at the cost of 3 CP per point of damage restored. A cloth coif or cap is usually worn with this armor. (Quilted cloth can also be worn under plate, scale or chain armor, if desired. When worn in this fashion, the cloth has no effect on a player's AC (which remains 6), but the player is able to block three hits of damage per blow.)

A character may, because of financial constraints or preference, wind up wearing different kinds of armor on various parts of his body. In this event, the character's effective armor class is:

1/2(AC of torso)
+ 1/2(average AC of other areas)

Thus, if a character has purchased a chain shirt and nothing else, he is considered AC3 ([1/2 x 6] + [1/2 x 0]). All other effects of armor are also recalculated. In this case, the character's CO and REF would be reduced by 1 each (always round any fraction up), and the chain shirt would absorb 75 total hits. During melee, a D6 would be rolled high-low on each successful attack to determine which portion of the character's body (more or less armored) was struck, and the normal protection amount for that armor type would be absorbed.

If a character is not wearing an appropriate helm (for the major armor type of his ensemble), subtract 1 from his armor class. This reflects

the probability that blows will be particularly aimed for one's cranium if it is improperly protected.

Shields are also available for close combat, and the use of a shield adds 1 to a character's armor class (exception: add 3 to the armor class of a character using an 8-layer leather shield against missile attacks). A small shield absorbs 1 point of damage per blow, but costs 1 from CO to use. A large shield absorbs 2 points of damage per blow, but costs 1 from both CO and REF to use.

Equipment.

Each player-character should supply him/her-self with a number of useful everyday items, such as utensils and cooking gear, a reliable source of illumination, sleeping gear, a length of sturdy rope, etc. A variety of equipment is provided in the price lists below. Three of the categories, containing special equipment, require brief explanation.

In order to disarm traps and pick locks at full effectiveness, a thief must have a proper set of tools (picks, wires, skeleton keys, etc.). Each set costs 500GP, and a new more advanced set is required for each four additional experience levels the thief attains (i.e., at levels 5, 9, 13, etc.). Without proper tools, a thief functions at half normal ability when picking locks or disarming traps.

Thieves may want to purchase poisons to give themselves an alternative to meeting an intended victim in face-to-face combat. Poisons are classified on a scale of 1 to 50. If a full dose of a particular poison is introduced into a character's body, whether by ingestion or injection (by arrow, blowgun dart, dagger point, etc.), the poison level is deducted from the character's stamina (if a STM saving roll is made, only half the poison level is deducted; STM saving rolls are made against current stamina, before any new deduction). If the character's stamina is reduced to 0, 1, or 2, he falls into a deep coma, and will die unless he receives emergency first aid within 4 melee rounds (1 minute) if at 0 stamina, 20 melee rounds (5 minutes) if at 1 stamina, or 120 melee rounds (30 minutes) if at 2 stamina. If stamina falls below 0, the character dies. Poison wears off at 1 stamina point per 24 hour period. While a character's stamina is below normal, his total HTK are reduced by the percentage ratio of current strength + stamina to the original STR + STM. (For example, if a character with 20 HTK, a normal STR of 15 and a STM of 15 takes 9 points of poison damage, his adjustment factor on the first day of recovery would be 15 + 6/15 + 15 = 70% of normal HTK, or 14. Note that the character will gradually regain the lost hit points as his recovery continues). If only partial doses of a poison are used, make appropriate adjustments to the poison potency level. Three sample poisons are indicated in the Equipment Price List. Since the second, scorpion venom, can only be obtained from defeated (usually defunct) scorpions, its availability would be extremely limited, and the price subject to the GM's discretion. Note also that hemlock is an ingested poison, and since it tastes bitter, it will not be the easiest task to induce a potential victim to consume a full ounce willingly.

A character may purchase a riding animal if he desires (and for highway robbery, a swift and reasonably trustworthy means of escape can be a great factor in saving one's life, when the situation goes sour), of many varied types and qualities, as identified on the price list. Unless a trained warhorse is purchased, however, a character will suffer a large penalty to hit probability while trying to fight from animal-back:

$$30 - (CO + REF)$$

is added to his basic HAC0 if the character is a trained rider,

$$40 - (CO + REF)$$

if the character is not trained in horsemanship. All untrained animals are prone to panic in a battle situation (60% chance of rearing, attempting to bolt, throwing rider, etc.), and a character untrained in horsemanship has only a 25% chance of successfully controlling a panicked mount.

Clothing.

Each character is assumed to start with one full set of clothing consistent with his or her social background. Thus, the son of a noble might have garments of velvet or satin, dress boots, and a fur edged cloak, while rabble would have only ragged, rough woven breeches, sandals, and a shirt. Additional items may be purchased, including clothing designed especially for unusual climates (desert gear, mountaineering boots, parkas, etc.). If the character has taken training in tailoring, he may make his own clothing, simply purchasing bolts of cloth. Remember that appearance, particularly in the matter of dress, may be an essential where it comes to disguise.



Foodstuffs.

Last, but not least (particularly to hobbits), characters must eat. When in town or villages, meals can be bought at inns or from street vendors, or fresh food for home preparation can be found at reasonable prices in the local farmers' market. When one ventures onto the King's highways, however, it is usually prudent to carry one's own supplies. Although pre-packaged dungeon rations and travelers' rations are available, they are designed for emergency situations, having earned the name 'iron rations' since they are as hard as iron, and taste equally bad with the wax wrapping on or off. Purchased supplies may be supplemented by filching vegetables from the fields, or by trapping animals, or even foraging. Remember, however, that freshly slaughtered meat must be salted down quickly, or it will spoil, usually by the second day.

WEAPONS

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

WEAPONS ACCESSORIES

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

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

ARMOR AND ACCESSORIES

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

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

MOUNTS

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

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

EQUIPMENT AND TRAINING

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

EQUIPMENT

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

[1] These items are not designed to be used as weapons; if they are so used in an emergency, apply a penalty of 4 to the normal HACO for that type of item.
[2] One application will relieve 1D4 points of non-critical damage, including damage from burns.
[3] Breakage chances: hempen rope - 3% per use, cumulative (on 10th use, chance is 30%), elven rope - 1% per use, cumulative, silken rope - 1% chance on any given use.
[4] Apply additional costs (at GM's discretion) for locks, traps, binding, etc.
[5] GM's discretion, depending on type desired (bagpipes should cost a small fortune).

CLOTHING

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

FOODSTUFFS

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

CHAPTER 4

EXPERIENCE

Methods,
Awards,
and Advancement

ACQUISITION OF EXPERIENCE

Although the scenarios in this book provide player-characters with immediate objectives, the long-term goals of the players revolve around the accumulation of Experience Points, so that their characters may advance to higher levels of thiefly skill. The table on Thieves' Levels, Abilities, and Experience provided on the next page indicates the number of Experience Points (EP) needed to attain each successive level of thieving expertise, and identifies the rewards received at each level. Experience Points may be obtained from four basic sources:

1) from participation in combat situations,
2) through the acquisition and resale of loot from thieving activities,
3) from the successful accomplishment of Ability rolls, and
4) through encounters with non-player characters.

EP awards in each category are summarized below.

1) Combat Awards.

In the Fantasy System, each player receives EP for the wounds he/she personally inflicts on foes during combat. The points awarded for each hit inflicted differ according to the rating of the NPCs or monsters damaged, as follows:

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

Damage inflicted by missile weapons earns EP at 1/2 normal rates. Damage inflicted to unconscious or otherwise helpless foes is worth no EP.

Thieves receive some special bonuses and penalties to normal combat experience awards. Because thieving places such a high premium on stealth, thieves receive only 1/2 the normal EP value of damage done in face-to-face combat (Exception: Highwayman adventures, where this rule does not apply). Conversely, thieves receive double the normal EP for damage inflicted by a successful backstabbing or attack from shadows. If thieves can convince a foe or foes to surrender to them, each member of the successful party receives EP equivalent to twice the combat EP that would be awarded if the vanquished foe had been killed. (Thus, if an Intermediate fighter with 32 total HTK surrenders to a party of thieves, each member of the party receives 32 x 9 x 2 or 576 EP).

2) Experience Awards for Stolen Goods.

Thieves receive EP from the sale of goods acquired through theft. The EP awarded is equal to 1/4 of the price actually paid for a stolen item, rather than its stated value. Thus if four player-characters steal a bracelet worth 2000 GP, but sell it for 1200 GP, the party receives 300 EP to distribute among themselves. EP for stolen goods is collected at the moment of sale rather than at the time an item is stolen. EP for loot that does not require "fencing" (i.e., coins and small gems) may be awarded at the time of theft and is based on the face value of the cash stolen.

3) EP for "Ability Rolls".

During the course of play, a character may attempt to employ his thieving abilities, or other skills acquired as a result of training. EP is awarded for successful attempts, based on the player's % chance of success, calculated by the formula:

[105 - success %] = EP award

No character may receive less than 5 EP for a successful use of abilities, not even if his adjusted success percentage should be greater than 105%; however, it is recommended that the GM apply EP penalties to those players whose characters continually use abilities when not necessary (such as moving silently in one's own bedroom), simply to accrue the EP awards. A player may collect experience for the first five successful ability rolls he makes per day in each skill area (e.g., he may receive credit for up to five Hearing rolls, five Lock Picking rolls, five applications of emergency First Aid, and so on, but will not get EP for making additional Hearing rolls later in the same day). Players do not receive EP for successful saving rolls (against REF, STM, or other basic requisites). The game designers believe that the effects of making these rolls usually constitute sufficient personal reward. If, however, a player's successful saving roll saves the lives of other party members, the GM may choose to make a special EP award.

4) Encounter EP.

The award of "encounter" EP is designed to reflect the fact that a decision NOT to fight or try to rob a particular group of NPCs may often be the wisest choice. Therefore, each member of a party receives encounter EP equal to the total hits to kill of each group of characters and monsters encountered. For Veteran humanoid characters, multiply HTK x 2 to calculate encounter EP; for Elite characters, multiply HTK x 4. Some monsters may have special abilities (fire breathing, stone gaze, poison or disease-carrying, etc.). In these cases, calculate encounter EP by multiplying HTK x 2 for each special talent possessed.

NOTES

In addition to normal awards, GM's may make discretionary EP awards to reward players who show initiative, solve a difficult problem, or do a particularly good job of role-playing. The key is to remain flexible, so that your campaign can reflect and reward the interests of your players.

At various levels on the Experience Table below, there is an * in the column labelled Hit Die. At these levels, the player receives the opportunity to increase his character's own Hits to Kill with an additional roll of his Hit Die. (see Character Creation, Chapter 1, for determination of the hit die to be used).

LIMITS ON CHARACTER ADVANCEMENT

The Fantasy System rules do not restrict the number of experience Points that can be accumulated during a single adventure. No player-character is allowed to advance more than one experience level per adventure, however. As as example, assume that a 2nd level thief with 2000 EP goes adventuring and accomplishes acts worth 8000 additional EP. His new total of 10,000 EP qualifies him to be a 4th level thief; however, he may only rise to 3rd level at the end of the adventure. To attain 4th level, the thief must go out on an additional adventure and return alive, although he need not collect any additional EP.

The simplest method the designers have discovered is to require the player-character to have at least one encounter on an adventure, and then return to a city or town to qualify for a raise in experience level. This will usually accrue some additional EP for the character, to set him/her on the road to the next higher level.



THIEVES' LEVELS, ABILITIES, AND EXPERIENCE

Level	EP Needed	Hit Die	Hit Prob Bonus	Dodge Bonus	Percentage Abilities: Sense Traps	Pick Locks	Locate Traps	Disarm Traps	Pick Pockets	Move in Silence	Hide in Cover	Climb	Hear Noise
1	0.0K				5	20	10	10	15	5	5	75	20
2	1.5K				10	30	15	15	25	10	10	77	
3	3.0K	*		+1	15	35	20	20	35	15	15	79	
4	6.0K		+2		20	40	25	25	45	20	20	81	30
5	12.0K	*			25	45	30	30	55	25	25	83	
6	25.0K			+1	30	50	35	35	65	30	30	85	
7	50.0K	*			35	55	40	40	75	35	35	87	40
8	100.0K		+2		40	60	45	45	85	40	40	89	
9	200.0K			+1	45	65	50	50	95	45	45	91	
10	300.0K	*			50	70	55	55	105	50	50	93	50
11	400.0K				55	75	60	60	115	55	55	95	
12	500.0K	*	+2	+1	60	80	65	65	125	60	60	97	
13	600.0K				65	85	70	70	135	65	65	99	60
14	700.0K				70	90	75	75	145	70	70	99	
15	800.0K			+1	75	95	80	80	155	75	75	99	
+1	100.0K	no	+2/4	+1/3	+5	+5	+5	+5	+10	+5	+5	no	+10/3

CHAPTER 5

Additional Rules

ADDITIONAL COMBAT RULES

1) Modifications to Weapon Characteristics

A new, enhanced WEAPON SPECIFICATIONS table is provided in this chapter; this table replaces the original version presented in Thieves' Guild. The new table provides specifications for a number of weapons that are not normally part of a thief's arsenal, but are frequently used by hireling fighters or NPCs encountered during scenario adventures. In addition, a number of the weapons previously included have been reworked in order to conform with new rules modifications governing measurement of damage done by a weapon, and the effects of weapon "minimum requirements". These rules changes are summarized below.

2) Calculating Weapon Damage

The amount of damage done by a blow from a Close weapon is assumed to be primarily dependent on the amount of physical force a character can put into a blow. This is measured by the difference between the STR minimum required to properly wield a weapon and the actual STR rating of the character using it. Each weapon lists a base die roll for Damage Done at Normal and Expert levels of skill; this base represents the damage potential of a weapon in the hands of a character possessing average qualifications for its use. Characters with STR ratings far above or below the minimum requirement listed for the weapon adjust this damage die roll in the following manner:

If character STR - Weapon STR minimum =	
-8 or less	Weapon cannot be utilized by player.
-3 to -7	Roll one less damage die of the type listed. Subtract -1 from HP for every point below STR minimum.
-1 to -2	Normal damage. Subtract -1 from HP for every point below STR minimum.
0 to +4	Normal damage; no HP change.
+5 to +7	Roll one additional damage die of the type listed.
+8 to +9	Roll two additional damage dice of the type listed.
+10 or greater	Roll three additional damage dice of the type listed.

Example: The WEAPON SPECIFICATIONS table indicates that the STR minimum for properly using a broadsword is 9, and that the weapon does a Normal damage of 2D4 per successful blow. If a character wielding a broadsword has a STR of 15 (6 above the minimum), he would do 3D4 of damage; while a character with STR 18 would do 4D4 (two extra dice) of damage. If, conversely, the character had a STR of only 5, he could still use a broadsword, but would do only 1D4 of damage, and would further more swing at a -4 to normal HP (hitting AC0 on a 12 instead of an 8).

These STR adjustments to damage replace the Requisite bonuses to Damage Done formerly awarded to characters with high STR ratings. STR adjustments are not applied to attacks made with Ranged weapons, or to those Close weapons identified with an asterisk (*) on the Weapon table (e.g., rapier, dagger).

3) Hit Probability Effects of Weapon Minimums

In Thieves' Guild, a character attempting to use a weapon for which he did not possess the minimum requisites suffered a -4 to his HP, regardless of the size of the gap between these minimums and his/her actual abilities. Given the sizable nature of this penalty, weapon minimums were often relaxed below logical limits. The new Weapons table sets down more stringent minimum requirements, which are combined with the following revised system of penalties: For each point of STR or CDN a character is below a stated weapon minimum, he has -1 subtracted from his basic HP with that weapon.

Example: Morningstars have a base HP of 11, and STR and CDN minimums of 11 as well. A character with STR 9 and CDN 10 would therefore have a base HP of 14 with a morningstar; a character with STR 14 and CDN 9 would hit AC 0 on a 13 (Note that having a STR rating in excess of minimum requirements does not negate the penalty imposed on HP for being below CDN minimums, or vice versa).

4) Hit Probability Adjustments to Missile Attacks

The basic hit probabilities identified for Ranged (missile) weapons represent a character's chance of hitting a stationary target. Negative adjustments to HP are made whenever a player fires at a moving target.

For purposes of this rule, a character is considered to be stationary if a) he is standing still, b) is engaged in combat, or c) is moving in a straight line, at a consistent pace no faster than a brisk walk directly toward or away from the player. Otherwise, a player must make appropriate adjustments to his hit probability, based on the type of evasive action being taken by his target (the three numerical values listed in parentheses in each movement category represent the HP adjustments made at short, medium, and long ranges).

a) Running in a straight line (0/-1/-2). Any character running as a result of demoralization or panic is considered to fall into this category of movement. Horses and animal-driven wagons are also considered to move in a straight line when running, for purposes of this rule.
b) Moving rapidly in a direction lateral to the attacker's line of fire (-2/-3/-4). A self-explanatory condition.
c) Consciously dodging (-4/-6/-8). While consciously dodging, a character may not move more than two-thirds of his normal movement allowance (MA). A dodging character may not carry extremely heavy items -- such items are presumed to be laid down or dropped at the spot where he begins dodging.

Close Weapons

Weapon Type	Basic Hit Prob (HACO)	Damage Normal	Damage Expert	Minimum Requirements STR	CDN	REF	Notes
Swords							
Shortsword	9	2D3	3D3	7	11		
Broadsword	8	2D4	3D4	9	10		
Rapier *	7	1D8	1D12	3	13	13	
Bastard Sword	7	2D6	3D6	13	8		
Greatsword (Zweihander)	6	2D8	3D8	16	8		
Axes							
Francisca (Small Ax) **	9	2D3	3D3	7	8		
Battleaxe (single-bit)	8	2D5	3D5	11	7		
Battleaxe (double-bit)	8	2D5	3D5	11	13		a
Large Axe	7	2D6	3D6	14	6		
Blunt Weapons							
Cudgel (Sap)	10	2D2	3D2	5	7		
Club	9	2D4	2D4	10	7		b
Mace	9	2D4	3D4	8	9		
Maul (Thor-hammer) **	9	2D3	3D4	7	11		
Morningstar	11	2D8	3D8	11	11	8	
War Hammer	9	2D6	3D6	11	9		
Great Hammer	8	2D10	3D10	16	6		
Pole Weapons							
Javelin **	11/13	2D3	2D3	5	6		b
Boarspear **	8/9	2D4	3D4	9	9		
Spear **	7/10	2D5	3D5	9	7		
Lance (Mounted) *	10/NA	2D12	3D10	9	13		c
Halberd	5/9	2D6	3D6	10	11		
Dagger Types							
Dagger *	11	1D4	1D6		11	9	
Knife *,**	11	1D4	1D5		8		
Main Gauche *	9	1D6	1D8	6	13	9	d

* - Weapon does not receive strength bonuses to Damage Done.
** - Weapon may be used as ranged weapon; requires separate weapons training

Ranged Weapons

Weapon Type	Basic Hit Prob (Sht/Med/Long)	Damage Normal	Damage Expert	Minimum Requirements STR	CDN	REF	Range Limits Sht	Med	Long	Notes
Bows										
Short Bow	5/9/13	1D6	1D6	5			60	150	300	e
Horse Bow	5/8/13	1D6	1D6	8			60	180	400	e
Long Bow	4/8/11	1D6	1D6	9			100	250	600	e
Composite Bow	2/7/11	1D6	1D6	13			150	325	750	e
Light Crossbow	3/7/13	1D8	1D8	7			50	150	450	e,f
Heavy Crossbow	2/6/12	1D8	1D8	16			80	250	600	e,g
Thrown Missile Weapons										
Sling (with windup)	3/8/13	1D4	1D6		13		45	90	200	
Sling (flat)	8/13/17	1D4	1D6	8	13		30	50	75	h
Knife	5/9/14	1D4	1D5		8		30	75	120	e
Francisca	6/11/15	1D6	1D8	9	11		15	45	90	e
Maul	5/11/17	1D6	1D8	11	13		15	50	120	e,i
Bolo	4/9/14	1D5	1D6	7	11	8	30	60	100	f,j,k
Net	8/NA/NA	Tangle			11		20	NA	NA	k,l
Javelin	4/8/13	1D8	1D10	7	11		50	125	200	e
Boarspear	5/11/16	1D10	1D12	11	12		40	80	120	
Spear	5/10/15	1D10	1D12	11	11		50	100	150	e

a - If misses on first attack in melee round, gets return strike at -4 HP.
b - No expertise possible with this Close weapon.
c - Base HP is 5 if target is stationary.
d - May be used to add +2 to defense instead of as an attack weapon.
e - Expertise adds +2 to Critical Hit Prob.
f - Attacks once every 2 melee rounds.
g - Attacks once every 4 melee rounds.
h - Attacks 2x per melee round.
i - For successful attack at Medium range, add 1D3 to damage done; at Long range, 1D6.
j - Attacks at -4 to HP when attempting to do damage.
k - May be used to tangle a foe's leg (incapacitated for 1D6 melee rounds).
l - Attacks once every 3 melee rounds.

ADDITIONAL COMBAT RULES

(This section may be used for shielding rules by itself, or in combination with the extended combat rules to be found in the next section.)

SHIELDS

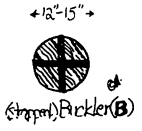
While it is true that few thieves use shields (that would require close combat willingly undertaken, a situation most thieves would prefer to avoid), except on rare occasions during highwaymen adventures, it is also, conversely, true that most fighter-types do use shields (since they do favor close combat). If player thieves have hired some muscle to back themselves up, or if they should happen to be engaged in close combat (a contretemps most undesirable), shield rules become necessary.

In most combat systems, the value of a shield is considered to be a simple +1 increment to the AC (armor class) of the character using the shield. So, up to now, has it been in the combat rules provided in the earlier volumes of Thieves' Guild; if someone was using any shield, add +1 to his EAC. However, there is more to shielding than simple addition of a positive factor; a shield's value in combat depends upon many factors:

§ the skill of the person using the shield,
§ the type of shield being used,
§ the material from which the shield is made.

The shield rules presented here attempt to take all of these factors into account. Also included are some fighting techniques with shields which would normally be available to those fighters trained in shieldwork; these will be discussed at the end of the section.

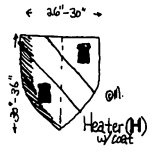
There are seven basic types or shapes of shield, ranging from a rather small circle to a rectangle large enough to hide one's entire body:



BUCKLER (B) - a small circular shield, usually 12" to 15" in diameter. Occasionally the shield is curved, forming a dish shape. It is used by holding onto a single grip which is centered on the back of the shield. This type is best used by very agile people, and is reasonably useful against jabbing weapons such as pikes and spears.



ROUND SHIELD (R) - the normal circular shield, ranging from 26" to 30" in diameter. This shield is frequently strapped onto one's arm, and is controlled with a grip a few inches from the rim. The round shield was one of the two most commonly used shield styles in history, the other being the rectangle similar to the Roman legionaires' shield.



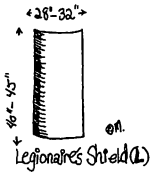
HEATER (H) - so called because the shape resembles the bottom of an iron, normally 26" to 30" wide and 30" to 36" top to bottom. The heater is strapped and controlled in the same manner as the round shield. This shape is used frequently in heraldic drawings of armorial devices. This style of shield was most commonly used in the western European nations.



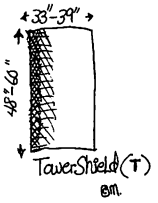
VIKING ROUND (V) - or large round shield, usually 40" to 48" in diameter. This shield may be strapped on as the small round or the heater, or it may be carried by two hand grips, one near each of the opposite sides of the rim, for use when charging at an enemy (a favorite tactic of the Norsemen). It is possible to strap weapons to the back of the shield.



KITE SHIELD (K) - 26" to 30" across the widest part, and 42" to 51" top to bottom, shaped like a child's kite, whence the name. The strapping on a kite held the arm along the longest axis of the shield, and allowed a full rotation of the point from straight down to straight up. This shield was most commonly used by riders, and is frequently seen in pictures of mounted knights in medieval Europe.



LEGIONARY (L) - a large rectangle, of the type used by the Roman soldiers of the Legions, usually 28" to 32" wide and 40" to 45" top to bottom, frequently curved from side to side. Strapping allows the shield to be carried in a rest position with the top at approximately shoulder level. This shield is well adapted to formation of the shield wall which frequently fronted Greek and Roman phalanges.



TOWER SHIELD (T) - a huge rectangle, normally 33" to 39" wide and 48" to 60" top to bottom. This type of shield is designed for fighting from behind, rather than with, and is admirably suited to the fighter who wants his opponents to come to him (he surely ain't gonna carry this one very far). It is particularly good for protection from missile fire (you can hide an awful lot of you behind it).

SHIELD TRAINING

The capabilities of a shield are determined by its type and material. The skill of the user is a factor of importance also - a person unused to a shield will not get as much protection from it as will a well trained fighter. Shield training may be chosen as one of the weapon trainings available at the beginning of a player character's career, or it may be learned later. All of the shields can be divided into 4 general classes for purposes of defining a fighter's training (the terms under each class refer to the type of shield combat work commonly included in the training for that class of shield):

Class 1: Buckler
(includes boss punch)
Class 2: Round, Heater, and Kite
(includes boss punch, rim punch, and shield presses)
Class 3: Viking Round
(includes shield presses)
Class 4: Legionary and Tower
(includes locked wall techniques and shield presses)

If a character is trained (T) in one class of shields, he is considered partially trained (P) in all other classes of shields (he probably won't make a total ass of himself, trying to run while using a tower shield, etc.). If a character is untrained (U) in any class of shield, he gets no benefits at all, except against missile fire (M). A character may be trained in more than one class of shieldwork, but each shield class requires 1 weapons training choice.

USING SHIELDS IN COMBAT

The method for using shields in combat is simple. Each shield has a protection factor, representing the additional difficulty posed to the attacker in avoiding or circumventing the shield. The attacker's HP for the

defender's AC is the SSF (shield strike figure); add the shield's protection factor to the SSF to determine the CSF (clear strike figure). If the attack die roll on a D20 is sufficient to equal or exceed the shield strike figure (SSF), but not the clear strike figure (CSF), the shield has been struck instead of the character using it; if the CSF is equaled or exceeded, the character himself has been struck.

Example: Morreg the Eel is wearing leather armor and using a wooden round shield. He is fighting Bara Kuuda, who is using a broadsword, with which he can hit armor class zero (**HACØ**) on a 5 or better. Leather armor is AC 4, the shield has a protection factor of 3. The SSF for Bara is 9 (**HACØ** of 5, + AC 4 for leather); the shield gives a protection of 3, so the CSF is 12. If Bara's attack roll is 8 or less, he has missed the swing completely; if it is 9 to 11, he has hit Morreg's shield; and if it is 12 or better, he has gotten past the shield and hit Morreg himself.

In the case of the buckler in the hands of an untrained character, the negative protection value does not mean that the buckler's wielder is easier to get a clear strike upon - the lower figure is always the SSF, the higher the CSF. This negative quantity reflects the tendency of an untrained combatant to leave much wider openings when trying to protect himself with a device with which he is unfamiliar.

The GM should remember that a shield does not protect from attacks from the rear of the character (unless it is strapped or carried on his back), or from the side of his weapon hand; it protects only the front and shield arm side of the person using it.

To assess damage, both to the shield and to the shielded, roll the normal damage dice for the attacking weapon. Compare this result to the shield's absorption capability; any damage not absorbed by the shield will pass through to the character. The players should keep track of the total damage absorbed by the shield, since a thoroughly battered or hacked-up shield will provide little or no true protection. Shields, unlike pieces of armor, are seldom repairable; normally they will simply be replaced.

SHIELD DESIGN AND CONSTRUCTION

In BASE SHIELD SPECIFICATIONS, the various types of shield are rated for protection (how much harder it is to strike a person using one), absorption (how much damage it will keep from getting through when a shield, rather than the person using it, is struck), penalties to one's own Hit Prob while using a shield (they do get in the way of the blow you were delivering, as well as slowing you down just a touch), minimum strength (STR) needed to move at full normal speed when using a shield (it is possible to try to use a shield much too heavy for you, which will slow you down considerably when you try to move), and turn angle (how far around you can turn in 1 mr without losing control, perhaps falling). The base price for a shield constructed of wickerwork is quoted in SP. MATERIALS contains STR adjustments for weight of material, the base saving roll for the shield material, the absorption multiplier, the missile/ranged weapon absorption multiplier, the factor for the total amount of damage the shield is capable of absorbing before becoming useless for any sort of protection, and a price multiplier. Both of these charts will be used to rate the shield you are constructing.

MATERIALS

Material Used	STR Add	S.T. Base	Absorb Factor	Missile Factor	Damage Factor	Price Factor
Wicker	-2	6	0.5	2.0	5	1
Leather	0	8	0.5	3.0	3	3
Cuirboilli	+1	10	1.0	2.5	5	4
Wood	+2	11	1.0	1.0	7	4
Bronze	+4	15	2.0	2.0	12	7
Iron	+6	17	2.5	1.5	16	8
Steel	+5	20	3.0	1.5	20	10

Most of the capabilities of a shield are derived by cross-indexing the shield type with the stage of training for the capability desired. The others use factors from both charts.

Absorption is derived by multiplying the base absorption rate for type of shield and stage of training by the material absorption factor.

Damage is derived by multiplying total absorption (the previous calculation) by the material damage factor (any bonuses to damage provided by the enhancements are added to the total, not to the base). When the damage absorbed by the shield (prevented from harming the user) reaches certain percentages, checks and adjustments should be made to shield capabilities:

25% Damage - 10% chance of broken strap or hand grip.
40% Damage - Protection reduced by 1.
50% Damage - 35% chance of broken strap or hand grip.
65% Damage - Protection reduced by half.
75% Damage - 75% chance of broken strap or hand grip.

Missile absorption is derived by multiplying the base missile absorption rate by the material missile factor.

Minimum STR to move freely is calculated by adding the minimum STR for the shield type to the material STR add (wicker is light enough that it is easier to carry). For each point of STR by which the minimum STR requirement for the shield exceeds the character's effective STR, deduct 1 from the movement allowance for that character. (If the new combat rules in the next section are being used, deduct 1 from REF for each 2 points [or part thereof] of STR by which STR minimum is missed.)

Saving rolls against shattering and cleavage depend on the type of material.

Shattering: A shield will require a saving roll (abbreviated SR) against shattering if it has been dealt, in a single blow, twice the damage it is capable of absorbing. Shattering destroys the shield completely, but absorbs 1.5 times its normal maximum in the process; the shield is completely gone (with no entanglement to the character) as of the following mr.

Cleavage: A shield will require a saving roll against cleavage if the attack roll is exactly equal to the SSF, or to the CSF (see combat method above for the meaning of abbreviations). Cleavage destroys the protective value of the

BASE SHIELD SPECIFICATIONS

Type of Shield	Protection U	P	T	M	Absorption U/P	T/M	HP Penalties U	P	T	Minimum Strength	Turning Angle	Price in SP
B(uckler)	-1	0	2	0	1	2	-1	0	0	2	-	25
R(ound)	0	1	3	2	1	3	-3	-1	0	5	-	75
H(eater)	1	2	4	2	1	3	-3	-2	-1	6	-	90
V(iking)	2	3	5	3	2	4	-3	-2	-1	9	180°/180°	120
K(ite)	2	3	5	3	2	4	-4	-2	-1	10	180°/180°	140
L(egion)	3	4	6	5	2	4	-5	-3	-2	10	120°/90°	160
T(ower)	4	6	8	6	3	5	-6	-5	-4	13	60°/45°	200

shield, but not the shield itself; the pieces are still strapped to the character's arm, and still exert movement and HP penalties, if any are applicable. The normal amount of damage is absorbed for the cleaving blow. It requires a SR against CDN to remove the pieces, with no blows swung, and no major defensive movements allowed, during the removal process. If the SR against cleavage is made exactly, the opponent's weapon has partially cleft the shield (doing double the normal damage to the shield), and is stuck in the shield itself (this will usually produce a few interesting movement problems). It requires a missed SR against the base material number, for one's opponent to free his stuck weapon.

Prices for the various shields are calculated (in silver pieces) by multiplying the cost of the shield type by the material price factor, and then adding the cost of enhancements (if any). There are no enhancements available on "off the racks" shields; enhancements require extra time to apply to the shield, usually 2 to 6 days (2D3) per enhancement.

Turning angle refers to the maximum spin per mr that can be safely made. The first number of degrees is for use on hex boards, the second is for those who prefer squares. If the turning angle is exceeded, the character will lose control of the shield, and leave himself wide open for a blow (a bonus of 3 to the HP of his opponent), unless he makes a successful SR against REF. If the SR is missed by 5 or more, the character involved has lost his balance and fallen.

There are some enhancements to shields, which may provide additional strength for the shield in terms of the saving rolls required (all but the last are used only on non-metallic shields). All of the additions to SR are cumulative.

Binding
(placing a metallic rim on the shield)
adds +2 to SR against cleavage,
adds +4 to total damage capability.

Strapping
(placing metallic belts across the shield)
adds +3 to SR against shattering,
adds +2 to SR against cleavage,
adds +6 to total damage capability.

Bossing
(addition of a metallic hub to the shield)
adds +1 to SR against cleavage,
adds +1 to total absorption capability,
adds +3 to total damage capability,
+6 if metallic shield.

Prices
(in SP; "-" indicates not available)

Option	B	R	H	V	K	L	T
Binding	20	60	80	90	100	100	150
Strapping	-	120	120	180	200	250	350
Bossing	30	50	-	70	70	-	-

(Triple cost for bossing on **metallic** shields .)

EXPERIENCE BONUSES

Experience bonuses for fighters and thieves may be applied to shield work in the same manner as increases in HP with a particular weapon, and may either supply additions to protection or reduce the HP penalty that comes with a particular type of shield. Absorption may not be increased by experience, since that is only a function of the type of shield and its material.

MAGICAL ENHANCEMENTS

Magical enhancements may be applied to shields, in order to raise the protection value, or the shield's total absorption (not the base figure) which will also raise overall damage capability, or the SRs against cleavage and shattering, or to reduce the minimum STR requirement to carry the shield (this may also affect the turning angle on the larger shields - this should usually be increased proportionately to the reduction of necessary STR). Another possible enhancement is to increase the strength of material, as with a wooden shield with a material strength rating of bronze, or even steel.

COMBAT TECHNIQUES WITH SHIELDS

There are only a few techniques for using a shield to strike a blow: boss punches, rim punches, and the shield press (locked wall technique does not actually strike blows, but it tends to push the enemy back while providing protection to the users). The two punches usually do damage if successful, and the press is used to push an opponent off his feet, knocking him to the ground, and making him a prone (and much easier) target.

Punching with the shield is handled in much the same way as striking a blow with any other weapon. The base **HACØ** of a shield is 10 (the shield is a bit more ungainly than the normal weapon), and it requires minimum CDN of 9 to deliver blows; if a person desires to deliver a blow in one melee round, and still use the shield for defense in that round, it requires minimum effective REF of 13. The damage delivered by a shield blow depends on the strength of the user as well as the material of the shield. Bonuses for damage are figured as for any other weapon, using STR as a guide compared to minimum STR required for the shield in use. The base damage dice relate to the type of material used for the shield. If a boss punch is struck with a shield on which there is no boss present, the damage a successful strike would normally deliver is divided by 3 (most of the damage capability of this type of punch is contained in that little metal hump) - a blow normally delivering 8 points would deliver 3 (round to nearest), etc. A rim punch with a non-metallic shield which has no rim (it is not bound) incurs a penalty of 1 die of damage - a blow which would do 4D3 of damage only does 3D3, etc. One-third of the damage delivered by the shield should be assessed as damage to the shield.

Material	Damage
Wicker	2D2
Leathern	2D3
Wooden	2D3
Metallic	2D4

Shield presses can produce disproportionate results if successful, but are fraught with danger if they do not work. To make a shield press, a fighter must declare the intention at the beginning of the mr; he may not make any other attack. Develop effective weight class (EWC) for presser and target - effective weight class is STR value + AC value. Add the two EWCs, then derive percentage of 2/3 attacker's EWC against that total. Roll D%; if the result is less than the percentage figure, the press has succeeded. If the press fails, and the result is in the top 25% of the failure percentage (as for the lockpicking and pocketpicking tries on page 1-14a), the presser has put himself in a position so unbalanced that his opponent has a bonus to HP of +3 for the next mr; if he fails a saving roll against CDN, he trips and falls (putting himself in the position he had intended his foe to occupy). If the target has a higher base REF than the presser, a saving roll against effective REF will allow him to step out of the way; if the result of the roll is lower than the difference between the two REFs, or if the result is 2, the target has succeeded in dodging

Armor	Value
Cloth	0
Soft leather	0
Hard leather	2
Cuirboilli	2
Chain	4
Splint	3
Banded	4
Scale	5
Plate mail	5
Plate	6
Partial coverage: divide by 2	
Values cumulative.	

out of the way, and has tripped the presser (with the the same result as above).

Locked shield walls are formed only by the two biggest types of shields. Both of these are made with a raised lip on one side, and a depressed lip on the other

(————————————)

which allow the shields to link to form a strong wall. This wall is hard to break, and a unit trained in this tactic can form a good rallying point or a center point for a line.

(If this section is to be used, it must be used in combination with the extended shield rules to be found in the previous section.)

ARMOR AND COMBAT

Few thieves use heavy armor (i.e., much more than the occasional piece of cuirboilli), since it can slow a rogue down to a mere fraction of his former speed. For this reason, Thieves' Guild has used a very simple and easy to handle combat system which did not provide much accuracy in the matter of armor - armor was treated as all protection and no penalty (so to speak).

Little recognition was taken of the fact that the more protection afforded to its wearer by a given piece of armor, the more restricted his movements become, and the slower his reaction times. In truth, a figure in plate armor would generally be a virtually stationary target, easy to bang on the whole live-long day - just extremely hard to damage. Another type of armor would probably be less bulky and restrictive, but it would be also less protective.

Under the revised combat system presented here, the various types of armor will treated as a range of protection (the percentage of the time that a blow will strike the armor rather than the person wearing it), and an amount of damage that the type of armor absorbs when it is struck. Hit prob depends on the weapon and the person wielding it. A single roll of a pair of D20 (D20, not percentile dice - D%) can determine whether the blow has missed entirely, been parried, struck the opponent's shield (if any), struck the armor, or has managed to find the chink in the armor (a clean hit) and to bypass the armor's protective ability entirely. Under the new method, it is possible for Conan to fight without armor and use all his pantherish speed to avoid being struck by his opponent's weapon swings. Critical hits (a simplified system is used, simply multiples of the normal damage) are dependent on the skill a person possesses with the weapon he is using, and are possible whenever the opponent is struck, on armor or cleanly; criticals on armor are, of course, rarer in occurance than if a clean hit on the person is made.

TYPES OF ARMOR

There are eleven basic types of armor used under this style of resolving combats; even animal hide (on the living beast, not off) can be equivalenced to one of these types, although the animals involved would not be subject to the REF and CDN penalties assigned to wearers of artificial armor. The types of armor used are (general classes):

Quilted Cloth - is basically two or more layers of cloth, usually with some sort of batting sandwiched in between the cloth layers, and with a goodly bit of stitching done to divide the material into many different sections (a la the quilts found on the beds in many of the residences of bygone years). The cloth is normally very supple (until it gets wet), and does not interfere with movements under most circumstances; if it should happen to get very wet, treat it as Hard Leather for movement penalty only, not for absorption.

(Animal = Light Hide)

Soft Leather - is a the thin hide of some animal, usually single layer, occasionally with the hair remaining on it. It is quite supple, and does not interfere with movement to any great respect. If this should get wet, treat it as Hard Leather for movement penalty, but not absorption.

(Animal = Medium Hide, Light Fur)

Hard Leather - is equivalent to tooling leather, a thicker hide. It is usually fairly stiff, and may be mildly restrictive of movement. A heavily furred tanned hide would be equivalent to Hard Leather.

(Animal = Thick Hide, Medium Fur)

Cuirboilli - is tooling leather boiled in paraffin or some other wax, and shaped over a form while it is still warm and pliable; as it cools, it ceases to be pliable, and becomes extremely stiff. It is restrictive of movements.

(Animal = Heavy Fur, Light Scale)

Chain - is often called Mail (Chain Mail is a redundancy, since the two words mean much the same thing), and is comprised of many links of finely wrought wire. It is reasonably supple, but is not light, and can be a bit restrictive of movements.

(Animal = Medium Scale)

Studded Leather - is tooling leather, with numerous buttons of metal riveted through the leather to reinforce it. It is about as stiff as Hard Leather, but weighs a good bit more.

(Animal = Thick Fur)

Splint Armor - is Cuirboilli with strips of metal embedded into the waxed leather while it is cooling and hardening. It is heavier than Cuirboilli, and just as restrictive of movements.

Banded Armor - is usually two or more layers of Soft Leather with a number of over-lapping bands of metal fastened to it. It is not as stiff as Hard Leather, but is just as restrictive of movements, and heavier into the bargain.

Scale Armor - is Quilted Cloth or Soft Leather with large numbers (hundreds, in some cases) of small plates of metal fastened to the base material. It is quite similar to Banded Armor, but is usually heavier.

(Animal = Medium Scale, Light Horn or Carapace)

Plate Mail - is Chain with portions of formed (and, occasionally, jointed) metal plate. It is not as supple as Chain, due to the addition of the plate, and is a good bit heavier.

(Animal = Thick Scale, Medium Horn or Carapace)

Plate Armor - is comprised of plate metal formed and shaped to fit specific portions of the human body. In many cases, it was very finely wrought and jointed, requiring less strength to move around while wearing it, but the suits (or cuirasses) were usually restrictive and very heavy.

(Animal = Heavy Horn or Carapace)

ARMOR TYPES AND STATISTICS

Armor Description	AC	Penalties REF/CDN/STR			Helm	HPB	Full Damage	GP Cost
Quilted Cloth	2	0	0	3	0	1	12	??
Soft Leather	3	1	0	4	0	2	24	??
Hard Leather	4	3	1	6	1	3	45	??
Cuirboilli	6	4	2	8	2	4	80	??
Chain	8	5	2	10	4	6	210	??
Studded Leather	8	5	3	11	4	5	125	??
Splint Armor	9	6	3	12	4	6	180	??
Banded Armor	9	6	4	13	4	6	210	??
Scale Armor	10	6	4	14	5	7	280	??
Plate Mail	12	7	5	16	5	8	360	??
Plate Armor	15	8	6	18	6	9	450	??

Explanations of Headings:

AC - is the overall figure to use when figuring the character's personal combat line for the range of protection for a full suit of the armor type.

Penalty to **REF** - is the amount deducted from the REF of a character wearing a full suit of the armor type, to develop effective REF.
Penalty to **CDN** - is the amount deducted from the CDN of a character wearing a full suit of the armor type, to develop effective CDN.
Minimum **STR** - is the minimum STR rating required to wear a full suit of this type of armor without further deductions from effective REF; for each 2 points (or part therof) of STR under that mark, deduct 1 additional point from REF. If a character should happen to develop a negative effective REF, deduct the negative amount from CDN.
Helm - is the class of helm that should be worn with a particular type of armor to secure maximum protective effect. If the class of helm worn is under that required, lower the AC rating of the overall armor by the difference (wearing a helm class greater than that required has no beneficent effect, however, unless the helm is the only armor being worn).

HELM CLASSES

Description	Class	AC*	HPB
None	0	0	0
Soft leather or cloth liner	1	1	1
Makeshift, leather or studded	2	1	2
Chain coif	3	2	2
Open metal helm	4	2	3
Guarded helm	5	3	3
Closed helm	6	3	4

If the helm is the only piece of armor worn (a shield is carried, not worn), the AC is as given in that column. This handling reflects the fact that most blows are aimed at the head. If a person is wearing only a helm, and is struck upon it (if the attack die roll falls in the range for the armor protection), there is a 10% chance per point of damage that passes through the helm, that he will have been knocked unconscious (a SR against 2/3 STM reduces that to dazed for 1 mr), provided this damage does not kill him outright (a person can only stand 25% or 1/4 of his total damage if taken as a solid head blow). If a person is KO'd, it requires a SR against 1/2 STM to awaken, and a second SR against STM (after the first has been made) to become active again (only one SR per mr should be allowed).
HPB (Hits per Blow) - is the amount of damage the armor type will absorb from each blow successfully struck to the armor. If the damage delivered by the blow is less than or equal to HPB, no damage passes through to the person wearing it. The GM should require the players to keep track of the amount of damage the armor has absorbed; armor loses 1/3 of its protective value when it has absorbed 1/2 of its maximum damage potential - it loses all value for protection when the damage absorbed (without repair) exceeds its full damage figure.
Full Damage - is the maximum amount of damage that a full suit of armor ot the given type will absorb before it becomes useless for protection. When sets of armor have absorbed 1/2 this full damage figure (with the exception of Quilted Cloth, Soft Leather, and Hard Leather), AC is reduced by 1/3 (rounded down) to reflect general wear and tear.

PARTIAL ARMOR AND ARMOR COMBINATIONS

If a character should be wearing only partial armor, or if he is wearing a combination of types of armor (a plate cuirass and cuirboilli limb armor), the chart below will help to calculate both his EAC and his requisite penalties.

PARTIAL ARMOR ADJUSTMENTS

Area of Adjustment	Partial on Torso (40%)	Partial on Limbs (60%)
A(rmor)C(lass)	-65% (2/3)	-50% (1/2)
REF Penalty	-40% (2/5)	-25% (1/4)
CDN Penalty	-50% (1/2)	-35% (1/3)
STR Minimum	-50% (1/2)	-35% (1/3)
Absorption	-60% (3/5)	-50% (1/2)
Full Damage	-65% (2/3)	-50% (1/2)

The helm class is dependent on the type of armor on the torso, and does not change with partial armor types. If the limbs are not all the same class of armor, arms are approximately 35% of the limbs, legs 65%, and the GM is invited to work out the adjustments as an exercise. If the group wishes to use a hit location system, the one below is provided (an armor hit or a clean hit, rather than a shield hit, is assumed):

If using shield style fighting:

Head - 25%	Shield Leg - 25%	Shield Arm - 05%
Torso - 20%	Off Leg - 10%	Weapon Arm - 15%

If not using shield style fighting:

Head - 25%	Off Leg - 10%	Off Arm - 05%
Torso - 25%	Weapon Leg - 20%	Weapon Arm - 15%

Many people like to use a damage allocation system in conjunction with a hit location system, to reflect the fact that individual areas of the body do not take as much damage as the whole body is capable of sustaining. If the group wishes to use such methods, the list below provides reasonable approximations of the percentage of the full damage that a particular portion of the body should be able to sustain, before resulting in death (head, torso) or severance (arms, legs). If the GM or the group wish, they may subdivide further to handle smaller areas of the body (chest, wrist, knee, etc.).

Head	20%	Torso	60%
Leg	35%	Arm	30%

MAGICAL ENHANCEMENT OF ARMOR

Armor is quite suitable for enhancement by various arcane means. The effects on the armor itself are many and varied; the result of the enchantment may be to improve the amount of damage, either **HPB** or Full Damage, that it can absorb, or to reduce the REF and/or CDN penalties, or to reduce minimum STR requirement, or even to increase the AC. These effects may be combined to produce some very interesting suits of armor, but it is suggested that the GM hand-design whatever magical armor he desires to hand out carefully, for it is quite easy to have unbeatable walking tanks abounding in a campaign if one is not relatively careful.

COMBAT UNDER THE NEW SYSTEM

Combat can be handled as simply and easily during assorted fracases (fracasi?) and general melees as it was under the older method, if some easy pre-combat preparation is performed. Each character should have two lines added to the combat portion of his sheet:

- § an Attack Line, running from 1 to as much as 15, which details his **HACØ** with his favorite weapon (there may be more than one of these Attack Lines set up, likely one for each weapon used); and,
- § a Defense Line, which could run from -15 to as high as 30, and which details his dodging ability, his parry skill, the shield he carries (if any), and the armor he wears (again, if any).

The lines should be figured as follows:
Attack Line:
First, the spot numbered "1" should always be marked "F", to indicate the possibility of a fumble; if the character is not expert with his weapon, the spot numbered "2" should be similarly marked. Next, the spot with the number corresponding to the character's **HACØ** with the specified weapon should be marked "*", to indicate the first point at which a hit might possibly be scored (because of one's opponent's dodge, this is

not the absolute number for a hit - it could move up or down the line). All spots between "F" and "*" should be marked "M" (for missed, obviously), and all spots past "*" should be marked "H" (for hit).

Examples:

1.) Kreegan Bundolo uses a club with which he is an expert, and with which he has HACØ of 5 - his Attack Line looks like:

```
F--M--M--M--*--H--H--H--H--H
1  2  3  4  5  6  7  8  9 10
```

2.) Verasi Teigh possesses a broadsword with which he has recently finished training, and with which he has HACØ of 9 (he has an average CDN rating, and uses a kite shield). His Attack Line looks like:

```
F--F--M--M--M--M--M--M--*--H
1  2  3  4  5  6  7  8  9 10
```

Defense Line:

A Defense Line is bit more complicated than the Attack Line. First, base dodge must be calculated - this comes from effective REF (with armor on), and is drawn from a new chart for:

Bonuses and Penalties for Requisites - REF

REF	Dodge	REF	Dodge	REF	Dodge
0-	-12	7	-2	19	+5
1	-10	8	-1	20	+6
2	-8	9-12	0	21	+8
3	-6	13-14	+1	22	+10
4	-5	15-16	+2	23	+12
5	-4	17	+3	24	+14
6	-3	18	+4	25+	+17

Dodge is figured from base dodge + experience dodge (the ability an older hand gains to effectively suck his stomach in just a skeench tighter when the blade goes whistling by). This is marked off from the zero point of the line; if negative dodge has been attained, the Line markings will start with the parrying ability at the appropriate negative number. If there is positive dodge, mark the spots with "D" from the zero point to the limit of the dodge.

Next, parry skill is marked off. If the person has an experience bonus for the weapon he is using, this functions as a weapons defense ability (parry) as well. Mark off the appropriate number of spots with "P" to indicate the parrying range with the person's primary weapon (the parry range will probably alter if weapons are changed during combat.

Now we get into the armor area - shielding, armor, and armor overlap. Mark off the next spots with "S" to half the protection value (round up) of whatever shield is being used. The remaining half of this value will be included as part of the armor rating (a 2-point shield has 1 point shared with armor; a 3-point shield also has 1 point shared with armor, but will have 2 points of pure shielding); these spots should be marked "B" to indicate that both are being struck (on a pure Shield hit, any damage that is not absorbed by the shield is to be transmitted directly to the person; on a Both hit, any damage scored is first marked off against the shield, to its limit, and then against the armor, to its limit, before whatever remains is transmitted to the person). Mark the spots equal to the remainder of the AC (AC10 - half a 4-point shield = 8 spots, AC15 with no shield = 15 spots, etc.) with "A" to indicate a strike upon the armor. The spots remaining should be marked "C" to indicate a clean hit, which bypasses the absorption value of the armor.

Examples:

1.) Kreegan (of Attack Line fame) is 5th level, and has STR 14, CDN 9, REF 18; he wears no armor (he has a level experience dodge of +1), but carries a wicker kite shield (in the use of which he is trained and has an experience bonus of +2 to protection), and has an experience bonus of +3 with his ironwood club:

Dodge - 5 (4 + 1) Parry - 3 Shield - 7

```
D--D--D--D--D--P--P--P--S--S--S--S--S--S--S--C--C--C
*  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
```

2.) Verasi (also of Attack Line fame) is 1st level, with STR 15, CDN 12, REF 14; being high nobility, he was provided at the outset of his adventuring career with a full suit of plate and a steel kite shield (and a horse, because it's hard to walk with that weight of metal surrounding one); he has gained no experience with his weapons as yet, but has been thoroughly trained in their use; in this instance, he is fighting on foot:

Dodge - neg 5 (eff REF 4 = 14 - [8 + 2])
Parry - 0 Shield - 3 Both - 2 Armor - 13

```
S--S--S--B--B--A--A--A--A--A--A--A--A--A--A--A--A--C
-5 -4 -3 -2 -1  *  1  2  3  4  5  6  7  8  9 10 11 12 13
```

Once the lines have been pre-figured, it is simple to match up the stars (*). Thus, if Kreegan and Verasi were fighting, Kreegan would hit Verasi's shield on a 1[D20] to 5 (he would still have to check for a fumble on a 1), would get through to the armor on a 6 to 18, and would score a clean hit on a 19 or better. On the other hand, Verasi would check for fumbles on 1 or 2, miss Kreegan completely on 3 to 13, be parried on 14 to 16, hit his opponent's shield on 17 to 23 (since it's only a wicker shield, the odds favor Verasi scoring damage on Kreegan himself with any shield hit), and score a clean hit on 24 or better (remember, with the custom of "reroll and add half" on a 20[D20], it is possible to roll much higher than 20).

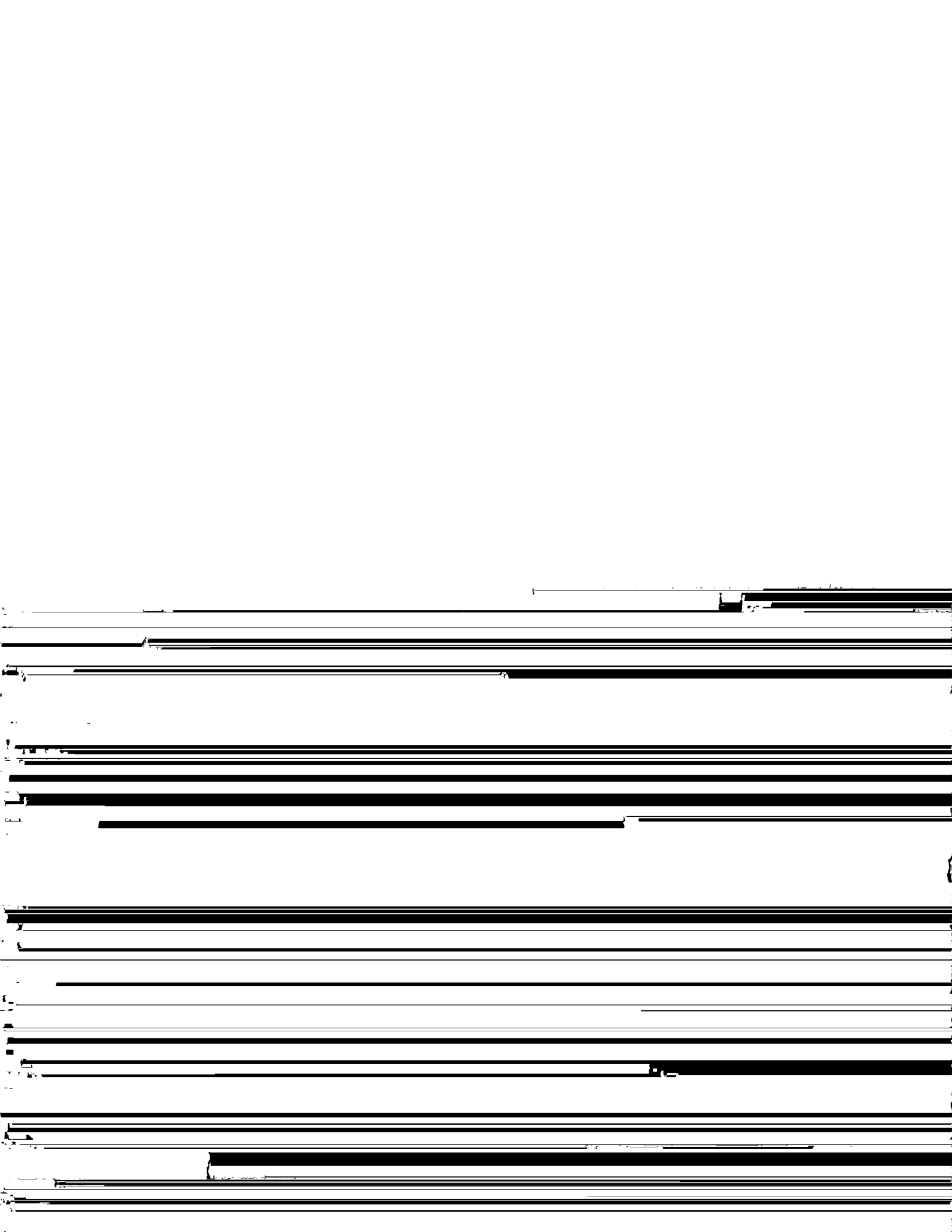
Criticals:

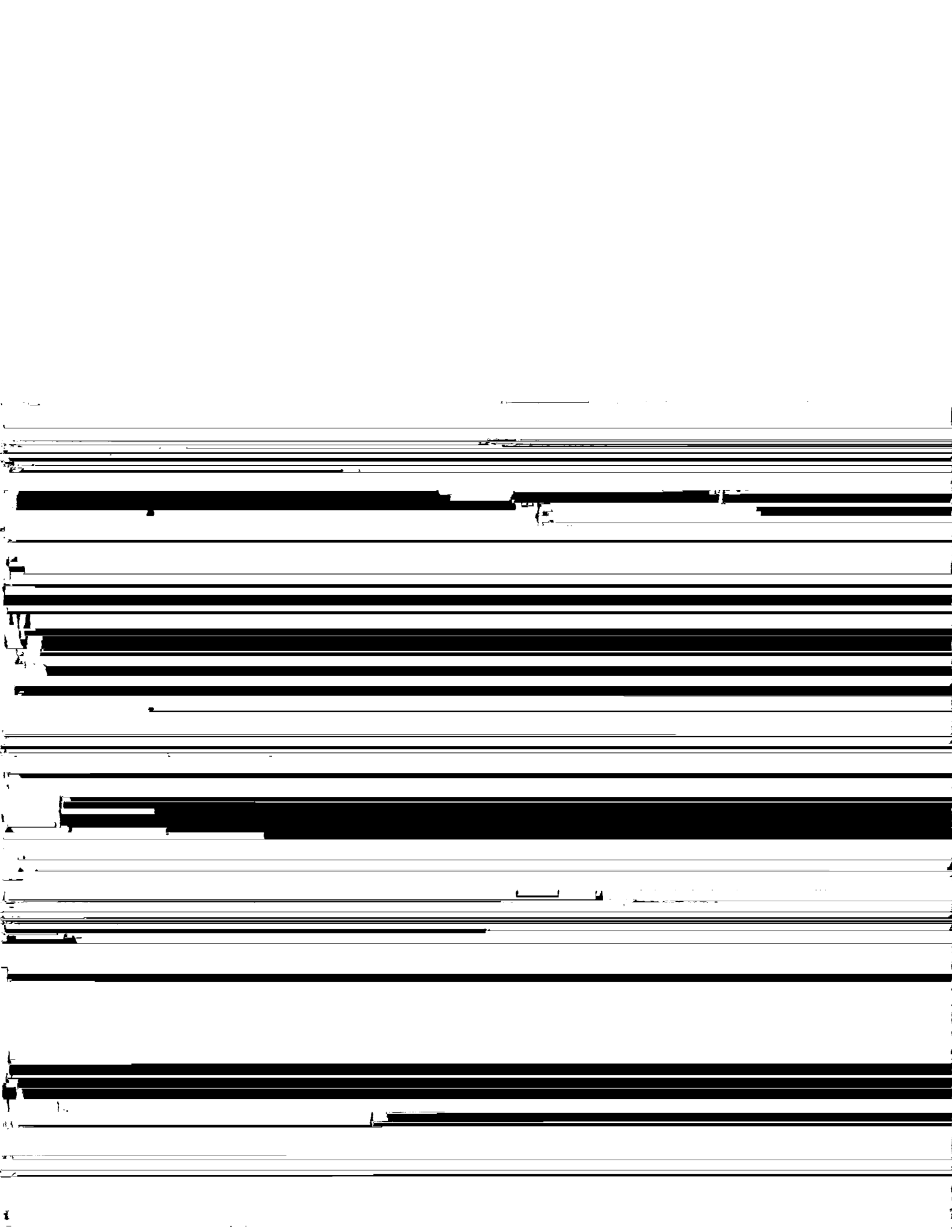
Criticals (severe or very lucky hits which usually cause multiples of ordinary damage to occur to one's opponent) may be scored on any straight Armor hit (not on a Shield or Both hit) or any Clean hit. The chance to score a critical is 5% per weapon skill point with the weapon being used on an A hit, and 10% per weapon skill point on a C hit. The second D20 rolled is used to figure criticals - subtract weapon skill (or weapon skill x 2, for the Clean hit) from 21 to get the figure to equal or exceed on the second D20 (it should be easy for the player to remember his criticals numbers). The first three points (the first triad) of the die roll on a successful critical double (x 2) the damage done by the blow, the next three (second triad) treble (x 3) it, the next three (the third triad) quintuple (x 5, oh ouch!), and any higher result octuples damage (x 8, this is when heads fly off and people are chopped in twain). It is highly likely that a beginning character will have no chance of a critical on an Armor hit, but anyone has a minimum 5% chance (20[D20]) to score a critical on a Clean hit.

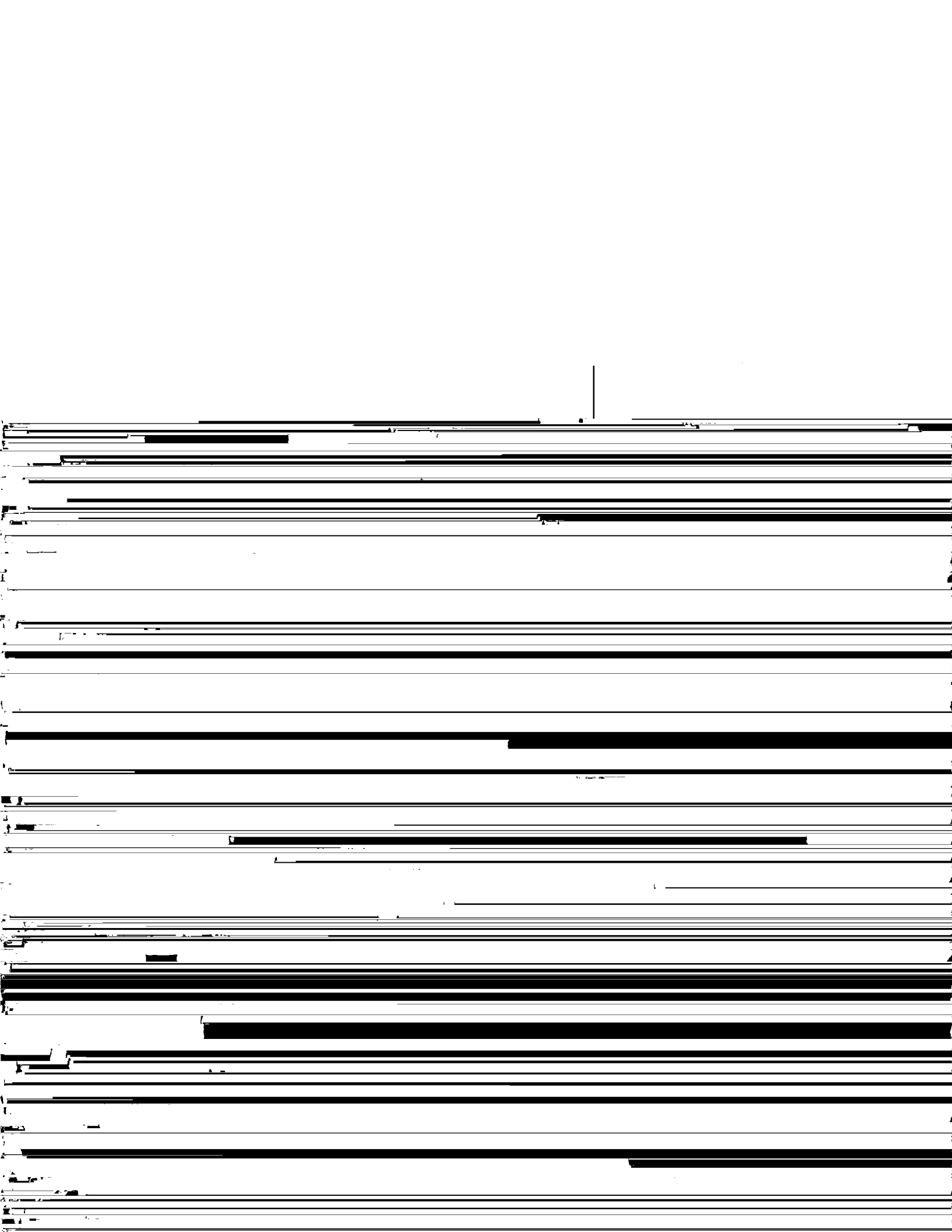
Examples:

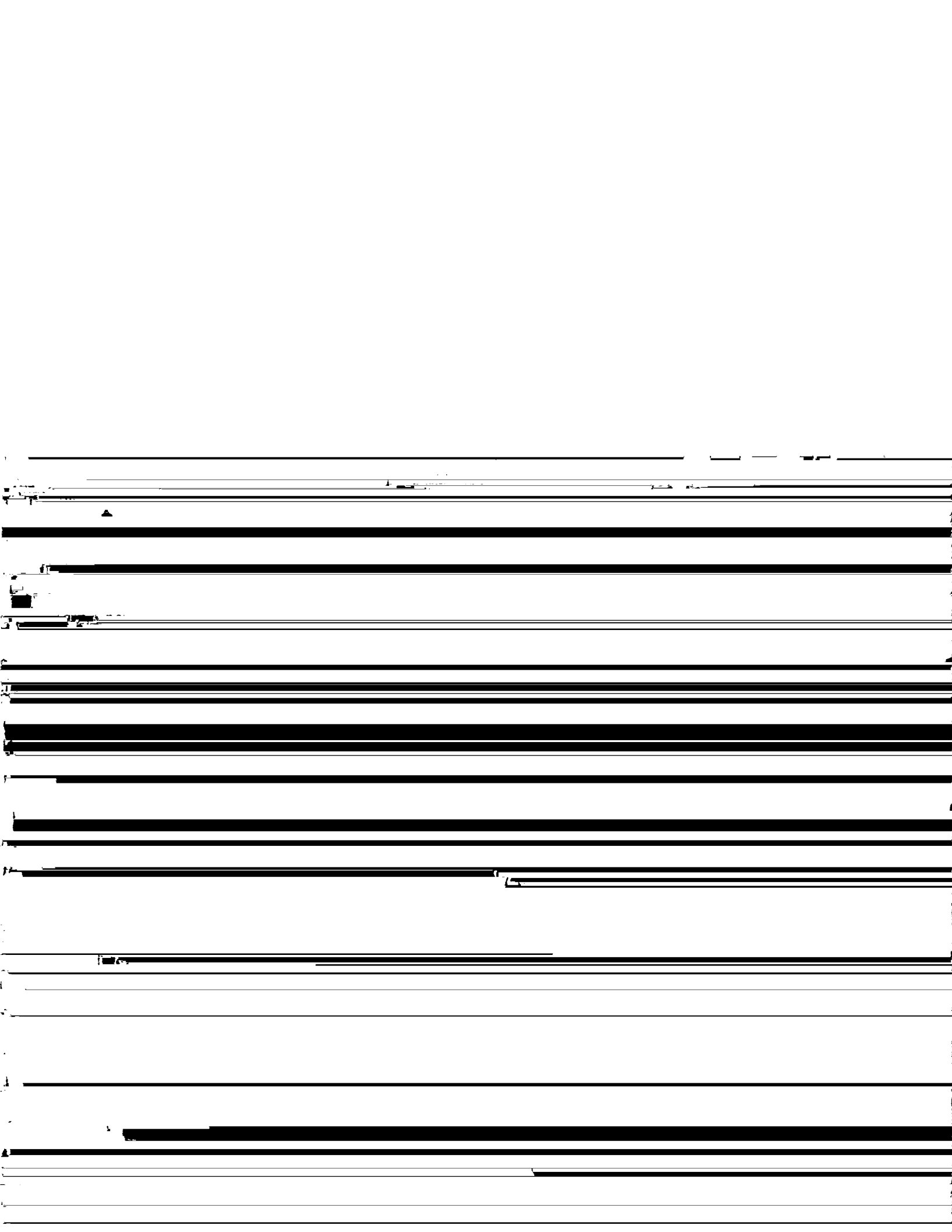
1.) Remember Kreegan? He has an experience bonus of three with his club, giving him a 15% chance of a critical on an Armor hit, and a 30% chance on a Clean hit. His critical numbers are 18 (21 - 3) A, and 15 (21 - [2 x 3]) C. On the A hit, he can only do double damage, but on the C hit, he does double damage on 15, 16, or 17 (the first triad), and triple damage on 18, 19, or 20 (the second triad).

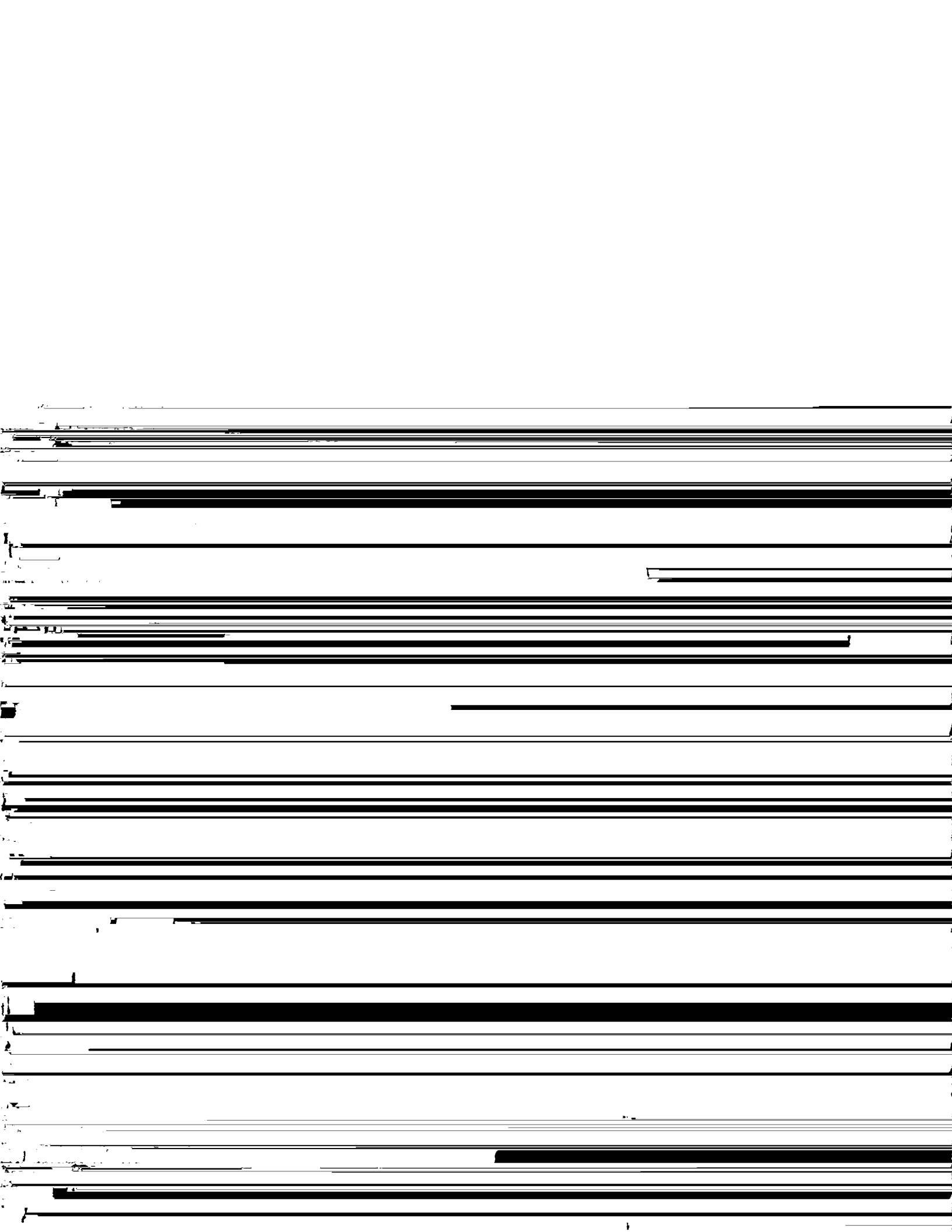
2.) Verasi, our neophyte knight, on the other hand, has no chance at all of a critical on an A hit (since he has no experience bonuses with his weapons yet, and was not able to secure extra training from a Weapons Master, which might have earned him an early experience bonus), and only a 5% chance of a critical on a C hit. His critical numbers are nil and 20; he will do double damage if a 20 is rolled on the critical die.











d) Consciously dodging between cover (-6/-8/-10). While dodging from cover to cover (in the form of bushes, trees, large boulders or buildings), a character may not move more than one-half of his MA. In addition to the above restriction on carrying capability, there is a 15% chance each melee round that a character dodging between cover will drop his ready weapon in the course of his exertions.

e) Hiding in cover (-3/-4/-5). While in actions a - d, a character may not make any attacks of his own, he may fire Ranged weapons while hiding in cover. Such attacks are made at a minus to the character's own HP (-2/-3/-4).

EXPERIENCE

1) Experience Tables for Fighter/Mage Classes

If player-thieves use the Hireling rules presented in this chapter, they will often hire experienced NPC characters and need to know what increases to their fighting and/or spellcasting abilities the hirelings have accrued. This information is contained in the table FIGHTER/MAGE LEVELS, ABILITIES, AND EXPERIENCE. Explanation of the information in this table is provided below.

(GM's Note: All bonuses awarded for experience are cumulative - thus, if a 9th level fighter wearing chainmail receives a +1 to his Dodge at 4th level, and another +1 at 8th level, he receives an overall +2 bonus to his effective armor class for experience).

Fighter Levels, Abilities, and Experience

Hit Die	Hit Bonus	Prob Bonus	Dodge Bonus	Weapons Expertise	Level	EP Needed
					1	0.0K
	+2				2	1.5K
	+2				3	3.0K
*	+2	+1	Q,L,C	*	4	6.0K
	+2				5	12.0K
*	+2	+1	S,P		6	25.0K
	+2			*	7	50.0K
*	+2	+1	Q,L,C		8	100.0K
	+2				9	200.0K
*	+2			*	10	300.0K

Mage Levels, Abilities, and Experience

Hit Die	Hit Bonus	Prob Bonus	Dodge Bonus	Saving own	Roll opp	Other Notes
						(1)
	+1			+1		(2)
	+1					
*	+1				-1	
	+1	+1	Q,L(3)			
	+1			+1		(4)
	+1					
*	+1				-1	
	+1					
	+1	+1	Q,L	+1		(4)

(1) Automatically senses magic use, within 50'
(2) 40% chance of detecting presence of magic item within 10'
(3) Mages may not wear metallic armor, because metal perverts the effect of spell casting power
(4) Attains weapons expertise with any non-metallic weapon.

a) Hit Die - For each level marked with an asterisk that a character has attained, he receives an additional roll of his Hit Die, and adds the result to his total Hits to Kill. The type of Hit Die rolled is dependent on the character's STR and STM rating (see charts presented in the Hirelings section of Chapter 5).

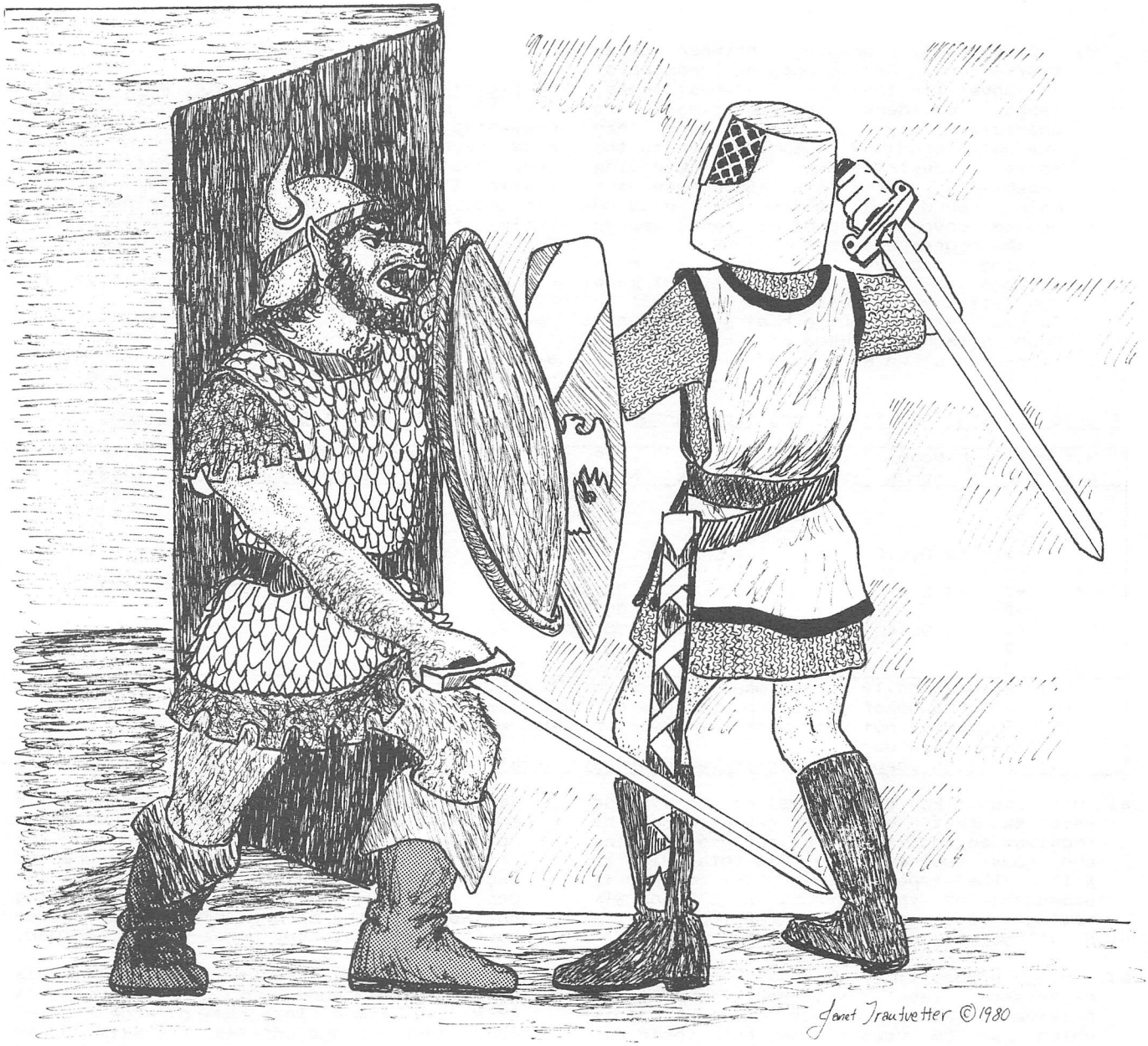
b) Hit Probability Bonuses - At each experience level attained, characters receive a certain number of bonus points which can be used to improve their hit probabilities with various weapons. The cost of improving skills with a given weapon rise in an arithmetic progression (i.e., it costs 1 bonus point to improve HP by +1, 2 bonus points for the second point of HP improvement, 3 points for the third +1 increase, and so on). Players can spend points to improve several weapons, or may concentrate on a single weapon. Bonus points may be saved until a player accumulates enough points to finance his next level of HP improvement.

Example: At 6th level, a fighter has received 10 bonus points - 2 for each experience level gained. He could use these points to improve his HP with a single weapon by +4 (costing 1+2+3+4, or 10 pts), or improve his HP with one weapon by +3 (1+2+3) and in another by +2 (1+2), with 1 point saved in reserve; or to increase HP with three separate weapons by +2, with yet a fourth raised by +1.

For NPC guards and travelers contained in the various scenario descriptions, HP bonus points have already been allocated, and are reflected in the HACO ratings assigned to each weapon listed in the Character Description tables. For hireling characters, the hiring players may decide how to distribute any bonus points accrued.

c) Dodge Bonus - Pluses recorded in this column are added to the character's Effective Armor Class rating. For fighter characters, Dodge bonuses are attained at different levels, depending on the type of armor worn by the character. Thus a fighter in leather armor receives a +1 Dodge at 4th level, while the same fighter wearing plate armor would not receive this bonus until 6th level. Since both the Thief and Mage classes are restricted in the types of armor they can wear, all receive Dodge bonuses at the same experience level.

d) Weapons Expertise - At certain levels, characters receive "expertise" in one weapon (player's choice). For most close combat weapons, expertise increases the number of Damage Dice rolled after a successful attack (see Weapons Specification table presented earlier in this chapter). For ranged weapons and special close weapons (e.g., rapier), expertise increases Critical Hit Prob ability by +2 - thus, an expert needs to roll a result only 8 above his effective HP in order to critically wound his foe.



e) Adjustments to Magic Resistance (MR) Saving Rolls (Mage class only - +1 bonuses recorded under the OWN column are added to a mage's own MR rating when he makes saving rolls against spells or other sorcery. The -1 penalties in the OPP column are subtracted from an opponent's normal MR rating when he makes saving rolls against spells cast by this character.

2. Changes to Thief Experience Table

The THIEVES' LEVELS, ABILITIES, AND EXPERIENCE table presented in Thieves Guild inadvertently omitted identification of the levels at which Weapons Expertise is obtained. In addition, that table does not reflect the hitp probability bonus point system outlined in this section. Consequently, these columns are printed in their revised form below.

REVISIONS TO THIEVES' EXPERIENCE AWARDS

Level	Hit Prob Bonus	Weapon Expertise
1		
2	+1	
3	+2	
4	+1	
5	+2	*
6	+1	
7	+2	
8	+1	
9	+2	
10	+1	*
11	+2	
12	+2	
13	+2	
14	+2	*
15	+2	

OBTAINING HIRELINGS

For certain types of criminal adventure (such as the tomb-robbing expedition described in this volume), a group of thieves may deem it wise to add to the capabilities of their party. Two basic types of assistance are likely to be sought: muscle, or magic.

The following section presents some ground rules to be used when thieves attempt to obtain hirelings. The rules are organized into three sections: 1) finding candidates and setting terms of employment, 2) determining characteristics of the hireling, and 3) measuring the loyalty of the hireling.

1. Attracting and Convincing a Candidate. Player-thieves may search for prospective hirelings in a number of ways. Chances of success and also the quality of the candidates attracted, will differ widely with the method used.

a) The "old boy" network. The thieves spread the word through the local grapevine that they are seeking a good "_____", and hope that their friends or casual acquaintances know of a person that will fit the bill. Base chances of locating a candidate - 5%/day for a fighter (10%/day in small city, 15% in a large city); 2% for a mage (4% in small city, 8% in large city). Type of candidate found: 45% green, 45% intermediate, 10% veteran.



b) Posted advertisements. Players place a notice in a public establishment, such as a tavern. Since advertisements inciting individuals to participate in major felonies tend to draw the attention of the local constabulary, the notice should be subtle, referring to "adventure" as the goal of the party. Most establishments will charge a small sum (5SP to 2GP) to display a notice. Base chances of locating a candidate - 5%/day for each advertisement posted (fighter or mage). Type of candidate found: 70% Green, 20% Intermediate, 8% Veteran, 2% Elite.

c) The Guild. If a thief is a member of the local Thieves Guild, he may ask the Guild to make inquiries about hirelings in his behalf. (If the thief belongs to a Guild in another area, there is an 80% chance that the local Guild will extend him a similar courtesy. A refusal will usually signify that the two Guilds are not on the best of terms, and may be accompanied by a beating - or worse). In exchange for providing this search, the Guild will demand a larger than usual share of the loot recovered (40%-50% for locals, 60%-75% for out-of-towners), and insist on knowing "full details" of the planned crime. This price is admittedly steep; however, the Guild has an 60% chance of locating a hireling each day, and has the connections to insure that the candidates they provide are of good quality (all Guild candidates will receive no less than a +2 to their requisite attributes on the Bonuses and Penalties charts in the next section; reroll all lower results). Type of candidate found: 10% Green, 45% Intermediate, 40% Veteran, 5% Elite.

Once a candidate has been located, determine race and sex with two D100 rolls. Racial background: 01-60= human; 61-85= player choice of race (elf, dwarf, hobbit, centaur); 86-00= player choice of race (orc, kobold, UrukHai, goblin). Sex of candidate: 01-80= male, 81-00= female.

This determined, the thieves then bargain to procure the candidate's services. If the candidate has been located by non-Guild means, there is some chance that he is of upstanding moral fiber, and is totally opposed to illegal activities. (10% chance if method 'a' is used, 35% if method 'b'). Individuals of this type will never accept the thieves' offer; if the thieves have said too much about their plans, the GM may even want to have him go to the authorities with his information, creating interesting sub-plots in the planned adventure.

For all other candidates, the likelihood that they will join the thieves is dependent on their ability level, and the amount of payment offered by the thieves. Payment may take several different forms:

- Daily salary.
- Lump sum payment (usually paid out 50% initially, remainder at conclusion of job).
- Offer to pay for outfitting the character for the expedition.
- Offer to give the character a magic item (weapon, ring, potion, etc.) to use during the adventure, or keep.
- Shares of the booty recovered.
- 1st choice of the booty recovered.

EFFECT OF SALARY OFFERS ON CANDIDATE'S DECISION (Fighter Class)

Payment Type	Level: Green	Intermediate	Veteran	Elite
Daily Salary	1% for each GP per day	3% for each 5GP per day; min req 3 days pay (**)	2% for each 5GP over 25GP per day min 7 days pay	1% for each 5GP over 50GP per day min 10 days pay
Lump Sum Payment	3% for each 25GP offered	3% for each 50GP offered	1% for each 40GP offered	1% for each 75GP offered
Offer to Outfit (*)	+30%	+10%	0	-10%
Offer Use of Magic Item	+30% per item	+20% per item	+15% per item bonus awarded only if allowed to keep	+10% per item bonus awarded only if allowed to keep
Offer Shares of Treasure	+25% per share	+15% per share	+5% for 1st share +15% for each additional share -20% none offered	0% for 1st share +10% for each additional share -50% none offered
Offer 1st Choice of Treasure	+80%	+50%	+35%	+20%

* Definition of outfitting for fighter hirelings: all food and lodging for period of employment, appropriate clothing (e.g., winter wear if adventure takes the party into cold climate), armor (leather), 1 weapon, and up to 50GP in miscellaneous equipment (ropes, packes, torches, etc.)

** If minimum requirements are not satisfied, candidate will refuse the job offer, regardless of whatever other incentives are offered.

EFFECT OF SALARY OFFERS ON CANDIDATE'S DECISION (Mage Class)

Payment Type	Level: Green	Intermediate	Veteran	Elite
Daily Salary	1% for each GP per day	3% for each 5GP per day; min req 5 days pay (****)	1% for each 5GP over 25GP per day min 10 days pay	1% for each 10GP over 50GP per day min 14 days pay
Lump Sum Payment	3% for each 25GP offered	1% for each 50GP offered	1% for each 100GP offered	1% for each 100GP offered
Offer to Outfit (*)	+15%	+10%	0	0
Offer Appropriate Magic Item (**)	+40% per item	+20% per item	+10% per item offered	+5% per item offered
Offer Shares of Treasure	+25% per share	+15% per share	+5% for 1st share +15% for each additional share -20% none offered min 50% of all magical items	0% for 1st share +10% for each additional share -50% none offered min 75% of all magical items
Offer 1st Choice of Treasure	+100%	+75%	+45%	+30%
Protective Ability of Group (***)	+1% each rating point over 100 -1% each rating point below 80	+1% each 5 rating points over 150 -1% each rating point below 120	+1% each 5 rating points over 250 -1% each rating point below 200	+1% each 10 rating points over 400 -1% each rating point below 350

* Definition of outfitting for mage hirelings: all food and lodging for period of employment, appropriate clothing, and up to 50GP in miscellaneous equipment (ropes, packs, torches, etc.)

** An appropriate magic item must contain a spell that the hireling does not already possess. Reduce stated bonus by 1/2 if the item offered can only be used once (e.g., a scroll).

*** Party's Protective Ability rating equals the sum of the following - 10 pts for each level of character experience above 2nd, 1 pt for each HTK of the various party members.

**** If minimum requirements are not satisfied, candidate will refuse the job offer, regardless of whatever incentives are offered.

The thieves may offer any one or a combination of these payment methods to the prospective candidate. The candidate will then evaluate the offer. Using the row in the table that corresponds to his level and class, calculate the candidate's base chance of accepting the job.

These base chances are then modified to reflect circumstances specific to the current situation:

+20% for payment in advance (you are thieves, after all!).

+20% if more than 80% party members are the same race as the potential hireling.

-40% if the candidate is an elf, dwarf, or hobbit and the party is primarily composed of orcs, Uruks and kobolds (and vice versa).

-30% for each former hireling of the party leader (or party) that has been killed (-10% if this occurred far away from current location).

-¢(1D12 - 2) X 5!% if the adventure proposed is very risky (like tomb-robbing in Shale-Chuun, for example). The variable nature of this penalty reflects the fact that people react very differently to the threat of danger.

In addition to these general adjustment factors, mages have two special concerns that influence their employment decisions. All Veteran or Elite level mages will insist on receiving at least 1/2 of the magical items found on the adventure as an absolute condition of their employment. Also, mages have a very sensible aversion to violating any stronghold owned or guarded by a living, higher level mage. If the planned adventure involves such an undertaking, the normal percentage chances of locating a candidate, the chances that a mage will accept the job, and loyalty of the mage if hired are all reduced by 1/2.

After all adjustments to base chances have been made, roll a D100. If the result is equal to or less than the adjusted success percentage, the candidate accepts the job; the player turns to part 2 of these instructions to determine the requisite and special abilities of the new hireling. If the die roll is greater than this success percentage, the candidate rejects the offer. The players have one opportunity to attempt to change the candidate's mind by increasing their offer. If the candidate refuses again, the players must locate a new candidate, following the procedures outlined in this section.



2. Determining Hireling Characteristices

Once an NPC has been hired a succession of die rolls are made to determine the character's basic abilities. These procedures differ somewhat between fighter and mage characters, as detailed below.

a) Requisite Attributes. Roll 3D6 to determine the base value for each of the 10 characteristics (STR, CDN, REF, STM, DSC, IQ, TAL, MGR, MAG, APP). Make the normal racial adjustments to these base values as

listed in Thieves' Guild (If you do not have a copy of Thieves' Guild, simply use the result rolled regardless of hireling's race). Then, roll a D100 on the appropriate table below to determine what additional adjustments may be made. Where the die roll result indicates pluses or minuses to abilities, the hiring player/party may distribute these points in any way they wish, except that no requisite may be raised above a natural 18 or lowered below 1.

FIGHTER

Adjustments to Requisite Abilities

Die Roll	Effect
01 - 05	-8 from base values
06 - 12	-5 from base values
13 - 20	-2 from base values
21 - 40	no change to base values
41 - 55	+3 to base values
56 - 70	+6 to base values
71 - 85	+9 to base values
86 - 92	+12 to base values
93 - 97	+15 to base values
98 - 00	+20 to base values

Talent for a mage must be adjusted to a 15 or higher even if the normal result of the adjustment die roll did not provide sufficient points to do so, by substracting the difference from the other characteristics.

MAGE

Adjustments to Requisite Abilities

Die Roll	Effect
01 - 04	-4 from base values
05 - 10	-2 from base values
11 - 20	no change to base values
21 - 38	+3 to base values
39 - 57	+6 to base values
58 - 79	+9 to base values
80 - 91	+12 to base values
92 - 97	+15 to base values
98 - 00	+18 to base values

b) Weapons Used. Use the appropriate table below to identify the types of weapons used by the hireling. He will use the most powerful weapon in each category for which he can satisfy STR, CDN, and REF minimum requirements. See the Weapons Chart on page I-36 for a complete list of the weapons available.

Hireling Fighter Weapons Knowledge

Die Roll	Weapon Category Known
01 - 20	Sword
21 - 30	Sword and bow
31 - 45	Axe
46 - 50	Axe and thrown missile
51 - 60	Blunt
61 - 65	Blunt and thrown missile
66 - 85	Pole
86 - 90	Pole and bow
91 - 00	Bow and dagger

Hireling Mage Weapons Knowledge

Die Roll	Weapon Category Known
01 - 05	carries no weapon
06 - 20	dagger (close range only)
21 - 45	quarterstaff
46 - 60	bow
61 - 70	sling or bolo
71 - 84	dagger (hand and thrown)
85 - 94	quarterstaff and bow
95 - 00	dagger and bolo

c) Armor Worn. Roll a D100 to determine the type of armor worn by the hireling. Certain types of armor reduce a character's effective CDN and REF while worn, affecting saving roll chances and possibly reducing HP and Dodge Requisite Bonuses. These penalties are indicated in the table below.

Hireling Armor Type

Die Roll	Armor Type	Armor Class (AC)	minus to CDN	minus to REF
<15	None	0	0	0
16-35	Cloth	2	0	0
36-70	Leather	4	0	1
71-93	Chain	6	1	2
94-105	Scale	8	2	4
>106	Plate	10	3	5

For mage hirelings change all rolls of chain or better to leather armor. Add 20 to the above die roll if the character is Elite level; add 10 if Veteran; subtract 20 if Green.

d) Experience Level. Although the general level of the hireling has already been identified, the character's precise experience level must be known to determine the specific ability bonuses he receives. Actual experience level is determined by one of four D100 rolls:

Green 01-40 1st level, 41-00 2nd
Intermediate 01-40 3rd, 41-75 4th, 75-00 5th
Veteran 01-60 6th, 61-85 7th, 86-00 8th
Elite 01-70 9th, 71-00 10th

e) Hits to Kill(HTK). Add character's STR and STM and compare result to the table below to determine the type of hit die used. Divide STR + STM by 2 (rounding up), and add the result of a hit die roll. Consult the Fighter/Mage Experience Table; if the hireling's experience level entitles him to additional hit die rolls, add these results to the above total.

STR+STM	HIT DIE USED
<10	D4
10-19	D6
20-29	D8
30-35	D10
36-45	D12+D4

f) Experience Bonuses to Hit Probability, Dodge, etc. Consult the Fighter/Mage Levels, Abilities, and Experience Table in the experience section of Chapter 5 to see if the hireling's experience level entitles him to certain bonuses. If he receives hit probability(HP) bonuses, the player-thieves may decide how to distribute these bonuses among the hireling's weapons. For example, a 4th level fighter would recieve 6 bonus points. These could be used to raise HP with one weapon by +3 (costing 1+2+3 points, or 6), or raise two separate weapons by +2 (costing 1+2 points each). In addition a character may have achieved expertise in 1 or more weapons. Consult the Weapons Specifications table to determine the effects of weapons expertise.

At certain levels, hirelings may receive bonuses to their Dodge abilities. These

bonuses are added directly to the base armor class of the character.

g) Requisite bonuses to abilities. High or low requisite attribute values for CDN or REF will affect a character's HP or Dodge abilities, in the following manner:

CDN Rating	Hit Prob Adjust	REF Rating	Dodge Ability
1	-6	1	-4
2	-5	2	-3
3	-4	3	-2
4	-3	4	-2
5	-2	5	-1
6	-1	6-14	0
7-13	0	15-16	+1
14-16	+1	17-18	+2
17-18	+2	19-20	+3
19-20	+3		

(The following characteristics pertain only to mages.)

h) TAU power or power points is the amount of magic power that a mage has. TAU power is consumed whenever a mage casts a spell. To calculate how many power points you have, add Talent plus Stamina and this will be your power points base. Using the Hit Die chart find out your TAU power die. Roll this die one time for each level of experience attained. Add the sum of these rolls to the power point base; the resulting number equals the total power points available to the mage. A mage will regain one-half his level an hour in power points until he gets back to his maximum allowed.

i) Learning and casting spells. The table below lists a representative sample set of spells from the Fantasy System. To compile the list of spells that a hireling mage know, make an IQ saving throw for each spell desired, with the die roll being modified by a) the indicated difficulty factor of the spell and b) an experience adjustment equal to 2 X (level - 1) The player may attempt to "learn" the number of difficulty levels based on the following chart.

level	maximum # of spells	maximum # of difficulty levels
1	4	12
2	6	16
3	8	23
4	10	31
5	12	40
6	14	50
7	16	61
8	18	73
9	20	86
10	22	100

There are two power point expenditure costs associated with casting a spell. The first number represents the power needed to activate the spell. The second represents the amount of TAU power needed to rejuvenate (recharge) the physical body of the mage after the spell has been cast. A mage can recharge by resting completely the number of mr's equal to the recharge value; he may not do anything else during this period. A mage may also choose to recharge by expending power points; it will take 1 mr no matter the cost involved. A mage may elect to cast a spell and then extend it many times without stopping to recharge; the cost for each extension is one-half the initial cost. These spells are identified with an '*' in the table. However, at the end of such a spell casting phase, he must pay one-half the recharge cost per extension plus the regular recharge.

j) List of Spells. (Difficulty factors indicated in parentheses; A = spell automatically known, / = cost per increment.)

1 READ MAGIC (-3) 1 - 0
will enable the caster to understand magical writing if he can read the language used. This is good for one page of text from a book.

2 DETECT MAGIC (A) 1 - 0
will detect the presence of magic in an object or a 10' by 10' area.

3 MAGIC MISSILE (6) 4/ - 3
fires a magic bolt as if a +2 arrow shot from a composite bow at short range. Caster may fire (level+1)/2 rounded down bolts per spell cast, but may not direct them at separate targets until 11th level. Bolt range is 90' and then it disappears.

4 MOONLIGHT (4) 4* - 0
will produce a glow equal to the light of a full moon. it will affect any creature affected by moonlight. Lasts 40 mr.

5 SHIELD (4) 2/* - 0
will raise the AC of the caster by 1 for 1 mr for each increment of power points expended.

6 VOICE TOSS (2) 2/* - 0
allows caster to project his voice 20' per power point increment, but not thru solid material. May talk for 4 mr.

7 FIND DIRECTION (0) 1 - 0
will give compass direction in which caster is facing.

8 AWAKEN (3) 2 - 0
will awaken any one sleeping being.

9 READ LANGUAGES (-1) 1 - 0
will enable the caster to understand the meaning of any written message except magical runes. This is good for one page of text from a book.

10 DETECT ALTITUDE (-4) 1 - 0
will determine height above or below sea level.

11 CHARM HUMANOID (10) 12 - 0
will put any specified humanoid under the control of the caster. May be broken, check every period of time according IQ=3 - one month, IQ=18 - one day and make scale for the rest. Will break if suicide or extreme danger ordered.

12 DETECT LIFE (2) 2 - 0
will determine if there is anything living in a specified 10' by 10' area.

13 HOLD PORTAL (8) 6 - 6
will cause a door to be held as if barred by a 1' by 1' cross section of oaken beam.

14 HOT SHOT (7) 5 - 3
is a small fireball causing 1D6 of damage.

15 LISTEN (4) 4 - 0
raises hearing ability by 60% for 4 mr.

16 NOISE (3) 2/ - 0
will create a distracting noise at a distance of up to 10' per power point increment.

17 SLEEP (5) 8 - 8
will cause living beings to fall into a deep, natural slumber, from which they may be awakened by 2 mr worth of shaking. The spell affects 50 + (25 X caster's level) hit points, starting with the lowest hit point being in the spell area.

18 PROTECTION FROM EVIL INFLUENCE (4) 8* - 0
will increase your saving throws against evil influences or spells cast by evil opponents by 4 or 1/3 your MR, whichever is greater. Lasts 4 mr.

19 DETECT ENEMIES (6) 4* - 0
will determine if there are enemies present within a range of 100'.

20 DETECT EVIL (6) 2 - 0
will determine if a specified being or object harbors evil influences.

21 DETECT GOOD (7) 2 - 0
will determine if a specified being or object harbors good influences.

22 DETECT VALUE (9) 1 - 0
will give the exact value of an object 75% of the time, +/-5-30% {5% x 1D6} 20% of the time, and a completely erroneous value (+/- 10-1000% {10% x 1D100}) 5% of the time.

23 DAYLIGHT (9) 8* - 0
will produce light equivalent to the light in a shaded room during the day. Will not harm beings who are susceptable to the sun's rays. Lasts 40 mr.

24 SENSE HIDDEN (10) 10 - 0
will determine if anything has been hidden or concealed in a specified 10' by 10' by 10' volume. Does not reveal location or type of object.

25 LIMITED INVISIBILITY (11) 8* - 4
will render invisible any living being or object, human-sized or smaller. Does not allow movement or attack. Lasts 20 mr.

26 CHARM SMALL ANIMALS (9) 14 - 0
enables caster to charm 1D6 rabbit-sized or smaller animals. Complicated directions will break charm.

27 DETECT SECRET DOOR (7) 4 - 0
will determine if a secret or concealed door, panel, opening, etc. is present in a 10' by 10' by 10' area.

28 DISCERN MAGIC SPELL (6) 3 - 0
will determine what spells have been embedded in an object. First successful cast reveals number of discrete spells embedded in object. Will only reveal 1 spell per successful cast. Spells are revealed in order by level starting with the lowest.

29 SPHERE OF DARKNESS (15) 6 - 6
will cause a sphere of lightlessness to form about a specified point in line of sight up to 50' away. Sphere is 10' in radius and lasts 8 mr.

30 KNOCK (10) 6 - 0
will cause any locked door or object to open for 2 mr, then will close.

31 LEVITATE (12) 14* - 8
will raise the caster's center of gravity from the surface up to the rate of 20' per mr. Newton's Law will apply if free floating. Lasts 40 mr.

32 STRENGTHEN (12) 12 - 10
will add to the STR rating of beings: +1D6 to fighter classes, +1D5 to roguish classes, +1D3 to the other classes. Lasts 2 hours and receptor must rest for 1 hour afterwards.

33 TANGLE FIELD (12) 12* - 6
creates a volume 10' by 10' by 10' in which one moves as if in molasses. Any blows struck are at 1/8 speed and -8 HP. Any object entering the field is affected.

34 DETECT INVISIBLE OBJECTS (14) 6 - 0
will determine if something invisible is present within a 30' by 30' area. Will not see object or know what it is or know where it is in the area.

35 BLAZE OF NOON (15) 16* - 0
produces light equivalent to full noontime daylight. Beings who can be hurt by the sun's rays will be hurt by this spell. Lasts 40 mr.

36 BASH (12) 14 - 4
will deliver a blow equal to the blow of a battering ram to any specified door, object, or living being. To a living being it does 3D10 of damage, or nothing if MRST is made.

37 HASTE (14) 8 - 16
will speed up receptor by 1/2 current speed. Lasts 40mr.

38 HOLD PERSON (16) 20 - 6
will prevent 2D4 intelligent beings from approaching caster, or will function as a charm spell at -6 ST on 1 intelligent being.

39 NIGHT SIGHT (12) 16 - 0
allows the receptor to possess hypervision for 240 mr.

40 SLOW (12) 8 - 6
will slow receptor to one-half current speed. Lasts 40 mr.

41 DETECT SMALL TRAPS (9) 6 - 0
will determine if there is a small trap on an object or in an area 3' by 3'.

42 LOCATE LARGE OBJECT (16) 10 - 0
will reveal the direction and distance of a specified object, within a range of 250'. Object must be clearly pictured in the mind.

43 DETECT POISON (10) 6 - 0
will determine if poison or venom is present in a living being, object, or a volume 10' by 10' by 10'.

44 DISPELL MAGIC (10) 16 - 0
will dispell another's magic 80% of the time. There is a +/- 5% per level difference in trying to dispell a magic spell.

45 FULL INVISIBILITY (18) 14* - 10
will render invisible any living being or object that is human-sized or smaller. Receptor may move but any attack will render receptor visible again. Lasts 20 mr.

46 LIGHTNING BOLT (20) 20 - 8
sends a lightning bolt (3' diameter, 60' length) up to 300' away in direct line-of-sight. The bolt will travel a minimum of 120', even if it must rebound to do so. Bolt will do 4D10 points of damage to any being or object struck, half damage if MRST is made.

47 MISSILE REPULSOR (16) 12* - 0
will repulse up to 10 points worth of missiles per mr: spear is worth 4 points, javelin 4, knife 2, bolt 2, and arrow 1. Lasts 4 mr.

48 SILENCE (10) 16* - 0
will create silence within a 15' radius of the receptor. Lasts 20 mr.

49 NOOSE OF FLESH (34) 150 - 0
creates a living circle of flesh up to 30' in diameter that is 4' wide. It contracts at the rate of 1' per mr until it meets and comsumes itself. Will consume all organic matter within the circle.

50 NULL-MAGIC SHIELD (30) 40* - 20
projects a 6' diameter sphere which nullifies magic, both incoming and outgoing. Lasts 8 mr.

51 STONE TO FLESH (24) 40 - 20
will return the statue of a victim of stoning to the flesh state.

52 HEAL WOUNDS (20) 15 - 2/
will heal 2D20 points of damage on a specified person. Recharge of 2 points per point of damage healed.

53 DIMENSION DOOR (20) 20 - 10
creates a door thru anything up to 50' in any direction which allows up to 6 people to pass thru. Door lasts for 10 mr.

54 EXPAND (18) 14 - 0
will cause the receptor to double in size in 40 mr. Strength and weight do not change, only size.

55 SHRINK (18) 14 - 0
causes receptor to shrink to 1/2 size. Reverses Expand.

56 CAMOUFLAGE (14) 25 - 0
causes any non-living object to be disguised as any other object of the same size.

57 SEE INVISIBLE (20) 12* - 0
allows receptor to see any invisible objects or living beings within a volume 10' by 10' by 50' in a direct line of sight. Lasts 4 mr.

58 SHAPE SEEMING (17) 6 - 6
allows caster to assume the seeming shape of any living creature of approximately the same size.

59 UNCURSE (15) 12 - 6
gives a percent chance equal to (IQ + TAL) + (level X 2) that curse is removed.

60 SUMMON MONSTER (19) 10/ - 0
will call the nearest "monster" of 1 hit die per spell point increment. The monster will not be under the control of the caster.

(Optional) - Hireling Special Characteristics

To make hireling NPCs more interesting additions to an adventure, GMs may want to round out a hireling's personality by providing him with distinctive preferences and paranoias. The GM may wish to generate each NPC character himself; or he may use the following random roll-up procedure to generate special characteristics for hirelings. Roll a D100 to determine if a character possesses unusual traits: 01 - 60, no unusual features; 61 - 95, one special feature; 96 - 99, two special features; 00, three special features. If special characteristics are indicated, the GM rolls a D20 and consults the table below to determine the trait possessed. Only the GM should be aware of this characteristic until it manifests itself in the course of play; indeed, sometimes the NPC will have no conscious knowledge of this trait.

SPECIAL CHARACTERISTICS TABLE

1 - Afraid of water. Character cannot swim, will not voluntarily enter any body of water more than one foot deep.
2 - Afraid of undead. WIll run in fear (or faint - 15% chance) if confronted by undead.
3 - Dislikes dwarves intensely. Is openly hostile to them even if they are party members. If NPC is dwarf, change this result to a dislike of elves.
4 - Dislikes orcs intensely. Same effect as #3. If NPC is orcish, Uruk, half-orc, change this result to dislike of humans.

5 - Extremely susceptible to poison. Subtract -8 from normal STM saving roll when saving versus poison. Will not voluntarily battle poison-bearing creatures (snakes, scorpions, etc.) at close range.
6 - Essentially immune to petrification. Add 8 to saving roll when saving versus either monsters with petrification ability (gorgon, cockatrice) or magical flesh-to-stone spells.
7 - Very anxious to impress members of the opposite sex. If there are party members of the opposite sex and they have APP ratings of 13 or higher, the NPC will attempt to show off his prowess to them at every opportunity.
8 - Eagle-eyed. Add +1 to NPC's calculated HP with ranged weapons; increase hireling's general chances of sight identification during daylight hours.
9 - Heavy drinker. Will seize any opportunity to drink. When drunk, becomes loud and obnoxious (likely to start bar fights, etc.). Gets badly hung-over; subtract 3 from normal HP for the first 12 hours that he is awake after a binge.
10 - Extremely superstitious. Looks for omens in almost any situation, and lets his judgment be ruled by them. Double all positive or negative adjustments made to character loyalty made as a result of events.
11 - Light sleeper. Add 20% to base hearing at night. Character is seldom surprised by night encounters.
12 - Master of First Aid. Knows techniques to heal 1D6 wounds of damage for any normal set of wounds; has 60% chance of knowing what to do in an emergency situation.
13 - Mental Mapping ability. NPC has 60% chance of retracting his steps correctly from memory, if necessary.
14 - Has extreme case of "hero worship". Hireling will attach himself to the party member with the highest MAG, and follow that character's lead - will agree with all suggestions, travel in close proximity, even commit acts of great bravery (or folly) in his hero's behalf.
15 - Excellent horseman. Hireling knows Horsemanship, comes equipped with a good quality medium horse.
16 - Wanted for murder. Hireling is wanted in a province about 50 miles west for the murder of an influential tradesman. Will try to discourage party from taking routes leading in that direction. If near this area, there is a 20% chance that the NPC will be recognized. If recognized, party will be pursued.
17 - Has inborn sixth sense for spotting secret doors and panels. Add 20% to normal chances of sensing secret doors.
18 - Braggart. In encounters with other members of character races, will pass himself off as party leader, able to make decisions for the group. Overrates his abilities considerably, and fabricates stories of his prowess.
19 - Fumble-fingered with intricate devices. Suffers -30% penalty to normal chances of picking locks or disarming traps. Prone to drop small items that he handles.
20 - Stubborn. In crisis situations, character keeps own counsel on the best way to survive. There is a 30% chance that he will not obey orders given to him by the party (although he will not verbally disagree); he will instead follow his own instincts (as decided by the GM).

3. Measuring Hireling Loyalty

Hirelings are employees, not servants or slaves. They may be ordered to perform certain duties, but are completely free to refuse to perform tasks if they were not explicitly agreed to at the time the NPC was hired. Hirelings will not perform in a self-sacrificing manner, risking their lives for the good of the party -- they look out for their own interests first. If a hireling has been fairly treated, he will normally be willing to take an equal share of the risks in this adventure.

A hireling's base loyalty is equal to 20+ the roll of a D100. Only the GM knows this loyalty base. Whenever a hireling is confronted with a situation dangerous to life and limb, or is ordered to undertake a risky task, he rolls a D100 and compares the result to his current Loyalty rating. If lower, he will act in the party's interests; if not, he will refuse to risk his own neck.

A hireling's base loyalty may be altered by a variety of circumstances. Events improving hireling loyalty would include brave acts by his employers, the successful recovery of treasure, or accomplishment of a major objective. Events which would lower hireling loyalty would include non-payment of scheduled salary, poor rations, the sight of fear in his employer, or wounds sustained by the hireling. Additionally, loyalty becomes eroded when it is constantly called on. Reduce Loyalty rating by 10% after each occasion a Loyalty roll must be made. Thus, even a hireling with high initial loyalty will eventually reach his breaking point if the party remains unsuccessful in obtaining treasure, yet continues to place demands on the NPC.

Although these rules are primarily designed for use in generating hirelings, they can also be used to construct caravan guards or other encountered NPCs.

SECTION II

The Scenarios

GENERAL INFORMATION FOR THE SCENARIOS

In this section of the book, a veritable smorgasbord of criminal opportunities is presented - a varied set of adventures designed to line the pockets of the wily and brave with riches, while swiftly and surely exacting their toll on the foolhardy. The scenarios presented in this and subsequent Thieves Guild books will be organized under a common format; chapter headings will represent various categories of criminal activity, and individual adventures within each category will be alphabetically keyed. For this initial volume, scenarios have been developed of three types: Highwayman Adventures (Chapter 6), Second-Story or Cat Burglary Adventures (Chapter 7), and Pursuit/Armed Robbery Adventures (Chapter 8). Future editions will not only add new adventures in these categories, but also add other types of criminal venture (such as Tomb Robbing, Cutpursing, Assassination, etc.) for player and GM use.

The scenarios that follow vary greatly in complexity and risk. Some, like the robbery of Heligor's jewelery shop or a number of the highwayman encounters, are designed to satisfy the needs of beginning player-characters. Other adventures, like the Armed Robbery scenario presented herein, are best suited for intermediate level thieves, and still others (the Magic Books and Scrolls robbery, a few of the traveling caravan groups) should be attempted only by rather advanced characters (and even then may prove lethal). This mix is provided so that both experienced players with long-standing thief characters from other FRP systems and newcomers to fantasy gaming each have suitable tests to face. Ideally, some player-characters will be able to grow in experience through play of the scenarios and gradually advance through this entire progression; however, GM's may permit players to set up experienced characters if they wish to undertake a difficult scenario before their other characters have accumulated sufficient experience.

In using the materials provided in this section, the GM should take note of some specific aspects of the presentation format. For most room and/or NPC encounters, two separate descriptions are provided. The first identifies what can initially be seen or sensed by the players, and can be read directly to them; the second provides a more complete description of the situation to be privately used by the GM in refereeing the course of play. We also recommend that the GM carefully read the character sketches provided for key NPCs before beginning play; these descriptions often contain details on the character's reactions to different circumstances, his/her tactical preferences, and (if applicable) his/her relationships with other companions.

Finally, the GM should familiarize himself with the contents of the CHARACTER DESCRIPTIONS tables that are provided with each scenario. A sample line from these tables is shown below, along with a list of abbreviations used and instructions for interpreting the various information presented.

CHARACTER DESCRIPTION FOR TORBAN THE TURBULENT

CHARACTER NAME	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HAC0	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
Torban	VET HU FTR 100	18	16	16	17	4	11	BDSWDe	4	3D8		C7S 9	44	WRHOR
								L BOWe	-2/2/6	1D6				
								SPEAR	3-6	2D8				
	(1)			(2)				(3)	(4)	(5)	(6)	(7)	(8)	(9)

1) The Character Code provides information on a) the character's experience level, b) his/her race, and c) his/her character class. The experience level of the character should be used in determining the amount of experience points awarded for killing or vanquishing such a foe (see Chapter 4). The abbreviations used in the Character Code are described in the table below.

2) These columns represent the racially adjusted values of Torban's requisite characteristics for strength (ST), coordination (CO), reflexes (RF), stamina (SM), intelligence (IQ), and magic resistance (MR). These values should be used by the GM whenever Torban attempts to make saving rolls; the IQ rating should also be used in calculating the chances that Torban can be fooled by disguise attempts.

3) This column lists the various weapons carried by the NPC. Unless otherwise specified in the scenario, the first weapon listed will be the character's primary weapon; if he is identified as having a weapon ready, it will be this one. The abbreviations used in identifying weapons are indicated in the table.

4) The values in this column represent the die roll result that must be equalled or exceeded on a D20 for Torban to successfully hit an unarmored foe with the listed weapons. These values include any bonuses to hit probability that a character receives as a result of high COORDINATION ratings, weapons expertise, weapon quality, or accrued experience. If the weapon listed is used in missile combat, like Torban's longbow, the HAC0 column contains three separate ratings, for accuracy at short, medium, and long ranges. Pole weapons (e.g., spear) receive two HAC0 ratings, one for first attack and the other for subsequent attacks.

5) This column indicates the dice that should be rolled after a successful attack to measure the amount of damage inflicted to the target. These values incorporate any damage bonuses that Torban would receive for high STR ratings or weapons expertise.

6) This column identifies any unusual features of the weapons listed. It is used to indicate tactical notes, changes to frequency of attacks, or special weapon abilities (such as built-in

bonuses to damage or hit probability, or embedded spells).

7) This column indicates both the type of armor worn by the character and his/her EAC (effective armor class). In combat situations, a player would add Torban's EAC of 9 (which includes both armor and dodge abilities) to his own HACO to determine his actual hit probability. Abbreviations used in this column are explained in the table below.

8) This column represents the total amount of damage (in hits) that Torban can sustain before being killed.

9) This column, used only in the Highwayman character descriptions, indicates the type of riding animal a character possesses, if any. The abbreviations used for various types of riding animals are indicated in the key below.

Since the travelers in the Highwayman adventures are the intended targets of the thieves, the contents of their purses are specifically identified (at the end of their Character Code). In other scenarios, it is less likely that a thief will have a chance to discover exactly what an NPC is carrying on his person. Should such a situation arise (if an NPC is vanquished or killed by the thieves, if a thief attempts to pick an NPC's pocket, etc.),the GM can use these simple rules to determine the contents of an NPC's "purse": a) First identify the basic value of the purse through the roll of a D100.

DIE ROLL	PURSE
01-20	1 GP
21-80	10 GP
81-99	100 GP
100	1000 GP

b) Multiply this base amount by adjustment factors for character class, experience level, and current location, as follows:

CHARACTER CLASS	ADJ. FACTOR
Fighters	8
Wizards	4
Rogues	1
Merchants	12
Non-Combatants	1

EXPERIENCE LEVEL	ADJ. FACTOR
Elite	4
Veteran	3
Intermediate	1
Green	1/2

CURRENT LOCATION	ADJ. FACTOR
Rural	1/10
City Streets	1
On Road	2
In Shop	10

c) If the character is carrying more than 1000 GP on his person, there is a 30% chance that it will be in the form of a letter of credit or sight draft rather than cash.

CODES AND ABBREVIATIONS FOR CHARACTER DESCRIPTIONS

Experience Level:
GR - Green (1st-2nd Level)
INT - Intermediate (3rd-5th Level)
VET - Veteran (6th-8th Level)
EL - Elite (9th-12th Level)

Race:
HU Human
EL Elf
/E Half-Elf
HO Hobbit
DW Dwarf
CE Centaur
PX Pixie
UH Uruk-Hai
OR Orc
/O Half-Orc
GO Goblin
KO Kobold

Class:
FTR Fighter
ARC Archer
CEN Centurion
PAL Paladin
FOR Forester
SAM Samurai
MAG Mage
ILL Illusionist
ENC Enchanter
PRI Priest
PRM Priestly Mage
HLR Healer
SCH Scholar
THF Thief
ASS Assassin
TRB Troubadour
BRD Bard
HET Hetaera (Courtesan)
TRD Trader
NON Non-Combatant





Weapons
1BBAX - Battleaxe, single-bitted
2BBAX - Battleaxe, double-bitted
BDSWD - Broadsword
BLWGN - Blowgun
BMRNG - Boomerang
BOWKN - Bowie blade knife
CPBOW - Composite bow
CTLSS - Cutlass
DGR - Dagger
e - expertise with the weapon
GR AX - Two-handed axe, double-bitted
GRSWD - Two-handed sword
HFSWD - Bastard blade, or hand-and-a-half
HLBRD - Halberd
2HHMR - Two-handed warhammer
HMR - Warhammer
HXBOW - Heavy crossbow
JAVLN - Javelin
L BOW - Long bow
LG AX - Two-handed axe, single-bitted
LXBOW - Light crossbow
MGAU - Main gauche
QSTF - Quarterstaff
RAPR - Rapier
S BOW - Short bow
SHSWD - Short sword
SM AX - Hatchet, tomahawk
THRKN - Throwing knife
THROW - Previous weapon when thrown
WDSAX - Woodsman's axe

Armor Type:
NON None [N]
CLO Quilted Cloth [Q]
LTH Leather [L] (Cuirbolli)
CHN Chainmail [C]
SCA Scale [S]
PLT Plate [P]
/S with Shield
ANH Animal Hide

Mode of Transport:
GTHOR - Superheavy Horse
DSTRR - Destrier (Superheavy Horse barded and combat-trained)
HVHOR - Heavy Horse
WRHOR - War Horse (Heavy Horse, barded and combat-trained)
MDHOR - Medium Horse
CHRGR - Charger (Medium Horse, combat-trained)
LTHOR - Light Horse
PONY - Pony
MULE - Mule
BURRO - Burro or Donkey
PEG - Pegasus (Winged Horse)
GRIFF - Griffin (Winged Eagelion)

BANDIT SCENARIOS
AND
HIGHWAYMEN ADVENTURES

GENERAL INSTRUCTIONS

This module is designed to simulate outdoor encounters between thieves and the common sorts of merchant and other traffic travelling the roads and trails of the medieval landscape. The player characters attempt to devise assaults on these groups that will produce the maximum profit while resulting in the lowest risk to the members of their outlaw band (groups of 4 to 8 characters are the most practical for these scenarios). To be successful, the players must learn to take advantage of available terrain features, use ambushes and traps to improve their fighting odds, and most importantly, develop good judgment about which traveling groups to attack and which ones to carefully avoid.

Once the characters in the band of thieves have been established, the players should select the terrain where the scenario will be played. Three terrain maps have been provided in Section III of this book as samples; others can be created by the GM or the players if desired. If the sample maps are to be used, and the players have no particular preference, terrain selection can be randomly made by rolling a D10, where 1-5 indicates relatively clear terrain, 6-8 a heavily wooded area, and 9-10 mountainous terrain. Each sample map contains a number of GM notes that should be kept secret from the players until they come into play. If the map area is assumed to be located near the outlaws' permanent "home base", those terrain features marked with an asterisk will probably (60%) be known by the players. All other features can only be found if a careful search of each particular area has been undertaken. The GM's copy of the map indicates the percentage chances that each particular item will be revealed by searching.

Players then make their preparations for the day's activities, including identification of the time of day they begin their observations. Die rolls are then made to determine when groups of travelers are encountered. The GM should make a die roll each 20 minutes of daylight, or each two hours during nighttime. The percentage chances of an encounter will vary according to the terrain and the time of day (roll D100):

TERRAIN	DAYLIGHT	NIGHT
Clear	01-25	01-10
Wooded	01-20	01-03
Mountainous	01-12	01

If a group of travelers is indicated, a second die roll is made to determine the type of group encountered. Traffic is divided into four basic types of group: farmers, merchants, travelers, and warriors. Again, the percentage chances of meeting each particular type of group differs according to the type of terrain used (roll D100):

GROUP	CLEAR	WOODS	MNTNS
Farmers	01-40	01-25	01-10
Merchants	41-65	26-60	11-30
Travelers	66-90	61-85	31-65
Warriors	91-00	86-00	66-00

Once the various encounters have been decided for a day's banditry, roll an appropriate randomizing die to decide which of the encounters from each type will be used. It is seldom a good idea, however, to repeat the same encounter twice in a reasonably short period (a week or less).

These sample encounters represent only a cross-section of the traffic moving along the thoroughfares of the kingdom. To increase the realism of these highwayman adventures, the Game Master should also make die rolls for other random encounters (with local animal life, wandering monsters, or other player and non-player characters from his regular campaign).

Remember that if there are escapees from ambushed parties, or if there is a large amount of wreckage left about (or unremoved or unburied bodies), future traveling parties will probably be wary and more likely to sense an ambush in the making. Add 25% to the ambush sensing abilities of groups entering known dangerous areas (if parties do not normally have an ambush sensing ability, use 25% as their success chance in such a situation). Travelers of means may also choose to hire an additional guards for protection.



"What's that about my mother?..."

GENERAL INFORMATION FOR USING THE SCENARIOS

The scenarios that follow vary greatly in complexity and risk. The highwayman adventures are suitable for use with beginning player-characters, providing that they exercise some discretion in deciding who to attack. The tomb robbing adventures, on the other hand, are best suited for a fairly large (8-10) mixed group of intermediate and high level thieves. This mix is provided so that both experienced players with long-standing thief characters from other FRP systems and newcomers to fantasy gaming will have suitable tests to face. GM's should permit players to set up experienced characters if they wish to venture into Shale-Chuun before their other characters have accumulated sufficient experience.

These scenarios are specifically designed for use with the character creation and play rules described in Thieves' Guild. However, GMs should find it fairly easy to translate the NPC descriptions into other role-playing frameworks if they prefer to adapt these adventures for use in an existing campaign. This section briefly summarizes the working principles of the Thieves' Guild system, and familiarizes the GM with the presentation formats used in these descriptions. Those who already own Thieves' Guild can go grab a sandwich for these two pages -- this is nothing you don't already know.

For most room and/or NPC encounters, two separate descriptions are provided. The first identifies what can immediately be seen or sensed by the players, and can be read directly to them; the second provides a more complete description of the situation to be privately used by the GM in refereeing the course of play. We also recommend that the GM carefully read the character sketches provided for key NPCs before beginning play; these descriptions often contain details on the character's reactions to different situations, his tactics, and (when applicable) his relationships with other companions.

A consistent table format is used to present CHARACTER DESCRIPTIONS. A sample line from these tables is shown below, along with a list of abbreviations used and instructions for interpreting the various information presented.

CHARACTER DESCRIPTION FOR TORBAN THE TURBULENT

CHARACTER NAME	CLASS	ST	CO	RF	SM	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
Torban	VET HU FTR	18	16	16	17	11	BDSWDe	4	5D4		C/S 9	44	WRHOR
							L BOWe	-2/2/6	1D6				
							SPEAR	3/6	3D5				
	(1)		(2)				(3)	(4)	(5)	(6)	(7)	(8)	(9)

1) The Character Code provides information on the character's experience level, his race, and his character class. There are four experience levels identified in the tables, these levels are used to determine the amount of experience points awarded for killing foes, as follows: Green - 6 EP per hit point dealt, Intermediate - 9 EP, Veteran - 14 EP, and Elite - 21 EP. The abbreviations used in the Character Code are defined in the table below. When a number follows the Character Code, it represents the purse carried by the NPC.

2) These columns represent the racially adjusted values of Torban's requisite characteristics for strength (ST), coordination (CO), reflexes (RF), stamina (SM), and magic resistance (MR). These values should be used by the GM whenever Torban needs to make saving rolls. All saving rolls are made against 2D12; the die roll must be equal to or lower than a character's adjusted rating for the requisite being tested.

   Saving rolls may also be employed in situations when a character or NPC voluntarily attempts an action requiring above average skill. Examples of actions that might require saving rolls would include battering down a locked door (STR saving roll) or dodging out of the way of a falling object (REF saving roll). The GM may assign pluses or minuses to the saving roll, or even require rolls of additional D12, to reflect the relative difficulty of the action attempted.

3) This column lists the various weapons carried by the NPC. Unless otherwise specified in the scenario description, the first weapon listed will be the character's ready weapon. The abbreviations used for weapons are defined in the table.

4) The values in this column represent the die roll result that must be equalled or exceeded on a D20 for Torban to successfully hit an unarmored foe (Armor Class 0) with the listed weapon. To compute a character's chance of hitting a particular foe, add the foe's effective armor class rating (see note 7) to the HACO values presented here. The HACO values in the character description incorporate any bonuses that the character recieves as a result of high coordination ratings, weapon quality, or accrued experience. If the weapon is used in missile combat, like Torban's longbow, three separte ratings are provided for accuracy at short/medium/long range. Pole weapons (e.g., spear) receive two HACO ratings, one for first attack and the other for subsequent attacks.

5) This column indicates the dice that should be rolled after a successful attack to

measure the amount of damage inflicted to the target. These values incorporate any damage bonuses that Torban would receive for high STR ratings or weapons expertise.

6) This column identifies any unusual features of the weapons listed. It is used to indicate tactical notes, changes to frequency of attacks, or special weapon abilities such as built-in bonuses to damage or hit probability.

7) This column indicates both the type of armor worn by the character, and also his effective armor class (EAC). EAC includes both the normal protective ability of the armor worn (and any built-in bonuses), as well as the character's Dodge ability. EAC is added to the opponent's HACO to determine the die roll needed for a successful attack on the NPC. Abbreviations used in this column are defined in the table.

8) This column represents the total amount of damage (in hits) that Torban can sustain before being killed.

9) This column is used only in Highwayman character descriptions, and indicates the type of riding animal a character possesses, if any. The abbreviations used in this column are defined below.

CODES AND ABBREVIATIONS FOR CHARACTER DESCRIPTIONS

Experience Level:
GR Green (1st-2nd Level)
INT Intermediate (3rd-5th Level)
VET Veteran (6th-7th Level)
EL Elite (8th-10th Level)

Race:
CE Centaur
DW Dwarf
EL Elf
HO Hobbit
HU Human
KO Kobold
OR Orc
PX Pixie
UH Uruk-Hai

Class:
ARC Archer
CEN Centurion
FTR Fighter
HLR Healer
MAG Mage
NON Non-Combatant
PRI Priest
PRM Priestly Mage
THF Thief
TRD Trader

Armor Type:
NON(N) None
CLO(Q) Quilted cloth
LTH(L) Leather
CHN(C) Chainmail
SCA(S) Scale
PLT(P) Plate
/S with shield
ANH Animal hide
SKN Natural (skin)

Weapons:
1BBAX Battleaxe, single-bitted
BDSWD Broadsword
BOLO Bolo
CLAW Claws
CPBOW Composite bow
e expertise with weapon
F HVS Front hooves
GRSWD Two-handed sword
HANDS Bare hands
HFSWD Bastard sword (hand and a half)
2HHMR Two-handed hammer
HMR War hammer
LANCE Mounted lance
L BOW Long bow
LG AX Two-handed ax, single-bitted
LXBOW Light crossbow
MACE Mace
MGSTR Morningstar
MILFL Military flail
QSTF Quarterstaff
RAPR Rapier
R HVS Rear hooves
S BOW Short bow
SCIM Scimitar
SHSWD Shortsword
SM AX Francisca
SPEAR Spear
WHIP Whip

Mode of Transport:
GTHOR Superheavy horse
HVHOR Heavy horse
WRHOR War horse (HVHOR, barded and combat-trained)
MDHOR Medium horse
CHRGR Charger (MDHOR, combat-trained)
LTHOR Light horse
MULE Mule



HIGHWAYMEN ADVENTURES

CATEGORY A

FARMERS

Groups of farmers, on their way to or from the open-air markets of medieval towns, were a common sight. However, there was little difference from one group to the next. Most farmers were simple folk, untrained in weapons use and carrying no more than a few gold pieces worth of cargo. Because of this, no specific farming caravans have been constructed. Instead, the GM can use the following five step procedure to determine the composition of each passing group of farmers.

1) Roll a D10 to determine the number of farmers in party.

2) Roll a D100 to determine the race of party (the whole party will be the same race).

01-75	Human (HTK = 10 + 1D6)
76-85	Hobbit (HTK = 8 + 1D4)
86-92	Centaur (HTK = 12 + 1D8)
93-97	Half-Elf (HTK = 10 + 1D4)
98-00	Half-Orc (HTK = 10 + 1D6)

3) Roll percentile dice (D100) to determine weapons training, if any:

35% know spear
(HAC0 on a 7).
if know spear:
25% also know short bow
(HAC0 on 5/9/13).
10% also know broadsword
(HAC0 on 8).
if do not know spear:
30% know sling
(HAC0 on 3/8/13).
60% know club
(HAC0 on 9).

In addition:

70% know quarterstaff
(HAC0 on a 8, defense +2 to AC against close weapons)
if know quarterstaff:
50% are expert in use
(HAC0 on a 4, defense +4 to AC against close weapons)

If the weapon's use is known, it will be carried by the farmer who is trained with it; the single exception is broadsword - there is only a 15% chance that a farmer who is trained with broadsword will be carrying one with him. If no weapon is known, the farmer will fight only with bare hands or rocks, providing, of course, that he is sticking around to fight and not running in sheer panic (80% chance if weaponless or untrained in any weapon's use; 15% chance if close weapon trained).

The fighting morale of farmers is never high. There is always a 45% chance that an entire party will surrender after any member of the group is killed. Additionally, each man must make a saving throw against discretion (assume racial average value for DSC; human = 11, hobbit = 13, etc.) after being wounded for the first time, or he will panic and run.

4) Roll D100 to determine the mode of transport being used:

01-60	Foot Only.
61-75	Foot with Handcarts (can hold up to 800 lbs.).
76-95	Open Wagon w/2 Mules (can hold up to 8000 lbs.), rest of party on foot.
96-00	Open Wagon w/4 Horses, rest of party on light horses.

5) Roll D100 to determine type of cargo being carried (see chart below). Roll D6 to determine direction that the caravan is traveling (1-3 toward town, 4-6 from town). Then cross-reference these results with the result of Step 4 above to find the actual quantity of goods being carried.



POSSESSIONS OF FARMERS' GROUPS

TYPE OF CARGO CARRIED		MEANS OF TRANSPORT: FOOT	HANDCART	WAGON
GRAIN 01-30	TO	1 50lb. sack barley per farmer. Value (8 SP/sack)	1 500lb. cart oats per each 3 farmers. Value (6 GP/cart)	2-1/2 tons wheat. Value (35 GP)
	FROM	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket A.	30% of above value in cash and 30% in goods from Market Basket C.
VEGETABLES 31-55	TO	1 50lb. sack onions per farmer. Value (1 GP/sack)	1 150lb. cart beans per each 2 farmers. Value (25 SP/cart)	3 tons corn. Value (50 GP)
	FROM	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket A.	30% of above value in cash and 30% in goods from Market Basket B.
ANIMAL PRODUCTS 56-75	TO	1 50lb. sack of cheese per farmer. Value (8 GP/sack)	1 250lb. cart wool per each 2 farmers. Value (20 GP/cart)	Wagonload of cream (in metal cans). Value (105 GP)
	FROM	10% of above value in cash and 40% in goods. from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket B	30% of above value in cash and 30% in goods from Market Basket C.
LIVESTOCK 76-95	TO	1 goat per farmer. Value (5 GP/goat)	3 sheep per farmer (no carts). Value (12 GP/sheep)	Wagonload of fish. Value (150 GP)
	FROM	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket C.	30% of above value in cash and 30% in goods from Market Basket C.
PURCHASING TRIP TO TOWN 96-00	TO	3 GP per farmer.	10 GP per farmer.	50 GP per farmer.
	FROM	1 sack mixed food per farmer. Value (25 SP/sack)	2 sheep per farmer. Value (12 GP/sheep)	Large farm implement. Value (175 GP)

Market Basket A	Market Basket B	Market Basket C
Foodstuffs (60%of total)	Foodstuffs (40%of total)	Foodstuffs (20% of total)
Simple wool clothing	Simple wool clothing	Dress clothing (silks)
Candle-making materials	Bolts of cotton cloth	Bolts of cloth
Simple tools (hoes, picks)	Simple tools	Quality kitchen tools
	Lanterns & flasks of oil	Small jewelry items
	Pot and pans	Spices
	Small leather goods	Leather goods

HIGHWAYMEN ADVENTURES

CATEGORY B

MERCHANTS



Party B-1

THE
TEXTILE
MERCHANT

What the Players See:

Two covered wagons, each pulled by a team of four mules, move slowly along the road. Five human warriors on foot accompany the wagons, with a pair of guards flanking each wagon and one scouting the rear of the party. The guards are armed with swords or spears, and the rear guard carries a crossbow. Each wagon has openings front and rear, and one human driver. No cargo or mercantile emblems are visible.

GM's Description:

A textile merchant on his way to market, carrying both bolts of cloth and finished items of apparel. The first wagon contains the main cargo, and is driven by one of two elite fighters (see guards table at the end of category B) who have been in service to the merchant for several years (the other elite guard covers the rear of the caravan). As experienced guards, these two men have a 35% chance of sensing an ambush and a 55% chance of detecting snares, pits or other outdoor traps. The second wagon, driven by the merchant houses personal possessions and serves as a living quarters for the party. Four young fighters, recruited for this trip, flank the wagons. They have no special abilities in encounters against highwaymen.

If attacked, the party will employ one of two main tactics:

1) If the road ahead is not blocked, the walking guards will attempt to board the rear wagon, and the party will try to ride away. (They will also attempt this course if one of the guards senses the ambush before it occurs).
2) If this first option is not available, the four green guards will be sent toward the attackers with orders to skirmish, while the elite guards take up positions in the entranceways of the wagons and provide covering missile fire.

Possessions and Cargo:

In the first wagon, the merchant carries a large number of bolts of cloth - 50 woolen (worth 6 GP each, each weighing 40 lbs.), 25 cotton (10 GP, 5 lb.), 5 silk (350 GP, 7 lb.), 5 velvet (200 GP, 20 lb.), and 2 cloth of gold (1000 GP, 10 lbs. each). He

also carries a number of finished items of dress wear, as follows-5 sets fur-lined boots (20 GP per pair, 3 lbs. ea.), 10 fur-trimmed velvet cloaks (200 GP, 3 lb. each), and 10 silk gowns (200 GP, 5 lb. each). Also in the first wagon are a large selection of workman's garb (worth 500 GP total, total weight 100 lbs.)

Living quarters for the merchant and guards are set up in the second wagon. Items included are 6 wool sleeping bags (10 GP and 10 lbs ea.) 1 folding cot with cotton blankets (75 GP, 8 lb.), 60 lb. of asserted foodstuffs (300 GP worth), and 2 candle lanterns (25 GP, 1 lb. each). There is a 9 cubic foot brassbound chest in the rear corner of this wagon. It appears well-crafted, and is very heavy to lift. The chest is a ruse, containing 2 lead bars and 50 copper pieces (50 lbs.). A trap is released when the lid of the chest is lifted (Level 1 trap - a blast doing 2D10 damage, STM saving roll means 1/2 damage). Concealed under the floorboards of the second wagon is a small flat case containing the merchant's valuables - 12 high quality gems worth 5500 GP. Players must make a successful search for secret doors, or they have only a 10% chance of noticing the hiding place during a careful search of the wagon.

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-2

THE
MASTER
TANNER

What the Players See:
An open freight wagon, pulled by two draft horses, moving at a moderate pace. Two human-sized warriors ride in front of the wagon, and another rides behind the wagon. They wear leather armor, and carry a variety of close-range weapons. The wagon appears to contain a number of animal skins, in various stages of preparation.

GM's Description
A master tanner, carrying both raw materials and finished leather goods. He plans to set up his wares in a bazaar in the city, and carries his equipment and unfinished hides so that he can do additional work while there. The guards are three half-orc fighters; they are not experienced guards, and have not worked for the tanner before. Because of this, if things are going badly for the party, check the status of their morale (30% chance they will become demoralized and attempt to flee). The half-orcs will frenzy (HP +2, no demoralization) if the attacking party contains orcs or Uruk-Hai (This is because the half-orcs, a product of the forced union of male orcs and female humans, have been socially outcast because of that heritage). The party will not dismount until attacked, but then the fighters will attempt to move directly toward the source of the attack, since they can only engage in Close Range combat.

Possessions and Cargo:
(Note - Most of the cargo in this wagon is bulky, and it will take a substantial amount of time to "clean out" the contents of the wagon.)

Cargo includes 20 asserted untanned hides (worth 10 GP each, weigh 30 lbs. each), and 50 tanned hides (25 GP, 30 lbs.each) He carries the following finished goods - 8 suits of leather armor (6 human-sized, 2 hobbit-sized, worth 60 GP and 12 lbs. each), 10 sets of bowman's leathers (5 GP, 1/2 lb. each), and an assortment of leather goods (flagons, belts, shoulder straps, etc., worth 250 GP and 15 lb. total). A set of tanning equipment (stretching racks, sharp cutting knives) is available. There are also four small leather sacks filled with gold and silver pieces (500 GP total, weighing 10 lbs.).

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-3

THE
SILVERSMITH
AND
FAMILY

What the Players See:
Two mule-drawn closed wagons move slowly along the road, followed by four walking dwarven guards in chainmail. A grey-haired man and a young lad sit behind the reins of the two wagons and appear unarmed. The dwarves carry axes and swords, and two also have large sacks slung over one shoulder.

GM's Description:
The silversmith is moving to a new location, carrying his entire household. The first wagon contains his professional equipment and supplies. The second, driven by his eldest son, contains his personal belongings, his wife and two other sons. The four dwarves, all brothers, are experienced fighters and dungeon delvers from the silversmith's town, who have answered his advertisement for help to defray their own expenses on a longer journey to an abandoned ruins. They have some wilderness skills (10% sense ambush, 30% sense outdoor traps) and are fearless fighters (no morale checks needed). If the party is attacked by missile fire, they will seek cover and try to find an indirect route to their attackers; otherwise, they will immediately try to confront their foes and melee.

Possessions and Cargo:
As previously noted, the first wagon contains raw materials and equipment for the silversmith's trade. Equipment includes four crucibles (used in melting metals, worth 400 GP total, each weighing 10 lbs.), several small anvils (200 GP total, 15 lbs.), a large assortment of hammers and mallets (100 GP), and 200 lbs. of wax used in creating molds for casting items. There are 28 coffers partially filled with various metal ingots - 6 gold (1500 GP total, 15 lbs.), 10 silver (500 GP, 50 lbs.), 8 bronze (1500 GP, 20 lbs.), 3 brass (400 GP, 10 lbs.) and 1 of platinum (600 GP, 4 lbs.).

The second wagon contains household items, including a rough-hewn dining table with 2 benches (250 GP, 30 lbs), a set of cast iron pots and pans (300 GP, 25 lbs), 8 wooden serving bowls (40 GP, 5 lbs), 1 double bed, with frame, straw ticking, a goose-down mattress, and cloth canopy (500 GP, 30 lbs), 3 folding cots (90 GP), 2 matching chairs of fine quality with inlaid designs and upholstering (1500 GP, 40 lbs), and 3 large brassbound chests filled with clothing (1 each for father, mother, and children, total value of clothing 250 GP, mother's chest also contains a small jewelry box with small gold and silver items worth 700 GP). A cashbox holds 500 GP in coins and small gems.

The guards, in addition to normal camping gear, carry a casquet with a Level 1 lock and a double trap. The first trap is a pin on the hasp coated with a potion of paralysis - make STM saving roll or cannot move for 2D12 hours + 2D6 damage from system shock. When the lid is lifted, a pinkish dust is released - if inhaled, does 3D10 burn damage to respiratory system (no damage if character successfully holds breath, make REF saving roll -2). The casket contains 3500 GP in coins and gems, and a flask of fluid

of magic detection (12 uses, fluid a deep brown, and smells like almonds. When poured on item, will give off a luminous glow if object is magical).

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-4

THE
SPICE
MERCHANT

What the Players See:
Two figures on horseback, a human and a hobbit, ride slowly along the trail, leading a pack train of two additional horses with full saddlebags. Both men are wearing loose flowing robes of bright blue. As they approach, there are sounds of music, as the hobbit sings along to the accompaniment of the larger man's flute. Neither man openly displays armor or weapons.

GM's Description:
A spice merchant and a hobbit scholar, returning from a long journey through distant, fabled lands. Both are extremely pacifistic in nature and will not take life even in self-defense. Their cargo of rare delicacies is protected in three ways:

1) Their strange appearance (which should be emphasized by the GM) will convince some potential robbers that they are magic-users, bards or some other potent figures who do not need additional protection in the form of guards.

2) Both characters wear bracelets that contain a Permanent Missile Repulsor spell (turns aside up to 12 points of missiles per melee round).

3) The merchant has been trained in judo. This means that in close combat, he has a 40% + (5% x 18-opponent's CO rating) chance of throwing a foe in close combat to the ground. If successful, opponent must make STM saving roll or be stunned for 1D6 melee rounds.

If attacked, they will attempt to ride away from the trouble. They are excellent horsemen, and have a 60% chance of finding a safe path through wooded or rough terrain if the roadway has been blocked by the thieves.

Possessions and Cargo:
Loaded on the packhorses are a wide variety of spices, luxury foods, and exotic beverages:

SPICES - Pepper (total value 1600 GP, total weight 2 lbs), ginger root (1000 GP, 10 lbs), cinnamon bark (1600 GP, 10 lbs), cloves (2500 GP, 25 lbs), licorice root (800 GP, 5 lbs), sesame seeds (400 GP, 20 lbs), and garlic (200 GP, 20 lbs).
BEVERAGES - Selection of teas (1500 GP, 20 lbs), and plum wine (25 1 quart bottles with waxed corks, 200 GP).
OTHER FOODSTUFFS - 20 lbs. of peanuts and pine nuts (120 GP), 50 lbs. of dates (500 GP), some dried shark fin (500 GP, 5 lbs), and smoked spiced sausages (100 GP, 25 lbs).

Other possessions include 4 leather-bound books, handsomely calligraphed (The Sayings of Cufucinos, Histories of the Monkan Ghols, a text on esoteric weaponmaking, and the Bhiddust Way of Enlightenment) Each text is worth 500-1000 GP to a scholar or collector. The hobbit carries a sketchbook with crude maps of the route taken. There are also a number of extra small pouches and sacks, and a magical scale that will measure the approximate value of any item under 5 lbs placed on it.

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-5

THE
FUR
TRAPPERS

What the Players See:
Five men on horseback, with bows slung over their shoulders, ride at a leisurely pace along the road. Each man leads a number of pack horses laden with furs, yet the entire party moves with a minimum of noise. The men are ruggedly dressed, heavily bearded, and solidly built.

GM's Description:
A group of fur trappers transporting their season's catch. All are crack archers, and can shoot while on horseback (at a -2 to their basic hit probability). They have a 45% chance of sensing a potential ambush. If sensed, there is a 40% chance they will investigate the source even if not attacked. These trappers are very self-confident of their fighting abilities; they never have to make morale checks, and will fight to the death if attacked. When fighting they will try to keep distance between their opponents and themselves, in order to exploit their comparative advantage with missile weapons. Two of the trappers will stay with the pack train at all times, hobbling the horses and tethering them to trees if possible. The others will take initiative, using any available cover to gain strategic positions and then attempting to drive their attackers into open ground.

All the trappers carry non-enchanted bows which increase hit probabilities due to their superior craftsmanship. Any character trained in bow will recognize the quality of these weapons if he picks them up.

Possessions and Cargo:
The trappers lead 14 pack horses (worth 100 GP each), and each carries 800 GP worth of pelts (50 lbs). Each trapper carries a canvas backpack, filled with a 2 quart canteen, a belt knife, 20 lbs of salted meat, a tin plate and leather flagon, and two bottles of strong home-brewed whiskey. (If winter, each will also be wearing a hooded fur coat worth 200 GP). Trapper #3 carries a good medical kit with bandages, splints, and surgical knives. He is a master of first aid. Trapper #4 carries a large cooking pot and a tinder box.

Trapper 1 has a belt pouch which contains a few gold and silver coins (16 GP worth) and a small scrap of parchment with a list of names (potential buyers of furs). If the thieves visit any persons on this list without being effectively disguised as the trappers, there is a 60% chance that the "buyers" will summon the constables, or threaten to expose the thieves if not bribed.

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-6

DROGANN
THE
WEAPONSMAKER

What the Players See:
A dwarf in chainmail, helm, and a dark blue cape walks down the road, carrying a two-bladed battleaxe over his right shoulder and a wooden case under his left arm. About 50 feet behind him is a human in leather armor, leading a pack mule. The mule pulls an open wooden cart covered with a canvas tarpaulin. A mercantile symbol is painted on the front of the cart, along with a coat of arms.



GM's Description:
The dwarf DroGann and his apprentice are both weaponmaker enchanters (Weaponeers), delivering an enchanted weapon ordered by a nearby baron. They each carry several magical items for their personal use, as detailed in the descriptions at the end of this category. Neither traveler has any special skills in sensing traps or ambushes, but both will automatically sense any magic use within 100 feet of them. The two have very contrasting personalities. The human carries only defensive spells, and would prefer to avoid a fight if possible. DroGann, on the other hand, is rather egotistical about his fighting skills, and will try to use his enchantments to bring him into close contact with his attackers. If possible, he will capture and torture any who dare to assault him; however, he will not pursue thieves that escape him beyond the immediate area. DroGann's reputation for cruelty is widespread in this region; therefore, any thief recognizing his heraldic symbol will be aware of DroGann's profession and methods.

If any player manages to reach the loaded cart, and remove the magical sword from its sheath, he has a 5% chance of immediately dying from fright as his senses are assaulted by the spells embedded in the weapon. He will be incapable of action until the weapon is again sheathed, and will suffer 1D6 of STM damage each 10 MR he holds the sword unsheathed.

Possessions and Cargo:
DroGann's principal cargo is a two-handed sword with rubies inlaid in the pommel, carried in an embroidered leather sheath and wrapped in a velvet cloth. The Baron Tarkanian has ordered this piece to be used during the ceremony of initiation for knights in his fiefdom. The sword serves as a sort of "Ordeal by Fire", as it is embedded with the following spells: Befuddle Detection, Glue, Sight Blockage, Illusion of Sound, and Truthsay. Once the sword is removed from the sheath, its holder cannot move, release the sword, or see. All around him rise the sounds of restless spirits, their disembodied voices relentlessly questioning the courage and loyalty of the holder. These illusions are so real and menacing that there is a 5% chance that the candidate will die of fright during this ordeal. The market value of this sword is about 14500 GP; however, the sword is virtually impossible to sell within 100 miles of the Baron's lands.

The mule cart also carries raw materials to repair chain and scale armor (up to 100 pts of damage), a hand turned sharpening wheel (worth 125 GP, weighing 35 lbs), a small sack of metal scraps (mainly iron and bronze, worth 100 GP, 20 lbs), a set of cast iron tools (hammers, tongs, etc.), and a small sack of gems (worth 500 GP). There are also a pair of matched throwing daggers, which are +5 to hit when thrown simultaneously at the same target (thus they can only be effectively used by a fighter who is ambidextrous). The daggers are worth 2000 GP to a person who can employ them, but only 50 GP otherwise. Finally, the dwarf carries a letter of credit from the Baron entitling him to free lodging, food and drink at any establishment within his realm. The degree to which this letter is honored by local innkeepers and merchants is highly dependent on the amount of loyalty each man feels for the Baron (GM's discretion).

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-7

THE COPPERSMITH

What the Players See:
A lone wagon, pulled by two draft horses. The wagon is open, and is divided down the center by a long, 6 foot tall wooden rack from which hang a number of small items (At closer range, these are revealed to be pots and pans of various sizes). A lone unarmored man drives the wagon, and no other riders or guards are visible.

GM's Description:
The coppersmith is a local traveling salesman who hawks his wares every week in the streets of the city and the manor houses near town. He is a relatively poor merchant and a rather heavy drinker, as indicated by the half-empty jug of ale by his side. He carries a rather battered broadsword in a wooden sheath beneath his seat, but he is quite unwilling to use it. In fact, there is a 50% chance that he will immediately surrender if attacked, and an additional 25% chance that he will try to ride away at top speed.

Possessions and Cargo:
Hung from spikes on the center rack are 31-50 (roll D20) bronze pots and pans (worth 20GP each, 2 lbs). On the floor of the wagon are 1-100 (roll D100) sets of pewter utensils (5 GP each, 10 sets=1 lb), 100 GP in coins and gems, and 50 GP worth of bartered goods (wool, milk, eggs, a stool, etc.). He carries a partially full 5 quart container of ale, and a loaf of wheat bread.

Guards: See lists at end of category.
Traders: See lists at end of category.

Party B-8

THE JEWEL SPECULATOR

What the Players See:

Four men on horseback ride in single file. The third man in line wears a chain shirt and leads an additional pack horse. The other men are dressed in full scale armor, and all appear to have canvas backpacks and weapons slung over their backs. They move cautiously, and little or no conversation passes between them. Only the pack horse appears to be carrying cargo, in the form of two saddlebags.

GM's Description:

A jewel merchant, accompanied by three inexperienced guards. These young men are eager to make a name for themselves, and if attacked, will immediately charge into the fray. They will not hesitate to fight, even if apparently outnumbered. Since they are not disciplined guards, and have no great loyalty to their employer, they may leave the horses and cargo unprotected to pursue their attackers. The merchant will always remain with the horses. He will fight if attacked while alone, but will surrender if he is obviously in an inferior position. If the guards have left him and he sees an opportunity, he will attempt to take the pack horse and flee.

Possessions and Cargo:

The saddlebags and packs contain an assortment of camping equipment and provisions, including 1 tent (40 GP, 5 lbs), 4 fur-lined sleeping bags (15 GP each, 5 lbs), 1 week of food supplies for four people (100 GP), cooking gear (25 GP, 10 lbs), and an oil lantern with a full 5 quart flask of oil (15 GP). There is also a small brassbound coffer packed in the saddlebags. The coffer has a Level 2 lock on it; its key is concealed inside the merchant's belt pouch. If he has surrendered, the merchant will reveal the key's location. Inside the coffer are two drawstring pouches. In the pouches are 20 assorted gems, worth 1400 GP total. There are also two high quality gems that have been concealed within the velvet lining on the coffer's interior. There is a 75% chance that these cut stones (worth 5000 and 2400 GP each) will be discovered if the coffer is searched carefully by touch; however, there is only a 10% chance that they will noticed without a careful search.

Guards: See lists at end of category.

Traders: See lists at end of category.

SPECIAL MERCHANT INFORMATION

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
B-1	Textile Merchant	2	80	LD	2 Closed Wagons
	Guards 1-2	4	60	LD	8 Mules
B-2	Master Tanner	4	60	L	1 Open Wagon 2 Heavy Horses
B-3	Silversmith	3	20	LD	2 Closed Wagons
	Guard 2	2	10	LD	8 Mules
	Guard 3	5	20	LD	
B-4	Spice Merchant	3	10	L	2 Medium Horses
	Scholar	5	80	L	
B-5	NONE				1 Pack Mule
B-6	DroGann	2	20	L	
	Human Enchanter	5	40	L	1 Pack Mule
B-7	NONE				1 Open Wagon 2 Heavy Horses
B-8	Gem Trader	4	60	LD	2 Pack Mules

CHARACTER DESCRIPTIONS FOR MERCHANTS AND GUARDS

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
B1. The Textile Merchant															
Guard 1	EL HU FTR	150	11	13	9	15	12	13	BDSWDe	3	2D6		LTH 6	34	NONE
									L BOWe	-3/2/5	1D6	(1)			
Guard 2	EL HU FTR	180	16	10	8	10	13	13	GRSWDe	1	4D6		LTH 8	33	NONE
									LXBOWe	-2/2/7	1D6	(2)	(3)		
Guards 3-4	GR HU FTR	20	8	11	10	16	9	10	BDSWD	8	1D10		C/S 7	18	NONE
									DGR	11	1D4				
Guards 5-6	GR HU FTR	20	9	12	9	12	10	8	SPEAR	6/9	1D8		CHN 6	22	NONE
									THROW	4/10/18	1D8				
Merchant	VET HU TRD	75	6	10	13	12	14	10	FISTS	8	1D4		NON 1	19	WAGON
B2. The Master Tanner															
Guard 1	INT /0 FTR	150	7	15	8	8	13	15	SHSWD	6	1D6		L/S 5	15	LTHOR
									SLING	2/7/12	1D4				
Guards 2-3	INT /0 FTR	15	14	11	12	8	15		MACE	5	2D8	(4)	LTH 4	20	LTHOR
Merchant 1	INT HU FTR	25	13	9	12	8	10	7	BOWKNe	1/9/16	1D10		LTH 4	18	WAGON

(cont.)

B3. The Silversmith and family																
Guards 1-2	VET	DW	FTR	(5)	11	15	9	9	10	13	LG AXe	3	1D10	(6)	CHN 7	33	NONE
Guards 3-4	VET	DW	FTR		14	9	28	18	10	17	HFSWDe	2	2D10	(6)	CHN 7	40	NONE
Merchant 1	VET	HU	TRD		10	9	12	11	16	10	RAPR	5	1D8		CLO 2	22	WAGON
B4. The Spice Merchant																	
Merchant 1	INT	HU	TRD		8	15	15	8	12	12	JUDO	(7)	STUN		CLO 3	16	LTHOR
Scholar 1	INT	HO	SCH	15	5	13	16	12	17	11	DART	4/8/12	1D4	(8)	CLO 4	13	PONY
B5. The Trappers																	
Trapper 1	VET	HU	ARC	7	13	13	15	12	10	15	CPBOW	-3/2/6	1D6	(9)	ANH 12	32	MDHOR
											BOWKNe	5	1D10		(10)		
Trapper 2	VET	HU	ARC	15	16	16	9	17	7	12	CPBOW	-6/-1/3	1D6	(11)	CLO 3	43	MDHOR
											CLUB	3	2D4				
Trapper 3	VET	HU	ARC	10	13	14	14	8	13	9	CPBOW	-5/0/4	1D6	(12)	CLO 3	29	MDHOR
											BOWKNe	3	1D10				
Trapper 4	VET	HU	ARC	10	12	19	11	11	9	13	L BOW	-5/0/3	1D6	(13)	ANH11	34	MDHOR
											BOLO	-5/0/5	1D8	(14)	(10)		
Trapper 5	VET	HU	ARC	25	14	17	14	13	9	8	CPBOW	-6/-1/3	1D6	(15)	ANH11	43	MDHOR
											RAPRe	-4	1D12	(16)	(10)		
B6. The Enchanters																	
DroGann	EL	DW	ENC	800	11	15	13	20	16	18	2BBAXe	-1	4D6	(17)	CHN11	32	NONE
											FLAIL	6	1D6	(18)	(19)	72 86	
Cletus	INT	HU	ENC	100	13	15	13	15	15	15	RAPR	6	1D8		LTH 6	21	MULE
											SLING	2/7/12	1D4		(20)		
B7. The Coppersmith																	
Merchant 1	INT	HU	NON		9	9	11	11	9	9	BDSWD	12	1D10		NON 0	17	WAGON
B8. The Gem Trader																	
Guard 1	GR	HU	FTR	50	15	10	10	9	10	15	1BBAX	8	1D10		SCA 8	16	MULE
Guard 2	GR	HU	FTR	50	11	9	7	13	12	13	1BBAX	8	1D10		SCA 8	15	MULE
Guard 3	GR	HU	FTR	50	10	8	7	8	6	8	SPEAR	6/9	1D8		SCA 8	11	MULE
Merchant 1	VET	HU	TRD	250	8	11	14	16	12	8	DGRe	7	1D5		LTH 4	26	MULE
											THROW	4/10/16	1D4				

(1) 60% chance of having 1D10 +1 sharpness arrows, 25% chance of 1D4 +2 arrows (non-magical).
(2) Crossbow can be fired once every 2 melee rounds. 80% chance of 1D6 +1 sharpness quarrels, 20% chance of 1D3 +2 quarrels (non-magical).
(3) Armor has been magically enchanted; adds +2 to normal leather AC.
(4) Mace is a two-handed weapon with a spiked head.
(5) Guards' treasure is listed under Possessions and Cargo for this caravan.
(6) 25% chance that these weapons are of +1 sharpness (non-magical). magical
(7) See GM's Description for discussion of how to calculate judo abilities.
(8) Darts are coated with a potent sleeping potion; if struck by one, character must make STM saving roll -3 or sleep 2D6 hours.
(9) Can fire 5 shots every 2 melee rounds; has bow, balanced to + i hit prob (non-magical).
(10) Armor is from the tanned skin of a gryphen. Treat this armor as leather when measuring its effects on wearer's movement, etc., but as plate armor (AC10) in protective ability.
(11) Can fire 5 shots every 2 melee rounds; has +3 balanced bow (non-magical).
(12) Can fire 5 shots every 2 melee rounds; has +2 balanced bow (non-magical).
(13) Can fire 2 shots per melee round; has +i balanced bow (non-magical).
(14) Bolo may be thrown once every two melee rounds. It may be used to tangle the legs of an opponent in lieu of doing damage (will take 1D3 rounds to get free from the bolo, no movement or dodge allowed while tangled, attacks at -3 while tangled).
(15) Can fire 2 shots per melee round; has +2 balanced bow (non-magical).
(16) Magical weapon with +3 sharpness.
(17) Axe is double-bitted; if DroGann's first blow in a melee round misses, he gets a second chance to hit on the return swing. Battleaxe has three spells permanently embedded in it: Accuracy - adds +4 to base hit probability, Intensify Damage - adds 2D6 to normal damage, and Detect Invisible Presence.
(18) Chain flail has one spell embedded in it: Influence Emotions (Fear) - If struck by weapon, any character must make DSC saving roll or will reveal or do anything to avoid being struck again (18 uses).
(19) Armor is magically enchanted to +3 (permanent). The helm also contains a permanent Missile Repulsor spell that will turn aside up to 6 missile points (arrow 1, quarrel 2, spear 4) per melee round.
(20) Armor is magically enchanted to +2 (20 uses, one per melee round).

HIGHWAYMEN ADVENTURES

CATEGORY C

TRAVELERS

Party C-1

THE
ESCAPED
PRISONERS

What the Players See:

Two kobolds on light horses gallop rapidly along the path. The horses are unsaddled and well-lathered. The riders carry no visible weapons or packs, and periodically look back over their shoulders at the road behind.

GM's Description:

The kobolds are escaped prisoners who have stolen horses to try and make good their getaway. They are desperate and frightened. They will not stop their headlong flight, even if attacked, unless their horses are wounded or hobbled. If the horses are somehow halted, the kobolds will run for cover or, if attacked in force, immediately surrender. If kobolds are in the thieves' party, the prisoners will explain their plight and would be receptive to joining the group. Otherwise, they will look for an opportunity to escape (using their concealed weapons if possible).

Forty melee rounds (about 10 minutes) after the kobolds appear, a sheriff's posse of six humans on horseback will arrive. All but the sheriff and his burly young deputy are crudely armed, inexperienced fighters. The posse will stop and investigate if there are any obvious visual signs of the kobolds or the highwaymen (people in the roadway, bodies, dropped items). There is only a 30% chance that they will notice less obvious signs (like footprints, marks of a struggle, etc.) and stop. The posse will pursue any thieves seen (either kobold or player character), unless they are plainly outnumbered. If attacked by a superior force, there is a 60% chance that they will attempt to flee after one posse member has been killed.

Possessions and Cargo:

The kobolds have nothing but the ragged clothes on their backs and a knife strapped to each leg. The posse members carry a few scattered coins in their purses (see below) and very little other gear. With the exception of the sheriff's riding horse, the other animals are of poor quality (worth only 30 GP each on the open market)

Party C-2

THE
TRAVELING
PLAYERS

What the Players See:

A human, astride a grey riding horse, holds a 3' long wooden pole in his right hand and carefully scans his surroundings. About 50 yards behind him are two open wagons, garishly painted and each driven by a team of four medium horses. A mixed group of 4 male humans, 2 female humans, and a single male elf sit in the wagons; some are garbed in brightly colored costumes.



GM's Description:
This is a traveling theatrical troupe, blessed with a fair sampling of the entertainment arts, and not above a bit of modest theft itself. The company includes an elven male and human female troubadour, 2 male acrobats (one of whom is riding as the forward lookout), a strongman, 2 puppeteers (who drive the wagons), and the leading player, who is also a marksman and trick shot artist. Most have excellent coordination and reflexes, which are reflected in bonuses to their hit probability or dodge.

If the outrider is attacked first, or sets off a trap, he will leap from his horse and somersault toward the nearest available cover (-5 to opponent's hit probability while manuevering thus, acrobat must make REF saving roll to successfully accomplish this move.) The other members of the company (except the drivers) will prepare for battle, but will keep the wagons moving forward as long as possible. If combat continues, only the strongman and the acrobats will attempt to get close to their attackers. The bowman and the troubadours will use the wagons for cover (-3 to opponent's HP) and maintain steady missile fire. The puppeteers will not fight at all unless there is close combat aboard or near the wagons.

If the main party is attacked first, the thieves will have an additional melee round of uncontested fire due to surprise. Similar combat tactics are used, except that the lead rider will dismount and attempt to circle around close to the source of attack by both Moving Silently and Hiding in Shadows (must successfully make both ability rolls each melee round to avoid potential detection).

If the thieves send one or more player-characters down to the road to talk to this party (to obtain information, set up a diversion, demand a toll,etc.), there is a 75% chance that the troubadours will attempt to charm these characters. If successful, they will subdue and rob their victim(s), and leave them tied up by the roadside.

Possessions and Cargo:
The wagons are well-stocked with both theatrical paraphenalia and booty from previous thefts. In addition to a large number of wood planks (used to erect a small stage area), there are four storage places:
1) a costume trunk,
2) a strongbox,
3) a box filled with puppets, and
4) a supply chest.

The contents of each are:
1) The costume trunk contains some good quality cotton and silk outfits, some obvious paste jewelry, make-up, and some wooden helms and swords. There is also a feather boa of strangulation (if worn, make STM saving roll or death; if made, take 1D6 damage - armor does not absorb) and a bronze medallion that emits a greenish glow when worn (no significance, worth 10 GP).
2) The strongbox has a Level 1 lock on it. The box is trapped, in the form of a Level 6 poison applied to a pin on the hasp of the lid. Inside are an assortment of coins (440 GP in gold, silver, and copper pieces) and seven small pieces of jewelry (collectively worth 2D20 x 100 GP).
3) The box of puppets contains eight puppets, five of which are completely normal facsimiles of a constable, a king and queen, and a pair of wizards. The sixth is a jester, whose head can be removed to reveal an emerald worth 5000 GP. A small hand puppet of a maiden, when worn, has a spell permanently embedded in it - those who look upon it must make a MR saving roll or be Befuddled for 1D10 melee rounds (while Befuddled, no active movement possible, defend at 1/2 effectiveness if attacked). Finally, there is a 4' tall marionette, wearing chainmail and wielding a broadsword. He can be activated 5 times by saying the words "Serve me", to serve as a 1st level fighter for 10 melee rounds (takes 12 hits of damage before destroyed, no repair possible).
4) The supply trunk contains 3-5 days of food for the group, bedding, lanterns and rope. There are two large tarpaulins used to cover the wagons in bad weather. There is also a bow packed in a wooden case (it is for trick shooting; adds +5 to normal HP, but will never hit living flesh of any kind).

Party C-3

THE
PILGRIMS

What the Players See:
A small crowd of men and women mill around a man in flowing scarlet robes. The procession is led by three priests garbed completely in black, with large hoods, gloves, and carrying ornately carved ivory staves. (From close range, the players can see that the head of each staff is carved in the shape of a great hawk in flight). There are fifteen followers, some wearing plain red robes and others in rags. None of these followers carry visible weapons. The leader, whose hood is drawn back to reveal a young man with long blond hair, carries a mace slung from his belt. The front of his robe is emblazoned with a white hawk's head.

GM's Description:
The scarlet robed priestly mage, Alderon, and a large portion of his followers are on a pilgrimage to the high cliffs of Edgemere, the home of the giant hawks they worship. The cult believes that ordinary men can learn to fly by achieving spiritual unity with the hawk. On these periodic pilgrimages, the cultists meditate and observe the habits of the birds - they learn their song, their nesting pattern, their hunting methods. Inevitably, one or more of the followers declare their attainment of "oneness", and leap off the cliffs to soar - well, actually, plummet would be a more apropos description of what occurs. As a result of this heritage, the cult is not very popular with sane people, and those wearing the symbol of the white hawk are shunned by common society. The cult, unlike most sects, does endorse the virtues of single combat as a test of righteousness; they permit killing in self-defense. Emulating the claws and talons of the hawk, they use two principal types of weapons. The first, a mace with hooked steel spikes on the head, is used by several warrior followers in the pilgrimage. The second is a leather gauntlet with four small blades inset on the back of the hand. The effects of both weapons are described below.

If attacked, all energies of the group will be exerted on fanatically protecting Alderon's life. In the case of missile fire, for example, followers will use their bodies to shield their master. As long as Alderon lives, the group will not pursue thieves outside of immediate range. Alderon will use his spell-casting abilities in the following basic manner:

If attacked, Alderon will first cast a Circle of Safety around himself. He will then use his spell points Healing Serious Damage on those around him who have been wounded.

If approached by a member of the thieves party, he will cast a Detect Orientation spell. If the player is revealed to be hostile, Alderon will cast Magic Missiles at him and any other non-pilgrim seen.

If Alderon is killed, there is a 40% chance that the remainder of the party will frenzy, and charge the thieves at HP +2, fighting to the death; otherwise, all will try to flee. In any case, any thieves captured will be ceremonially murdered at the next dawn if not rescued.

Possessions and Cargo:
The three priests each have a small coffer strapped around their waist and concealed beneath their robes. Two of these coffers contain religious paraphenalia - incense, an altar cloth, four carefully wrapped white gold chalices, and several medallions. The chalices are worth 300-500 GP each, but they are very difficult to sell because of the unpopularity of the sect. The third coffer contains the sect's treasury - about 350 GP in gold, silver or copper coins. None of the coffers are locked or trapped.

Party C-4

THE
BEGGARS

What the Players See:
Over a dozen males of assorted races - humans, kobolds, and orcs - trudge down the roadway in scattered groups. Most of these men are clad in dirty rags; at closer range, many appear to be covered with sores, bandaged, or carrying crutches. Several carry cloth sacks on their backs. At the front of the group are two half-orcs dressed in faded, dust-covered military uniforms, and carrying a large club and woodsman's axe, respectively.

GM's Description:
A bunch of beggars, just driven out of the nearest town. As the players' description implies, most are not truly ill or lame, but add these touches in the hopes of increasing their income. The two men in uniform are so-called "upright men", former militia men who believe society now owes them a living for their service. They are hostile, will openly demand money from strangers they encounter, and will threaten to use their weapons if turned down. They will fight if attacked, but will yield if seriously wounded. The others will all abjectly plead for mercy as soon as the first weapon is pointed. They will try anything imaginable to save their ill-gotten gains. If the thieves actually use physical force on them, however, the beggars will yield their cash rather than forfeit their lives.

Possessions and Cargo:
Each beggar, of course, keeps his small stock of funds hidden somewhere in his meager belongings - perhaps in his sack, or in a hidden pocket in his shirt or cloak. Roll percentile dice for each captured beggar to determine the amount of money he has:

DIE ROLL	MONEY DICE
01-50	2D20 X 1CP
51-65	2D10 X 1SP
66-80	2D10 X 5SP
81-95	2D10 X 1GP
96-00	sum of all above rolls

Other than this money, the only items the beggars carry are of little value - battered plates and utensils, a threadbare blanket, or a few moldy crusts of bread.

Party C-5

THE
ROYAL
HERALD

What the Players See:
A procession of seven humans on horseback, moving at a brisk canter. They ride on beautiful white horses in three files - 2 riders, then 3, then 2. All wear chainmail armor, covered by a green sleeveless tunic



with a gold trumpet on the front. Six of the men carry spears or halberds that rest on the stirrup of their saddles. The man in the center of the party carries a long wooden staff with a small white banner tied to the end; he also wears a wreath of laurel branches around his forehead.

GM's Description:
The royal herald is journeying to a neighboring province, accompanied by his six veteran guardsmen. These men are haughty and proud; they believe themselves to be above most mortals, and indeed they do normally receive this sort of deference. As a result, the guards have only a 10% chance of sensing ambushes or outdoor traps. If any if the thieves party know heraldry, there is an 80% chance that they will recognize the trumpet symbol. If so, they will know that these men are not to be trifled with.

The herald is the central figure in the party; his wreath contains a potent Missile Repulsor spell (can turn aside up to 16 points of missiles per melee round; arrow = 1 point, quarrel = 2, spear = 4). His staff is a staff of Blasting (fires once every 2 melee rounds, does 6D10 damage to anyone or anything at the point that is attacked, 5D10 to anyone within 10' of that point, 4D10 to those within 20', and so on. The staff fires in a straight line and will automatically strike the first object in its path, including people). The staff has 80 charges, but may only be activated by a secret word command; in other words, few others will ever be able to use this staff.

If attacked from a distance, the herald will retaliate by firing 2 or 3 Blasts in the general vicinity of the attack, and the group will ride off. (The GM should give the players a warning by having the herald fire somewhere in front of the party on his first shot, so that they have 2 melee rounds to try and run away.) The guards will enter the fighting only if the thieves attempt close combat. The guards can also be protected by the Missile Repulsor spell if they are positioned within 5 feet of the herald. The group will not surrender, no matter how badly the fight is going.

Possessions and Cargo:

The heralds and his guards carry no more than a few gold and silver pieces in their purses to cover miscellaneous expenses. This is because their uniforms are recognized almost everywhere in the kingdom, and they can usually obtain free meals and lodging while they travel. Consequently, if the thieves can successfully disguise themselves as this party, there are substantial monetary advantages that can be obtained. The herald does wear several fine pieces of jewelery: 2 matching gold bracelets (worth 600 GP each), an emerald ring (worth 400 GP), and a gold signet ring engraved with the insignia of the reigning Duke (worth 2100 GP, but highly notorious within the region). If the thieves attempt to disguise themselves as this party, add 20% to their success chances if the signet ring is worn.

Party C-6

JAROK

What the Players See:

(Note - Before describing the scene, the GM must make an ambush sensing roll (65% chance) for Jarok. If the thieves presence has been sensed, they will not see Jarok unless he fails to Hide in Cover while approaching them - see below. If Jarok does not sense the thieves in the area, the players will see:)

A massive, sandy-haired human walks alone down the road. A heavy, brassbound club rests on his left shoulder, and a large sack is slung over his right. He wears a kilt made from a wolfskin and a mountain lion cape (with the head still attached as a helm). A long knife and short length of chain protrude from a shoulder belt. From close range, a long facial scar is visible across his forehead and cheek.

GM's Description:

Jarok, an 8th level Fighter, is an orphan who was raised in the wilderness by bears. He is truly a behemoth of a man, 6'9" tall and weighing almost 300 lbs. While his tremendous strength will be no surprise to the players, his incredible agility may come as quite a shock. Despite his awesome physical abilities, Jarok is childlike, simple-minded, and good-natured (until angered). His actions are often taken out of curiousity but misread as evil intent. If Jarok has sensed the thieves in ambush, he will attempt to locate them by Moving Silently (80% chance) while Hiding in Shadows (70% chance). If successful, he will suddenly appear in their midst, giving them a booming greeting of "Whatcha doin'?". As the thieves respond, so will Jarok. If they react defensively, he will be on his guard. If they try to surround him or reach for weapons, he will attack first, using his massive club as either a close range or missile weapon. If the thieves immediately attack Jarok, he will become berserk and revert to animal fighting techniques, using bare hands to batter or "bear hug" his foes. If, however, the thieves respond in a friendly manner (which in Jarok's case means abundant amounts of food, drink and women), Jarok will share their company for as long as they like. He has no moral objections to thievery or murder, and is incredibly loyal to those he likes. If Jarok is enjoying your hospitality, he will fight on your side against guards, other travelers, or the authorities.

Possessions and Cargo:

Jarok lives by hunting his food, and his simple intellect does not comprehend the true value of coins and gems. Consequently, his possessions are limited to his weapons and a few simple tools. His club is an enchanted weapon with a permanent damage bonus (2D10); the club cannot be wielded by anyone with a STR rating less than 19. His belt knife has been honed to a +2 sharpness (non-magical). In his sack, he carries a few small items (a hatchet, a whetstone, some salt for preparing meats, and a canvas tarp for protection in bad weather). These goods are all well-worn, and could not command normal market value if sold to others.

Party C-7

THE ANIMAL TRAINER

What the Players See:

Eight mules pull two covered freight wagons: Two men sit in the driver's seat of each wagon, and a fifth human rides about 50 yards behind the group on a roan riding horse. The men all wear leather breeches and jerkins; the horseman carries a long whip coiled around one hand, while the others have no visible weapons except belt knives. Occasionally, loud and gutteral growls rise from within the first wagon.

(Note: The GM must roll a D100 before describing a last detail - on a 01-60, four wolves are visible, walking unleashed but wearing studded collars, a short distance from the horseman. On a 61-80, three wolves are visible; 81-95, two wolves; 96-00, no wolves. See below for details on the unseen wolves.)

GM's Description:

Panjan, the animal trainer, and his four assistants are transporting a black leopard ordered by Erinyue, the witch woman. The four men are all intermediate level characters, skilled in the use of weapons that subdue rather than kill (bolas, darts coated with tranquilizing drugs, nets). A supply of these weapons is available inside the first wagon. To these skills, Panjan adds expertise in the use of a 25 foot long whip and an ability to soothe enraged beasts through the spoken word. (This acts like a bardic charm, base chance of success 60%.)

Panjan is also accompanied by four fully-trained wolves that will respond (95% of the time) to his voice commands. The wolves are free to hunt for food while traveling and frequently one or more are searching for available game off the road. There is a 40% chance that any hunting wolf will encounter and attack the thieves, even if the thieves have not attacked the travelers or are successfully concealed (since wolves find prey by smell rather than sight).

If the party is attacked, they will respond in kind. The wagons will be halted, and the drivers will move into the first wagon to pick up weaons. Panjan will order his wolves to attack, and follow them on horseback. His horse is well-trained, so that he may use his

whip while riding at no minus to hit probability. The party will try to subdue the thieves, and will sell any captives taken into slavery.

Possessions and Cargo:

The supply of weapons carried by the group includes: six bolos, a dozen darts which can be coated with a tranquilizing drug (STM saving roll - 4 or sleep 2-12 hours), four large, well-balanced (+1 HP) nets, and Panjan's whip. Living quarters have been set up in the second wagon, consisting of a two-week supply of food (worth 150 GP, weighing 40 lbs.) for the party, five folding cots and blankets (60 GP each, 12 lbs.), two large kegs (30 GP, 20 lbs. each), pots and pans, and a firekit.

The principal cargo, of course, is the leopard, who is in a 10' x 10' cage with a Level 2 lock. The leopard is not tamed; if released, it will attempt to immediately escape, attacking anything that tries to restrain it. Delivered to Erinyue, the animal is worth 3,500 GP; if it escapes, however, there is a 20% chance that Erinyue will be able (through use of second sight) to seek revenge on those responsible for its release.

Party C-8

THE
HOUSEHOLD
OF
LADY FEANORI

What the Players See:

Four heavy horses pull a covered wagon. Two male elves, on light horses and carrying bows and shortswords, ride in front of the wagon, one on each flank. A male and female elf ride in the wagon; the reins are in the young woman's hands. All members of the party are well dressed; the men wear leather armor as well.

GM's Description:

The Lady Feanori, a 5th Level mage, is moving east to live with relatives. Her father is an 18th Level mage of great renown among the elven kindred. (Add 20% to the base chances of recognizing the party if elves are present in the thieves' band. If the family crest is recognized, the thieves will also know that there are several men living out the remainder of their lives as toads for even having had thoughts of harming Feanori.)

The three males accompanying Feanori are trusted kinsmen, intensely loyal to this family. They never need to check morale and will not surrender if attacked. They are good woodsmen and have a 30% chance of detecting traps or ambushes. They will always stay near the wagon to defend the Lady and will not pursue the thieves if the latter should give up the attack. They will use their bows unless engaged in close combat; each carries a quiver of 40 arrows.

Lady Feanori knows a number of spells and will defend herself readily if attacked.

If attacked by missile fire only, she will cast one or two Sleep spells in the direction of that fire.

If the thieves begin to close in on the wagon, she will cast a Clumsiness spell on the nearest foe, and then cast a Charm Humanoid at him. If the foe successfully resists the charm, Feanori will hurl a Hot Shot at the thieves each melee round until she exhausts her spell points.

If the party is approached by one of the thieves, she will cast a Detect Alignment and, if successful, will try to Charm Humanoid.

Feanori has one other important spell-casting ability, Charm Small Animals. There is a 40% chance that the movements of the thieves have been observed by woodland creatures under Feanori's control. If so, she will be expecting an attack along the road but will not know the exact location.

Possessions and Cargo:

The wagon carries all of Feanori's personal belongings, as well as a number of enchanted items. Included are:

(1) Three large chests filled with clothing. In addition to a variety of daily wear (worth 200 GP total, weighing 25 lbs.), there are four dress gowns (each worth 400 GP and weighing 4 lbs.), a velvet cloak (150 GP, 7 lbs.), a woolen hooded cloak (10 GP, 7 lbs., but containing a Haste spell which triples normal movement rate for 50 melee rounds, 12 uses), a flowing blue satin robe (60 GP, 5 lbs.), and an assortment of shoes and sandals (80 GP, 10 lbs.).

(2) Several large furniture items: a dressing table with a triple mirror (500 GP, 60 lbs.), four carved wooden chairs (300 GP each and 15 lbs.), and a large four-drawer cabinet (600 GP, 150 lbs.). Each drawer of the cabinet has keyhole; there is also a keyhole centered on the top of the cabinet. A set of five keys is in Feanori's belt pouch. Each drawer of the cabinet has a different set of traps. Traps will not be activated until a key or picklock has been inserted, so that trap sensing may not detect the presence of these protections. The traps will be set off, if the drawer key and the cabinet-top key are not turned simultaneously. Traps and contents are:

Drawer 1 - Poison gas (1D8 damage to stamina, STM saving roll for 1/2 damage). Contents are 15 sheets of parchment (all are partially enchanted for spell embedding - roll percentile dice to determine % success), three quill pens, two bottles of ink, and a packet of personal letters.

Drawer 2 - Cold Blast (does 3D10 hits to person opening drawers, 1D10 to anyone within 20 feet of the blast area. MR saving roll for 1/2 damage). Contents are 36 full potion bottles (roll on chart below for spells included).

Drawer 3 - Releases sharp blades that move horizontally from each side of the cabinet, (HAC0 on -3, do 1D6 damage each. REF saving roll for 1/2 damage). Contents - two scroll racks with 10 scrolls containing spells known by Feanori (roll on chart below for spells).

Drawer 4 - Mists of Sleep (make STM saving roll or sleep 2-12 hours, no other damage). Contents - several small curios, including a small wooden model of a sailing ship (no significance or value), and a piece of driftwood. The driftwood is actually a jewelry box, disguised through an Illusion of Sight. If picked up, the box will be revealed in its true form. It contains a necklace of 20 pearls (worth 8000 GP), a gold ring embossed with the shape of an eagle's head (worth 1000 GP, but has high notoriety in the elven community), are emerald bracelet (7 stones, worth 560 GP), a very large pink pearl on a pendant (worth 1760 GP), and an assortment of other rings, earrings, and bracelets, worth 1000 GP total).

(3) The party carries one week of food supplies (30 GP, 10 lbs.), and a full array of bronze pots and pans (140 GP, 40 lbs.).

NOTE: The spells that Lady Feanori may use or have embedded in artifacts are indicated below. She has 38 spell points to spend on spell casting per day.

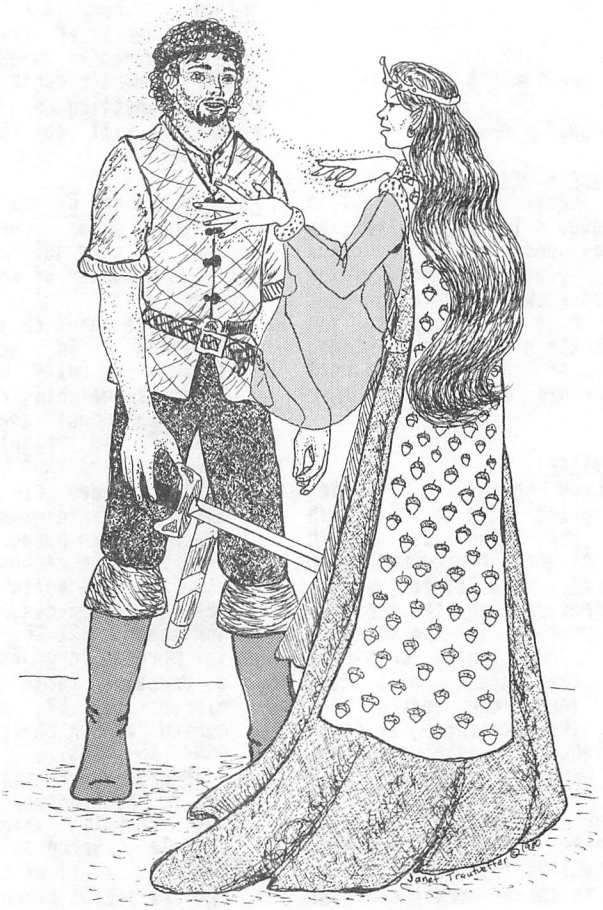
SPELL CHART

(If used for item generation, roll D10).

1. Shield (9 spell points).
   Adds +3 to normal armor class of target. Lasts 10 melee rounds.
2. Hot Shot (4 spell points).
   Does 1D6 points of damage to the target.
3. Sleep (8 spell points).
   Will put up to 150 hit points of characters to sleep for 2-24 hours (2D12). Spell is cast as a 15 degree cone and has a maximum range of 100 feet (MR saving roll = no effect). Affects victims from the weakest first, up to the strongest (in terms of HTK).
4. Read Magic (2 spell points).
   May read any magical language.
5. Detect Magic (1 spell point).
   May determine whether an item has been enchanted.
6. Charm Humanoid (8 spell points).
   If successful, victim will treat caster as his closest and most trusted friend. He will not place his own life at risk while charmed (DSC saving roll = no effect). Lasts for 24 hours.
7. Charm Small Animals (5 spell points).
   Same as Charm Humanoid, but works on woodland creatures, vermin, etc. (DSC for small animal = 12).
8. Limited Invisibility (8 spell points).
   Caster becomes invisible to the normal eye as long as she does not move.
9. Clumsiness (4 spell points).
   If successful, target receives -5 to hit probability for 10 melee rounds (MR saving roll = no effect). If consumed as a potion, affects the consumer in this fashion.
10. Fly (8 spell points).
    Caster may fly at the speed of a pixie for 20 melee rounds (MR saving roll must be missed, or spell does not take effect).

SPECIAL TRAVELER INFORMATION

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
C-1	Sheriff	3	60	L	
C-2	Thespian	3	10	LD	2 Open Wagons
	Minstrel 2	4	50	LD	8 Medium Horses
	Strongman	2	60	LD	
C-3	Alderon	3	60	L	
C-4	NONE				
C-5	Herald	2	100	LD	
	Guards 1,5	3	80	LD	
	Guards 2-4,6	5	80	LD	
C-6	NONE				
C-7	Panjan	4	80	L	2 Closed Wagons 8 War Horses
C-8	Feanori	1	90	LD	1 Closed Wagon
	Guards 1-3	4	30	LD	4 Medium Horses



CHARACTER DESCRIPTIONS FOR TRAVELERS AND GUARDS

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
C1. The Escaped Prisoners															
Prisoner 1	INT KO THF	7	9	11	12	7	13		DGR	11	1D4		NON 1	15	LTHOR
Prisoner 2	INT KO THF	14	13	10	5	9	11		DGR	9	1D4		NON 0	13	LTHOR
Sheriff	INT HU FTR	20	8	10	8	10	8	6	BDSWD	10	1D10		L/S 5	17	LTHOR
Deputy	GR HU FTR	1D8	15	13	12	16	7	16	SPEAR	6/9	1D10		CLO 2	20	LTHOR
Posse 1-4	GR HU NON	1D6	11	7	10	9	9	12	CLUB	12	1D6		NON 0	12	LTHOR
C2. The Players															
Acrobat 1	INT HU THF	80	10	19	18	8	12	9	QTRST	6	1D4	(1)	CLO 5	14	LTHOR
	(2)								BOLOe	-1/4/9	1D8	(3)			
Acrobat 2	INT EL THF	110	10	17	14	9	8	11	QTRSTe	5	1D4		CLO 3	18	WAGON
									BOLO	2/7/12	1D8				
Thespian (4)	VET HU ARC	25	12	17	13	13	13	9	L BOW	-1/3/6	1D6		LTH 5	21	WAGON
Strongman	INT HU FTR		18	7	8	12	6	12	1BBAXe	6	3D6		LTH 5	34	WAGON
									FISTS	5	2D6				
Minstrel 1 (5)	INT EL TRB	40	10	13	17	10	14	16	L BOWe	0/4/7	1D6		LTH 6	20	WAGON
Minstrel 2 (5)	INT HU TRB	65	8	14	14	10	16	16	S BOWe	0/4/8	1D6	(6)	LTH 5	24	WAGON
Puppeteer 1	INT HU NON	15	13	17	15	13	9	4	THRKN	3/7/12	1D4		CLO 3	23	WAGON
Puppeteer 2	INT HU NON	15	9	13	15	11	13	16	DGR	11	1D4		CLO 3	18	WAGON
C3. The Pilgrimage															
Alderon (7)	INT HU PRM		11	12	4	10	12	8	SPELLS				CLO 1	19	NONE
Followers 1-2	INT HU FTR		12	13	12	10	7	15	MACEe	4	3D4	(8)	CLO 3	24	NONE
Followers 3-4	INT HU FTR		10	8	13	11	9	6	MACE	7	3D4	(8)	CLO 3	20	NONE
Priest 1	GR HU PRI		8	9	8	14	12	5	GLOVE	9	1D2	(9)	CLO 2	16	NONE
Priest 2	GR HU PRI		8	6	13	12	10	10	GLOVE	10	1D2	(9)	CLO 2	17	NONE
Priest 3	GR GO PRI		15	11	7	11	7	11	GLOVE	9	1D2	(9)	CLO 2	20	NONE
C4. The Beggars															
Upright Man 1	GR /O FTR		16	7	13	12	8	10	CLUB	8	2D5		CLO 2	16	NONE
Upright Man 2	GR /O FTR		9	9	13	11	10	12	WDSAX	10	1D8		CLO 2	18	NONE
Scum 1-13	GR MX NON		9	8	8	9	9	8	KVETCH				NON 0	15	NONE
C5. The Royal Herald															
Herald	EL HU SCH	20	10	14	15	8	19	9	STAFF			(10)	CLO 3	22	CHRGR
Guards 1-2	VET HU FTR	3	13	12	13	12	11	16	HLBRDe	2/5	2D8	(11)	CHN 6	28	CHRGR
Guards 3-6	VET /E FTR	5	11	10	9	12	9	13	SPEARe	2/4	1D10	(12)	CHN 6	23	CHRGR
C6. The Mountain Man															
Jarok	VET HU FTR	(1	25	17	20	17	4	11	CLUB	-2	6D8	(13)	ANH 8	52	NONE
									FISTS	1	2D8				
									HUG	5	2D12				
C7. The Animal Trainers															
Panjan	VET HU FTR	80	10	12	15	9	10	10	WHIPe	0/5	1D12	(14)	LTH 6	20	LTHOR
									RAPR	2	1D10				
Asst Trainers 1-2	INT HU FTR	10	14	10	13	10	10	13	BOLOe	1/5/9	1D8	(15)	LTH 5	27	NONE
									NET	9	TANGLE				
Asst Trainers 3-4	INT OR FTR	20	11	15	11	17	11	15	DART	2/5/9	1D5	(16)	LTH 4	20	WAGON
									BOWKN	6	1D8				
Wolves 1-2	LG WOLF		12	10	19	12	5	14	BITE	4	1D6	(17)	ANH 7	55	
Wolves 3-4	SM WOLF		10	14	17	13	5	9	BITE	6	1D6	(17)	ANH 6	40	
C8. The Lady in Transit															
Feanori	INT EL MAG	20	6	9	11	17	17	11	SPELLS				CLO 2	24	WAGON
	(18)								DGR	11	1D3				
Guard 1	EL EL ARC	75	11	16	11	10	13	14	L BOW	-3/2/5	1D6	(19)	LTH 6	25	LTHOR
									SHSWDe	3	1D6				
Guard 2	EL EL ARC	75	11	14	9	7	10	12	L BOW	-3/2/5	1D6	(19)	LTH 6	23	LTHOR
									SHSWDe	3	1D6				
Guard 3	EL EL FTR	75	12	9	7	13	12	8	BDSWDe	2	2D6		LTH 5	29	WAGON
									L BOWe	-2/3/6	1D6				

NOTES FOR CHARACTER DESCRIPTIONS

(1) Quarterstaves can be used solely for defensive purposes. If so used, add +2 to character's effective armor class (+4 if expert).
(2) This thief, who rides point for the group, has a 45% chance of Moving Silently and a 50% chance of Hiding in Shadows.
(3) Bolas may also be used to tangle the legs of a foe (60% chance, use of option must be declared by player before combat die roll is made).
(4) Thespian carries 3 vials of a brownish fluid in a belt pouch (healing potion, cures 2D6 hits per vial if swallowed).
(5) Troubadours both carry mandolins in wooden cases. The male elf has a 75% chance of charming others, and a 50% chance of lore knowledge. The human female has a 60% chance of both charm and lore success.
(6) Troubadour 2 carries 2 vials of greenish, foul-smelling fluid in her vest pocket (contain level 10 poison, each vial good for 8 applications on an arrowhead or weapon point.
(7) Alderon has 30 spell points to use per day. His spells cost and do the following things: Circle of Safety (4 pts) - For 4 melee rounds, protects the caster from any non-magical attack provided he commits no offensive act himself; Detect Intentions (1 pt) - Makes caster aware of basic intentions of others (hostile, neutral, or friendly); Magic Missile (7 pts) - May hurl two magical projectiles that act as +4 heavy crossbow bolts (hit on -17479, 1D8 damage); Heal Serious Damage (10 pts) - Can heal 2D6 of sustained damage.
(8) If weapon scores a critical hit, victim will lose 1 pt of stamina per melee round in blood loss, in addition to normal damage sustained.
(9) Each gauntlet receives four attacks (1 per blade) each melee round. There is a 20% chance that each priest possesses 10 applications of Level 6 poison to smear on the gauntlet blades.
(10) Accuracy and damage potential of the Staff of Blasting are discussed in the GM's description of this caravan.
(11) 10% chance that the weapon is of +2 sharpness; if not, 20% chance of +1 sharpness (non-magical).
(12) 40% chance of a weapon of +1 sharpness (non-magical).
(13) Club receives 2D8 damage bonus (magical).
(14) First value listed under HAC0 represents accuracy when opponent is 5-20' feet away from the character; second value refers to striking ability when engaged in close combat.
(15) Fires once every two melee rounds. May be used to tangle the legs of a foe.
(16) Fires three times every two melee rounds; are coated with a tranquilizing potion as described in the GM's description.
(17) Receive three attacks per melee round.
(18) List of spells available to Feanori (and their costs) is provided in the GM's description of this group.
(19) Fire five shots every two melee rounds.

HIGHWAYMEN ADVENTURES

CATEGORY D

WARRIORS

Party D-1

THE
COMPANY
OF
FANAGAR THE RECKLESS

What the Players See:
An elf on a grey horse rides slowly, glancing from side to side. About 50 yards behind him walk 12 humans. They are moving in disorganized clumps rather than a tight marching order. All are reasonably well-armored and two carry large backpacks. As they draw nearer, the players can hear fragments of arguments among the men, and can see that their faces and clothes are sweat-soaked.

GM's Description:
Fanagar, a 6th level human Centurion, has just suffered a disastrous defeat while attempting to beseige a nearby castle. He is leading the remnants of his company to the ruins of a temple some distance away, in an effort to regain some prestige (and hopefully, some replacement recruits). Morale, however, is very low, particularly among the lower level fighters. If an attack is made, and things appear to be going badly, these 8 men must make a DSC saving throw (2D12 less than 12) whenever they are wounded, or they will panic and attempt to flee. The GM should note the following special characteristics about the company:

1) Fanagar has a Shield spell that adds +5 to his armor class. He will activate this spell (unless confused or unconcious) in the melee round after being attacked, giving him an EAC of 13.
2) The elf, Arrek the Homeless, is intensely loyal to Fanagar, who once saved his life. He has a 40% chance of sensing an ambush. If the company is attacked in wooded terrain Arrek will attempt to move off the road into the woods. There he will activate his cloak of stealth, which enables him to hide (80% chance) and gives him a +5 dodge against attacks. He may attack while wearing the cloak without revealing his position.

Possessions:
(carried in the backpacks, and in Arrek's saddlebags)
General- 800 GP in coins and gems, 60 days worth of iron rations, a pavilion, torches and lanterns, mountaineering equipment (strong rope, spikes, mallets, etc.).
Great treasures - see 2) below.
Magical treasures - 1) A never empty water canteen.
2) Small box, containing a pouch of modelling clay, 2 sculpting tools, miniature replicas of several pieces of furniture, and two ornately carved bowls. If a clay item is removed from box, it will transform itself back into the original. To make a new replica, a character must have a coordination of 16 or more, and must make a CO saving throw on 3D12, or item cannot be duplicated. Worth of items in box (if removed): 3 chairs - 1800 GP, 1 dresser 1500 GP, 1 table - 750 GP, 2 bowls - 4500 GP.

Party D-2

THE
COMPANY
OF
KULLODEN

What the Players See:
A train of 20 horsemen, riding in pairs on medium warhorses (with barding), and led by a captain. Each man's helm and saddle are embossed with a red eagle displayed against a black background. The men are heavily armored and carry a variety of close and long-range weapons.

GM's Description:
Kulloden, the Centurion, is in the early stages of his career, but, as a result of his noble upbringing, has already learned the value of making a good appearance. His men are well-drilled and well-disciplined, because their leader has been able to obtain relatively easy and lucrative employment. The notoreity and respect his company has in the area greatly exceeds the actual fighting competence of this group. As a result, it will be very difficult to sell or fence goods with Kulloden's insignia in the immediate area, but very easy elsewhere. Because morale is high, demoralization is not a problem; however, Kulloden is by nature very cautious, and is likely to withdraw his troops if it appears necessary. Tactically, his lancers will remain on their mounts and charge in a line whenever possible. If ambushed, a few will remain mounted and try to rally and control the horses (who represent a significant investment), while the others (especially the bowmen) seek out a safe defensive position.

Possessions:
Large brass-bound chest (Level 2 lock, no trap) holds the communal wealth - 1750 GP in gems. Each fighter carries a matched, embossed beer stein (worth 125 GP each, but have high local notoriety). General stores contain a good medicine kit with bandages, surgeon's knives and various natural (plant) antidotes to common poisons (but no healing potions). They are carrying three good tents that sleep six each. Two pack mules carry food supplies, a bundle of good kindling wood, a supply of oil lanterns and other miscellany.

Party D-3

GRULAK'S
BAND

What the Players See:
A mixed group of Uruk-Hai and orcs, on foot, are making their way cautiously up the road. There appear to be sixteen in the total party (four Uruks, twelve Orcs). About half are armed with battleaxes and the rest with short bows.

GM's Description:
This is a fairly typical band of orcs. The group as a whole is on the lookout for somebody small and weak to beat up. The GM should note that the players' small band of highwaymen might be the answer to an orc's prayers! If ambushed, all the orcs will fight on (although unhappily) until all the Uruk-Hai have been killed, whereupon they will either flee in abject fear or surrender. If the thieves do not attack but also do not retreat away from the road, there is a 30% chance that their presence will be detected by the orcs. If discovered, there is an 80% chance that the orcs will attack the thieves. Tactically, the Uruk-Hai let their smaller brethren do the bulk of the actual fighting. When initially attacked, the Uruk-Hai

will tend to hold their positions and respond defensively; however, if they believe that they have the superior force, they will drive the orcs forward in reckless pursuit of the foe.

Possessions:
(carried in various backpacks, sacks, etc. - there is no centralized location for the group's goods)
General - Strongbox (Level 1 lock) contains a few silver and copper coins (15 GP worth). Few days rations of dried vegetables and salted meats. Fire kit. One orc with first-aid knowledge carries some slightly-soiled strips of cloth (for bandages), and a flask of harsh-tasting liquor (must make STM saving throw to swallow, will heal 1D6 of damage if swallowed, 23 drinks left). One Uruk carries two shrunken elven heads and some defaced personal items of the couple who had formerly been attached to the heads.

Party D-4

THE
MILITIA
ON
MANUEVERS

What the Players See:
A human in a uniform, colored sort of greyish-brown, is leading a ragged formation of sixteen men and youths, similarly dressed. The party makes a substantial amount of noise as it moves along, between the clatter of loosely-carried weapons and the frequent curses of their leader. All appear to be armed with spears and handaxes.

GM's Description:
A local squad of militia, in the first stages of their training. All but the sergeant are completely untrained in weapons use, so that their basic hit probabilities, as indicated below, are below normal. Each recruit has a 50% chance of becoming demoralized if wounded, whereupon he will stop fighting and try to run away. This chance remains regardless of how well the overall battle is going. The GM should remember that the recruits know next to nothing about fighting, and are likely to do any number of stupid things while in combat. The sergeant will undoubtedly try to keep the men organized if they are attacked, but will have little chance of success (25% probability that any order he gives will be followed).

SPECIAL WARRIOR INFORMATION

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
D-1	Fanagar	2	30	LD	
	Arrek	2	10	LD	
	Fighters 1-3	4	30	LD	
D-2	Kulloden	2	80	L	
	Fighters 6,9,15	4	50	L	
D-3	NONE				
D-4	Garrett	5	40	L	

Possessions:
Each recruit carries one day's rations, a canteen, weapons and the clothes on their back. Their boots are strong workboots (worth 15 GP each), the uniforms are a scratchy, uncomfortable wool (5 GP each). The sergeant, Garrett, also carries a map of the surrounding area, a standard first-aid kit, and a good belt knife and whetstone. Garrett is good and a qualified teacher of both spear and handaxe, and if taken alive may teach player-characters these skills in exchange for his release. There is a small chance (20%) that the local guard may be willing to pay a ransom for his return, but there is an equal chance that the militia will be called out in force to find the captors if such a demand is made.



CHARACTER DESCRIPTIONS FOR WARRIORS

CHARACTER NAME	CLASS	GP	ST	CO	RE	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
D1. Fanagar the Reckless															
Fanagar	VET HU CEN	250	15	11	9	9	12	15	1BBAXe	2	2D8	(1)	SCA 8	32	NONE
									CPBOW	-2/3/7	1D6		(2)		
Arrek	VET EL THF	800	7	17	16	15	10	10	SLING	1/6/11	1D4	(3)	LTH 7	27	LTHOR
									RAPRe	4	1D12				
Fighters 1-2	VET HU FTR	100	11	10	6	15	9	11	HFSWDe	3	3D8		CHN 7	30	NONE
Fighter 3	VET HU FTR	100	9	14	12	14	11	7	L BOWe	-1/4/9	1D6		LTH 5	33	NONE
Fighters 4-8	INT HU FTR	20	10	17	10	13	9	8	BDSWD	4	1D10		L/S 5	21	NONE
Fighters 9-11	INT HU FTR	15	15	8	10	11	11	5	SPEAR	4-7	2D6		LTH 4	21	NONE
D2. Kulloden the Cautious															
Kulloden	INT HU CEN	150	15	11	9	11	10	14	GRSWDe	2	5D6	(4)	SCA 8	26	WRHOR
Fighters 1-8	INT HU FTR	40	14	8	9	12	12	9	LANCEe	2-6	2D8		SCA 8	21	WRHOR
									BDSWD	6	1D10	(5)			
Fighters 9-16	GR HU FTR	20	12	9	12	10	10	15	BDSWD	8	1D10		L/S 5	14	WRHOR
Fighters 17-20	GR HU FTR	20	8	10	8	12	8	14	LXBOW	4/8/13	1D8	(6)	NON 0	17	WRHOR
D2. Grulak's Band															
Grulak (7)	VET UH FTR	75	15	11	9	14	11	11	1BBAXe	2	1D12	(8)	CHN 6	44	NONE
									L BOW	-1/4/7	1D6				
Fighters 1-3	VET UH FTR (9)	50	10	14	6	12	8	14	1BBAX	4	1D10		CHN 6	28	NONE
									L BOWe	-3/2/5	1D6	(10)			
Fighters 4-9	INT OR FTR	5	11	7	12	12	7	9	1BBAX	6	1D10		LTH 4	22	NONE
Fighters 10-15	INT OR FTR	3	10	10	8	10	8	15	S BOW	3/8/12	1D6		CLO 2	18	NONE
									DGR	9	1D4				
D4. The Militia on Manoevers															
Garrett	INT HU FTR	15	14	15	12	14	13	8	SPEARe	1-4	1D10		LTH 4	27	NONE
Recruits 1-16	GR HU FTR		12	10	10	10	8	10	SPEAR	10-13	1D8		CLO 2	15	NONE
									SM AX	13	1D4				

1) Battleaxe adds +1 to normal hit probability due to sharpness of blade (non-magical).
2) Fanagar has a +5 Shield spell embedded in his armor; when in use, his effective armor class will be 13.
3) Arrek carries a never-empty pouch of sling stones.
4) 50% chance that weapon is of +1 sharpness (if so, there is a 25% chance that it is also enchanted).
5) 30% chance that weapon is of +1 sharpness (if so, there is a 10% chance that it is also enchanted).
6) Fires once every two melee rounds
7) Grulak wears a twisted piece of bronze around his neck (no value or significance) and carries a small pouch of gems (worth 150 GP).
8) 15% chance of a 1D6 damage bonus (magical) embedded in battleaxe.
9) Fighter #2 wears a jade ring (worth 100 GP) that also contains a permanent spell of protection from fire damage.
10) All three bowmen have a 15% chance of having 1D8 arrows balanced to +1 accuracy (non-magical).

BANDIT SCENARIOS

AND

HIGHWAYMEN SCENARIOS

GENERAL INSTRUCTIONS AND ADDITIONAL RULES

This module is designed to simulate outdoor encounters between thieves and the common sorts of merchant and other traffic travelling the roads and trails of the medieval landscape. The player-characters attempt to devise assaults on these groups that will produce the maximum profit while resulting in the lowest risks to the members of their outlaw band (groups of 4 to 8 characters are the most practical for running these scenarios). To be successful, the players must take advantage of available terrain, use ambushes and traps to improve their fighting odds, and most importantly, develop good judgment about which traveling groups to attack and which to carefully avoid.

The traveling groups provided here are designed to be compatible with the scenarios presented in Thieves' Guild; however, it is possible to run these adventures if you have not purchased the first volume of this book. Maps for three terrain types - clear, wooded, and mountainous - were provided in Thieves' Guild; GM's without that book may design their own surroundings. Players select a terrain type, and prepare their ambush strategy; they should indicate to the GM the time of day they are arriving at the map area. The GM then makes die rolls to determine when groups of travelers will encountered, making a roll every 20 minutes of daylight, and every two hours during the night. The percentage chances of an encounter vary according to the terrain and time of day (roll D100):

Terrain	Daylight	Night
Clear	01-25	01-10
Wooded	01-20	01-03
Mountainous	01-12	01

If an encounter is indicated, a second die roll is made to determine the type of group encountered; farmers, merchants, travelers, or warriors. Again, the percentage chances of meeting a particular type of party differ with terrain (roll D100):

Group	Clear	Woods	Mountains
Farmers	01-40	01-25	01-10
Merchants	41-65	26-60	11-30
Travelers	66-90	61-85	31-65
Warriors	91-00	86-00	66-00

Once the types of encounters for the day have been identified, roll an appropriate randomizing die to decide the specific group to be used. Add other random encounters (with local animal life, wandering monsters, or other players or NPCs from your campaign) to increase the variety of the day's adventures.

RULES ADDITIONS

(Note: If you already own Thieves' Guild, please read this section - it contains new material!)

1) Appearance of Posses:

If the thieves have been successful in their ambushes, but have had witnesses to their activities successfully escape, they will begin to achieve local notoriety. Eventually, this will lead to an outcry for the authorities to "do something". For every witness that has escaped, add 10% to the percentage chances that a posse will be formed (roll after each successful escape, until a positive result is indicated).

Roll percentile dice to determine the leader of the posse (01-55 led by deputy, 56-85 led by sheriff, 86-00 both sheriff and deputy). Roll 2D6 to determine the number of other posse members. The weapon skills for posse members are determined using the rules outlined for farmers, with two exceptions: a) chances of knowing broadsword are 25%, if spear is known, and b) chances of knowing quarterstaff are only 30%. Determine the race of the sheriff and/or deputy and roll up their physical characteristics. They will use the largest close range weapon they can effectively wield (see Weapons Chart). There is a 50% chance that they also carry a bow. The sheriff/deputy have only a 20% chance of becoming demoralized if they are wounded; they will always try to flee rather than surrender if things are going badly. Treat other posse members as farmers whenever morale checks are to be made.

2) Horses:

The descriptions of the various traveling groups indicate the types of freight and riding animals used by the party. The various types of animals have the following hits to kill limits: Mule/light horse - 30, medium horse - 40, heavy horse - 55, and superheavy horse/war charger - 70. All animals have AC3 skin; horses wearing full barding have an armor class of 10.

When a horse is struck (either intentionally or accidentally) in the course of combat, the GM must determine its reaction to the blow, and the effects of this reaction. The horse's reactions differ according to whether it suffers a grazing blow (1-3 pts of damage) or a full hit, as follows:

		Reaction		
		stand	kick	rear/bolt
type of hit	graze	01-30	31-50	51-00
	hit	01-10	11-20	21-00

The effects of these results are:

Stand - No effect. Horse will respond to any commands given.

Kick - Horse will kick out with rear hooves in next melee round. If a character is in one of the horse's 3 rear hexes, roll a D20 to see if the kick successfully hits (rear hooves hit AC0 on a 9, and do 2D8 damage). Horse will not move forward for the next melee round.

Rear/bolt - Horse will rear up and attempt to run away at a full gallop. Several factors may prevent a rearing horse from bolting. If the horse is part of a team pulling a cart or wagon, calculate its chances for being restrained as follows: a) 20% for each unwounded horse in the team, b) 20% if the driver is actively tending the horses, and add 5% for every point of STR rating over 13. If the horse is kept under control, no further die rolls need to be made; any driver occupied controlling horses may not take any other actions in that melee round.

If the horses do bolt, they will run for 1D8 quarter-miles (if in a team) or 1D12 quarter-miles (if alone). If a horse's rider has been trained in Horsemanship, he must make a REF saving roll to retain his seat. If successful, he has a 55% chance of controlling the bolting horse; this increases 5% each additional mr of trying. Unschooled riders have only a 25% chance of staying on a bolting horse, and no chance to stop the horse.

Drivers may continue to attempt to halt a careening wagon every melee round. Their success chance per mr is equal to their STR bonus as computed above; thus, a driver with STR < 13 could not halt a rampaging team. There is, however, an additional 10% chance per mr that the wagon will wreck. There is an overall 50% chance that a driverless vehicle will be wrecked at some point before the bolting team of horses comes to a halt - if so, roll percentile dice to determine the portion of the total distance traveled by the horses that the wagon was carried. (A GM should use his discretion to determine the effects of a wreck on the cargo being carried; the base chance of a wreck may also be adjusted to reflect the quality of the road/trail being traveled.)

HIGHWAYMEN ADVENTURES

CATEGORY A

FARMERS

Groups of farmers, on their way to or from the open-air markets of medieval towns, were a common sight. However, there was little difference from one group to the next. In Thieves Guild, a procedure was outlined for generating farming caravans. For those players who do not own the first volume of this series, a shortened version of this roll-up procedure is provided.

1) Roll a D10 to determine the number of farmers in party.
2) Roll a D100 to determine the race of party (the whole party will be the same race).

01-75	human	(HTK=10+1D6, DSC=11)
76-85	hobbit	(HTK= 8+1D4, DSC=13)
86-92	centaur	(HTK=12+1D8, DSC= 9)
93-97	half-elf	(HTK=10+1D4, DSC=11)
98-00	half-orc	(HTK=10+1D6, DSC=10)

3) Roll percentile dice (D100) to determine weapons training, if any:
   35% know spear (HAC0 on a 7)
   if know spear;
      25% also know short bow (HAC0 on 5/9/13)
      10% also know broadsword (HAC0 on 8)
   if do not know spear:
      30% know sling (HAC0 on 3/8/13)
      60% know club (HAC0 on 9)
   in addition, 70% of all farmers know quarterstaff (HAC0 on 8 , +2 defense against close weapons)
   if know quarterstaff;
      50% are expert in use (HAC0 on 4, +4 defense against close weapons)
   If a weapon's use is known, it will be carried by the farmer. If no weapon is known, the farmer may throw rocks or fight with bare hands, providing, of course, that he is not running away in sheer panic (80% chance of panic if untrained in weapon use; 15% chance if weapon trained). All farmers are unarmored.

   The fighting morale of farmers is never high. There is always a 45% chance that an entire party will surrender as soon as any member of the group is killed. Each farmer must also make a saving roll against DSC after being wounded for the first time, or he will panic and run.
4) Roll D100 to determine the mode of transport being used:
   01-60 Foot only
   61-75 Foot w/handcarts
   76-00 Open wagon
5) Roll D100 to determine the cargo being carried. The size and value of the cargo is dependent on the results of step 4, as follows (F = foot, H = handcart, W = wagon):

Die roll	Cargo	Description
01-30	Grain	F - 1 sack barley (8 SP) per farmer H - 1 cart oats (6 GP) per 3 farmers W - 1 wagonload wheat (35 GP)
31-55	Vegetables	F - 1 sack onions (1 GP) per farmer H - 1 cart beans (25 SP) per 2 farmers W - 1 wagonload corn (50 GP)
56-75	Animal Products	F - 1 sack cheese (8 GP) per farmer H - 1 cart wool (20 GP) per 2 farmers W - 1 wagonload cream (105 GP)
76-00	Livestock	F - 1 goat (5 GP) per farmer H - 3 sheep (36 GP) per farmer (no cart) W - 1 wagonload fish (150 GP)

(Note: Complete character descriptions for the NPCs mentioned in categories B-D are presented at the end of this chapter.)

Party B-9

THE
SLAVERS

What the Players See:

Three closed wagons, each pulled by four heavy draft horses, move at a moderate pace. There is a distance of about forty feet between each wagon. Four men on horseback ride around the perimeter of the group; they wear chain armor and carry a variety of weapons (flails, maces, whips, or bolos). The drivers of the wagons are also garbed in chainmail.

GM's Description:

This is the entourage of Marcellus the slaver. They are transporting a number of captives to the trading block. Marcellus, a chubby, rather effete fellow, is always in the third wagon -- and is frequently in the process of gorging himself with food and wine. He has 12 guard/employees in his party -- in addition to the four on horseback, and the three driving the wagons, two serve as personal bodyguards. There is a 30% chance that 1D3 of the other 3 guards will be in the first wagon, abusing one of the captive women; the remaining guards are in the 2nd wagon, keeping watch over their living cargo.

The guards have only a 20% chance of sensing an ambush, but have a 55% chance of recognizing snares or traps placed by the thieves (due to their frequent use of such devices). If this party encounters one or two lone travellers on non-clear terrain (this would include scouts or diversions used by the thieves), the guards will try to capture the travelers -- they are anxious to add to their cargo. They do not like it much when people fight back, and become demoralized more easily than their number would suggest. They will seek out their attackers if they are ambushed, but will break off combat and ride away if half of them have been wounded. The four outriders can fight from horseback if they desire; when doing so, both they and their foes attack at a -2 to their normal hit probability. The wagon drivers will not leave the wagons to join an attack (although they may take cover inside while combat is going on). Similarly, Marcellus's bodyguards will not leave his side. If the thieves get past the guards to Marcellus, he will immediately surrender and beg for mercy; at that point, however, he will not control the actions of the guards, who know him to be completely opportunistic (albeit wealthy), and not above sacrificing their lives to save his own skin. At such a juncture they would certainly try to flee, in an "every man for himself" manner.

Possessions and Cargo:

The first wagon contains the guards' possessions. Most of this represents common items -- blankets, spare clothing, foodstuffs, canteens, utensils, and the like. If the individual piles/footlockers are searched, two items of greater-than-average value will be found -- a slender dagger with a small emerald set into the pommel (worth 200 GP), and a ceramic stein in the shape of a falcon (worth 80 GP). Each guard also carries 2D20 GP on his person.

The second wagon contains the slave cargo -- 6 females, and two muscular males. All are drugged -- the men would fight for their freedom if roused, but it would require 1D6 melee rounds to bring them to a state of alertness. There are some crude straw mats strewn about the wagon; there are also 3 sacks of grain all mixed with the drug (for each handful eaten, must make STM saving roll or lapse into a half-sleep stupor for 1D6 hours). If the thieves decide to keep the captives and sell them as slaves, they will receive normal market value, determined as indicated in the rules on prisoner ransom in Thieves Guild I.

The third wagon contains Marcellus' personal belongings. He carries some cash (500 + ¢1D10 x 100! GP), and wears some girlish over sized jewelry (an enormous sapphire pinky ring worth 400 GP, and a bronze medallion in the shape of a crescent, worth 35 GP). He has silk and satin clothing/bedlinens in rainbow colors. In short, Marcellus has the taste of a kobold -- and his possessions will be justifiably hard to resell to any save the blind or equally tasteless (try your local kobold slum).

Ransom Chances:

Marcellus - Ransom level 3; 5% chance of response; long distance.
Veteran Guards 2 and 3 - Ransom level 4; 40% chance of response; long distance.

Party B-10

THE RUG
MERCHANT

What the Players See:

A mule-driven open wagon moves slowly along the roadway. Three guards on foot, with bows slung over their shoulders, walk alongside the wagon. A small dark-haired man sits behind the reins; two human females sit in the rear of the wagon. All the party members wear leather armor.

GM'S Description:

The rug merchant carries a cargo of carpets and tapestries to the marketplace of the nearest city. He has hired five experienced elite guards to protect the fruits of his labor. All the guards are armed with swords and bows. They have a 60% chance of sensing an ambush and a 45% chance of spotting traps and snares. If they succeed in detecting the thieves' presence, they will halt the wagon about 50' down the road. The merchant, Isidoro, will try to duck out of the line of fire; one guard will advance ahead to investigate, while the others take defensive positions. Two guards will always stay near

the wagon. If attacked from ambush, the guards will use similar strategy -- one or two will try to dodge and use cover alongside the road to get near the attackers, while the others try to use the wagon for concealment and keep up a steady stream of bow fire. After one-half the party is dead, they will surrender if they have not succeeded in engaging the thieves in close combat. Otherwise they need not check for morale.

Possessions and Cargo

(Note - Most of the cargo in this wagon is bulky, and it will take a substantial amount of time to remove.) The cargo consists of 4D12 rugs and tapestries; they are of good quality in terms of durability and materials used, although they contain rather pedestrian artistry and design work. Roll percentile dice and the result represents the portion of the total cargo made up of small wall hangings (each weighing 5 lb. and worth 60 GP). A second die roll indicates the percentage of the remaining items which are rugs (each weighing 40 lb., and worth 125 GP). The remaining items are wall sized decorative tapestries (weighing 30 lb., and each worth 250 GP). Each guard carries 40 GP on his/her person, while Isidoro has a purse strapped to his leg containing 100 GP in small coins and gems.

Ransom Chances:

Isidoro - Ransom level 2; chance of response 70%; local.
Guards - none

Party B-11

THE
COOPER

What the Players See:

A single wagon, pulled by four heavy horses, moves at a fairly rapid pace. Although the wagon has an open roof, heavy wood slats five feet high completely enclose the sides of the wagon; they extend from the rear to beyond the driver's seat. In the rear, there are a pair of heavy, maple doors. The contents of the wagon cannot be seen from ground level. The driver is the only visible occupant. (If one or more thieves are concealed at tree level, they will be able to see inside the wagon, but only at very close range, less than 20'. In such an event, they would see a variety of barrels, casks, and chests. They would also see a human male sitting on a canvas cot.)

GM'S Description:

The cooper -- a medieval maker of barrels and chests -- and his assistant are on a three day journey making deliveries of ordered goods through the nearby countryside. While one drives (50-50 chance), the other sits in a slightly elevated area in the cargo section of the wagon. If they are encountered on the road, they will respond suspiciously -- the man in the rear will ready a light crossbow (taking 2 melee rounds), and thereafter will attempt to surreptiously "cover" the encountered party. There is a 40% chance that the bowman will be noticed by the other party, if the latter states that he/she is looking around carefully; otherwise, the chance is only 10%. If attacked from ambush without a roadside diversion or other encounter, the driver will ride on until wounded. All ambushing thieves firing missile weapons at the driver suffer a -5 to normal hit probability due to the obstructing side panels and the speed at which he is traveling, unless they are facing the wagon directly head-on. Once wounded, the driver will stop the wagon and retreat inside, the interior of the wagon being the most defensible position. They will not leave this area voluntarily. A number of small observation holes haved been drilled in the side walls -- they will use these apertures to watch the movements of their attackers. Thus, there is a reasonable chance that they will notice if the thieves come near the wagon (to attempt to scale the sides, or to set fire to the wagon to "smoke" the occupants out) They may at the GM'S discretion choose to climb up on a barrel to fire over a side wall at the thieves. The doors in the rear are bolted and latched; only one person at a time can enter the cargo area of the wagon from the front. Neither man will surrender unless near death (<5 hits left).

Possessions and Cargo:

The cargo area contains 80 barrels, casks, and chests in a variety of sizes. Most of the containers are empty or filled with straw. Sixteen of the items have been specially designed (GM'S choice on determining specific items); some (01-30) contain secret panels or false bottoms, others (31-90) are set with traps (1D10 poison hasps or 2D4 blade traps only), and still others (91-100) contain both features. If a chest is trapped, there is a 30% chance that the trap has been activated. Specially constructed items are worth 50-500 GP each (50x1 D1D10), if the seller is aware of this feature. Normal barrels/chests are worth 5-30 GP (5x1D6). Chests weigh 1-3 lbs, casks 8-12, and barrels 20-30 lbs. each. The cooper and the assistant each have a folding cot, there is also a cookstove and two days supply of food.



Their personal valuables are hidden in a small box concealed in one of the large barrels, under some straw. There are at least twenty large barrels so locating the box may be no easy chore. This strong box is trapped and is always activated. A poison gas (doing 2D10 damage, STM saving roll for 1/2 damage) will be released whenever the lid is opened, unless two concealed levers in the sides of the box are pressed. The contents of the chest are 600 GP in coins and small gems, and a letter of credit from a local merchant (worth 1000 GP). If tortured, the cooper and/or his assistant will tell the location of the strong box, but not of the existence of the trap.

Ransom Chances:
Cooper - Ransom level 5; chance of response 50%; local.
Assistant - None.

Party B-12

THE WINE SELLER

What the Players See:
A open wagon, pulled by four large horses, rumbles slowly along. It is piled high with 20 large barrels; a large tarpaulin covers the front of the cargo area. The wagon driver is a burly blonde haired man. Two guards on medium horses, armed with spears and handaxes and dressed in chainmail, travel slightly ahead of the wagon.

GM'S Description:
The merchant is a seller of wine and fine spirits; the latter is packed in 60 glass bottles and decanters, each wrapped in burlap and packed in boxes beneath the tarpaulin. The guards he has hired are green, and have no particular wilderness skills. If approached on the roadway, the group is friendly. If attacked, they will try to ride away from the danger. They will surrender fairly readily, particularily if they are confronted with a plainly superior force, or attacked from all sides. Should the horses driving the freight wagon bolt as a result of being struck, there is an 80% likelihood that a portion of the liquor cargo will be shattered (roll D100 to determine the percentage of containers destroyed). Any person reaching under the tarpaulin indiscriminately has a chance of cutting himself on broken glass (1D4 damage, lose 1 pt of STM every three melee rounds from bleeding until bandaged) if breakage has occured. If no member of the thieves' party has a knowledge of brewery, and the thieves attempt to unload the barrels from the wagon, there is 20% chance that they will, in unloading any particular barrel, start the remaining barrels rolling as well (depending on the terrain and the position of the thieves when such an event occurs, the GM may want to check for barrel breakage, or insist on REF saving rolls by certain party members to avoid taking damage).

Possessions and Cargo
The party carries little cash (1D6x10 GP for Vermichelee the wine seller, 1D10 GP for each guard) since they are making only a two day journey. They carry only canteens and cold provisions for a midday meal. The wine in the large kegs is of reasonably good quality. Each keg weighs 100 lbs. and contains 12 gallons of wine (worth 200 GP). The bottles containing brandies, whiskey, and other liquors weigh 1-2 lb. apiece, and are worth 25-75 GP apiece.

Ransom Chances:
Vermichelee - Ransom level 5; chance of response 40%; local.
Guards - none.

HIGHWAYMEN ADVENTURES

CATEGORY C

TRAVELERS

Party C-9

THE FORTUNE TELLER

What the Players See:
A muscular bald-headed man, naked from the waist up, leads a small cart pulled by a mule. He carries a large hammer in his right hand. Alongside him walks a shapely woman wearing several layers of colorful clothing; an opaque veil covers her face.

GM's Description:
This is the fortune teller, Druscilla, and her blacksmith companion, Galen. Together they eke out a living, working at the bazaars in various towns, wandering in accordance with the vivid dreams that Druscilla experiences. Galen and Druscilla share a deep, unspoken closeness; if Galen sees Druscilla in danger, he will fight like a berserk animal (+2 to normal HP) to defend her. In such a circumstance, he will battle to the death against any odds, unless Druscilla pleads with him to stop.

If attacked, Druscilla will attempt to surrender, relying on her guile and instincts for self-preservation to save her. She will offer to do a reading of the future for the thieves in exchange for their release. She has the psychic power of Suggestion; if the thieves listen to her ideas, they must make a saving roll versus DSC or will be convinced of the course she recommends. Her veil is not a suggestion of availability as in Haven -- Drusilla wears it because her looks betray her age, and she is too young to be taken seriously as a fortune teller. If the thieves should attempt to sexually assault her, she will fight, using a sharpened hairpin (does 1D4 damage, and on her first strike, she may attempt to attack silently from behind for triple damage - 45% chance). Galen would also attempt to come to her aid. If she is disarmed and/or subdued, she will curse her captors with a variety of physical ailments and illnesses until silenced. Because she has

genuine psychic powers, Druscilla has some chance of actually transmitting such a curse (the GM makes a saving roll against MR +2 for each thief; if the save is missed, some physical ill will befall the player -- the seriousness of the problem dependent on the degree to which the saving roll was missed).

Possessions and Cargo:
The cart contains a small assortment of clothing and personal effects; a large, brightly-colored canvas tent; two small chairs and a table; a supply of incense and candles; a crystal ball; and an anvil and metal working tools. Except for the anvil (300 GP) and the crystal (75 GP), all the items are well-used, and of minimal market value. Galen carries a small leather purse containing 28 GP and 15 silver pieces; Druscilla wears some elaborate looking ornamental jewelery made from paste.

Ransom Chances: None.

Party C-10

THE HEALER

What the Players See:
A sandy-haired man walks unhurriedly into view. His gaze wanders about as he takes in his surroundings. He is dressed in simple, greenish robes, and carries a slender walking stick. A cloth pack is slung over his back.

(GM's Note: Make a percentile roll before describing this traveler -- on a roll of 01-20, he will stop somewhere alongside the road to inspect some plant, tree or root, removing some flower/bark/berries and placing them in a torn strip of cloth taken from his pocket.)



GM's Description:
This wayfarer is Hezekiah Hollinwood, master of lore and practitioner of natural medicine. He is an eccentric, queer old fellow by any standards, and has spent years wandering the countryside, communing with nature, talking to the trees (and sometimes getting answers!), all the while filling little record books with descriptions of his findings. He shuns most contact with humankind, and will turn a deaf ear to all parties he encounters, with two exceptions:

1) he will accept assistance in increasing his supply of herbs, and
2) he will tolerate the questions of elves and hobbits, for he believes they share his love of unspoiled beauty.

If attacked from ambush with range weapons, he will leave the road and attempt to blend into his surrounding. In non-clear terrain, he has a 75% chance of successfully hiding in Cover and a 60% chance of Moving Silently. Though he is unarmored, his constitution is so robust from years of consuming his own remedies that he absorbs without damage the first 4 hits of any successful attack. If Hollinwood manages to escape by Moving Silently through the shadows, he will not seek out his attackers (however, the GM may want to play on the likely paranoia of the thieves by alerting them to every animal noise that occurs for a period of 1-2 hours). If Hollinwood is originally attacked from close range, or is successfully closed upon, he will immediately surrender, for he is weaponless.

Possessions and Cargo:
Hezekiah has no cash (or need of it), and forages for most of his food. He does carry 3 loaves of a thick bread made from wheat and honey, and a large leather flagon filled with fruit juices. He has a small pair of sharp cutting knives, a canteen, a partially-used bolt of white cotton, and a pen with a jar of black ink made from elderberries. He also carries two weatherbeaten, well-used books -- one in the Common language, the other in Elven tongue -- on plant lore.

The main contents of the healer's pack are a collection of flowers, berries, and roots, -- about 30 in all -- each individually wrapped in a small amount of white cloth. Each cloth has a number scrawled on it in ink. About 60% of these items have some demonstrated medicinal value, although only a few actually restore hit points. Others are used to counteract poisons or stanch bleeding, or swallowed to help cure internal ills. The remaining items have no known value -- Hollinwood has collected them to test their properties. A small notebook in one of Hollinwood's pockets represents the key to these various substances, providing observations -- and his sometimes inaccurate speculations -- about the purpose of each packet. The notebook also identifies where the samples were found. Hollinwood will try to conceal the notebook and save the treasure trove of information it contains, for it represents the product of several months of his travels. (If the thieves gain possession of the notebook, the GM will have to develop the qualities of the various herbs; their usefulness should be kept somewhat limited to maintain balance in your campaign.)

Ransom Chances: None.

Party C-11

THE
COMPETITION

What the Players See:
Three tall, greyish-green figures, enter the thieves' area, lurking near the roadway. They are powerful-looking, but misshapened, and appear to be searching for something. The creatures carry large spiked clubs; two also carry coils of rope over one shoulder.

(GM's note: There is a 90% chance that the trolls will find a suitable spot to set up operations somewhere in the thieves' general vicinity. The GM should select this spot ¢see below!, and describe to the players the actions the trolls take to prepare their ambush.)

GM's Description:
This trio of trolls, like the thieves, has decided that this is a perfect place to waylay passersby. Unlike the trolls described in Tolkien, trolls in the Fantasy System can move and fight in broad daylight at no penalty to abilities. They suffer permanent damage only from fire and silver-tipped weapons. They regenerate all other damage at the rate of 3 hits per melee round. They do not need to check morale, but may decide to run if greatly outnumbered.

The trolls will pick a spot that offers some simple cover on both sides of the road, and look for an out of the way place (like a hollow tree or cave) to stash their loot. Their ambush methods are not subtle -- one of them will step out in front of any slow-moving group, brandishing his weapon and screaming threats, while the others converge on the travelers from the side. The technique is fairly effective against small groups on foot.

If the thieves remain in the general area to observe the trolls, there is only a 20% chance that the trolls will sense their presence (even less if the thieves have made a successful effort to conceal themselves). If the thieves attempt to approach the trolls to attack them, they will need to make Move Silently ability rolls to move into close range; but add +20 to their normal percentage chances of Moving Silently due to the limited perceptiveness of trolls.

Possessions and Cargo:
Come now! The trolls wouldn't be out here setting up ambushes if they were rolling in gold. They have their clubs, their hunting knives, and the ropes - PERIOD.

Ransom Chances: None.

Party C-12

THE
PLAGUE
WAGON

What the Players See:
Four horses pull an open freight wagon. The wagon ppears filled with a mass of dark cloth; Occasionally, small movement in this pile can be observed. The driver is dressed in black trousers and a tunic; a quarterstaff lays beside him on the driver's seat. A spear is stuck into the back of the wagon.

GM's Description:
This is a plague wagon, its passengers dead or in the last throes of expirations. The driver has already contracted the disease, and survived; he has taken this as a sign from the god he worships that he should serve the afflicted. He shepherds these passengers to a small burial ground in the woods. If he sees anyone approaching, he will attempt to warn them off, calling "stand aside". If attacked from ambush, he will spur the horses on, trusting in his righteousness to save him (unfortunately; Providence isn't adding to the protective value of his AC0 skin today). If seriously wounded, he will halt the wagon, and say nothing to his attackers.

Possessions and Cargo:
The passengers carry plague - lots of plague. Copious contractable amounts of plague. Maybe you're immune, like the driver (5% chance). Most likely you're not. If a character has come within 20 feet of the wagon, he must make a STM saving roll, or contract the disease. Simply stated, if you're close enough to be reading this section, consult your local doctor - he'll probably tell you you're dying.

Nothing of value has been left on the bodies. The driver carries a small amount of cash (45 GP), and normal wilderness equipment. All of this has of course been exposed to the plague, and is highly contagious.

HIGHWAYMEN ADVENTURES

CATEGORY D

WARRIORS

Party D-5

THE
KNIGHT
ERRANT

What the Players See:
Two men on horseback travel at a brisk trot along the road. The man in the lead wears scale armor and a Norman helm adorned with eagle's wings; he carries a lance and has a two-handed sword at his belt. He rides a chestnut war horse in full barding. The second man rides a light grey horse, and carries a banner depicting a silver eagle aflight on a blue background; he wears leather armor, and has a short bow and spear.

GM's Description:
The knight Grymmwald (and his squire) long ago set out to right wrongs and win glory for himself and his king. They have no special wilderness skills, but possess great courage. If attacked by the thieves, the knight will try to bring them to justice.

CHARACTER DESCRIPTIONS FOR HIGHWAYMEN ADVENTURES

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
B9. The Slavers															
Riding Guard 1	VET HU FTR	2D20	18	14	13	10		16	MILFLe	6	2D8	(1)	CHN 7	32	MDHOR*
									WHIP	6	1D8	(2)			
Riding Guard 2	VET HU FTR	1D20	9	11	14	9		7	MACE	5	2D4		CHN 7	24	MDHOR*
									BOLOe	0/5/10	1D6	(3)			
Riding Guard 3-4	INT HU FTR	1D20	13	11	13	9		9	MGSTRe	8	3D8		CHN 7	24	MDHOR*
									BOLO	3/8/13	1D6	(3)			
Drivers 1-3	INT HU FTR	1D20	17	7	8	13		12	MGSTR	13	3D8		CHN 6	23	
									L BOW	2/7/10	1D6				
Bodyguards 1-2	VET HU FTR	2D20	15	18	16	9		13	HFSWDe	1	3D6		CHN 8	23	
									WHIPe	4	1D10	(2,4)			
Other Guards 1-3	INT HU FTR	1D20	7	12	9	12		10	MACE	7	2D4		CHN 6	17	
									BOLO	4/9/14	1D6	(3)			
B10. The Rug Merchant															
Guard 1	EL HU FTR	40	16	14	6	8		11	GRSWDe	1	3D8	(5)	LTH 6	27	
									CPBOWe	-2/3/7	1D6	(6)			
Guard 2	EL HU FTR	40	14	13	14	16		14	GRSWDe	2	3D8		LTH 8	38	
									CPBOWe	-1/4/8	1D6	(6,8)			
Guard 3	INT HU FTR	40	13	8	13	11		10	SHSWD	7	3D3		LTH 4	23	
									L BOW	3/7/10	1D6	(8)			
Guard 4	VET HU FTR	40	6	18	19	10		11	RAPR	2	1D8	(9)	LTH 8	21	
									L BOWe	0/4/7	1D6				
Guard 5	VET HU FTR	40	10	12	9	13		12	BDSWDe	5	3D4		LTH 5	38	
									L BOW	2/6/9	1D6				
B11. The Cooper															
Cooper	INT HU TRD	5	13	13	17	12		6	LXBOW	1/5/11	1D8	(10)	CLO 4	26	
									BDSWD	7	1D8				
Assistant	INT HU TRD	20SP	12	10	12	12		10	LXBOW	1/5/11	1D8	(10)	NON 0	22	
									LG AX	9	2D6				
B12. The Wine Seller															
Guard 1	GR HU FTR	1D10	11	10	7	15		10	SPEAR	7/10	2D5		CHN 6	19	
									SM AX	9	2D3				
Guard 2	GR HU FTR	1D10	11	9	18	13		14	SPEAR	7/10	2D5		CHN 8	20	MDHOR
									SM AX	9	2D3				
Wine Seller	INT HU TRD	10D6	13	8	8	11		10	HMR	8	2D6		CLO 2	15	
C9. The Fortune Teller															
Galen	GR HU TRD	30	15	11	13	13		9	WRHMR	9	2D10		NON 0	21	
Druscilla	GR HU TRD		4	9	13	11		15	PIN	10	1D3		NON 0	13	
C10. The Healer															
Hollinwood	VET HU HLR		14	9	15	15		12	NONE				NON 0	40	
C11. The Competition															
Troll 1	INT TR FTR		18	11	11	17		12	CLUB	6	4D4	(11)	SKN 5	32	
Troll 2	INT TR FTR		23	10	8	20		16	CLUB	6	5D4	(11)	SKN 5	42	
Troll 3	INT TR FTR		16	10	5	29		13	CLUB	6	4D4	(11)	SKN 4	45	
C12. The Plague Wagon															
Driver	INT HU NON	45	12	8	10	17		8	QSTF	7	1D6	(12)	CLO 2	24	

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
D5. The Knight Errant															
Grymmwald	EL HU FTR	130	15	15	11	13		12	LANCEe	6	3D10	(22)	SCA13	40	WRHOR*
									GRSWDe	1	3D8	(14)	(13)		
Robben	VET HU FTR		9	13	12	11		15	SPEAR	5/8	2D5		LTH 5	22	LTHOR*
									SBOWe	2/6/10	1D6	(15)			
Warhorse			22	21	15	22		12	FHVS	5	1D10	(16)	BRD10	55	
									RHVS	9	3D8				
D6. The Berserkers															
Frytagg	VET HU BER		12	8	11	14		10	1BBAXe	4	3D5		ANH5/3	35	
(19)			16						BRSRK	2	4D5	(20)	(17)	(18)	
Skern	VET HU BER		17	11	13	12		8	1BBAXe	4	4D5		ANH5/3	39	
			21						BRSRK	2	6D5			(18)	
Haldor	VET HU BER		15	15	11	13		11	1BBAXe	3	3D5		ANH5/3	31	
			19						BRSRK	1	5D5			(21)	
Brunwald	INT HU BER		16	10	9	9		14	1BBAXe	5	4D5		ANH4/2	42	
			20						BRSRK	3	5D5			(18)	
Kervak	INT HU BER		13	7	8	12		15	1BBAX	6	2D5		ANH4/2	25	
			17						BRSRK	4	3D5			(21)	
Fasolt	INT HU BER		16	10	12	18		11	1BBAX	6	3D5		ANH4/2	30	
			20						BRSRK	4	4D5			(18)	

(1) If the die roll for a flail attack is 5 or more above the minimum needed to hit, any human or smaller-sized opponent will be knocked off their feet.
(2) Whip can make 3 attacks every two melee rounds; may elect prior to die roll to attempt for foot tangle and trip instead of doing damage.
(3) Attacks once every 2 melee rounds; may attempt to try for foot tangle (60%/40%/20% chance at short, medium, and long range, respectively) instead of doing damage.
(4) Whips are balanced to a +2 to normal hit probability (non-magical).
(5) 50% chance that the sword has greater than normal sharpness (add 1D8 to base damage roll indicated in chart).
(6) Bows are of +1 accuracy (non-magical).
(7) Armor has been magically enchanted; adds +2 to normal AC of leather.
(8) These guards each possess 3 firebomb arrows. They are fired at -8 to normal HP; anyone successfully struck by a firebomb takes 1D6 points of damage the 1st melee round, 2D6 the 2nd melee round, and 1D6 the 3rd melee round. If an archer fumbles while shooting a firebomb, there is a 40% chance that it will explode in his face.
(9) 60% chance that rapier has been balanced to +1 sharpness (non-magical).
(10) Fires once every 2 melee rounds.
(11) On a successful attack, the trolls have a 40% chance of knocking their opponents off their feet (REF saving roll to avoid this consequence).
(12) Quarterstaff may be used for defensive purposes in close combat - adds +2 to defender's armor class.
(13) Grymmwald's armor is magically enchanted; it adds +3 to the normal AC of scale armor. While worn, it also renders the wearer immune to fire damage.
(14) The sword has been enchanted and contains a 1D8 damage bonus.
(15) The squire carries a number of special arrows in his quiver. He has 1D4 arrows of +2 sharpness, 1D8 arrows of +1 sharpness, 3 fire arrows, and 2 silver arrows.
(16) There is a chance that a successful blow from the charger's front hooves will knock its opponent down; opponent must make saving roll against STR or fall.
(17) The first value for armor class represents the character's AC when normal; the second his armor class when berserk.
(18) Subtract 2D6 hits from this total to determine character's current damage absorption capacity.
(19) For purposes of determining whether party members go berserk (or come out of their battle frenzy after combat is finished) use the following values for character discretion (DSC) = Frytagg - 7, Skern - 12, Haldor - 9, Brunwald - 6, Kervak - 10, Fasolt - 5.
(20) This second row of weapon values represents combat abilities using their battleaxes while in the berserk state.
(21) Subtract 3D6 hits from this total to determine character's current damage absorption capacity.
(22) When attacking a stationary foe, Grymmwald hits AC0 with his lance on a 1.

(*) - In the column Riding Animal indicates that the rider knows Horsemanship.

Grymmwald can fight from horseback if he chooses; if using the lance when doing so, he fights at normal hit probability (HP), while those attacking him fight at a -3 disadvantage to their HP. (If attacking with his zweihander, all parties fight at a -2 HP.) If he dismounts, his horse is trained to fight at his side -- it can use either its front or rear hooves to kick. The squire will always fight on foot; his horse, while not combat-trained, is well-disciplined and unlikely to bolt. Neither knight nor squire will give up the fight due to injury; they must be overpowered and disarmed to be taken alive.

Possessions and Cargo:

Grymmwald's armor and sword have enhanced abilities, as described in the character description table. He also carries several tokens from his travels:

1) A gold-encrusted ram's horn, given to him by the people of a small village that he defended from an evil wizard. If blown within their boundaries, any who hear it are pledged to come and offer aid to the bearer. It is worth about 200 GP.
2) A platinum bracelet worn by a damsel saved from distress; she retains its duplicate. It is an excellent piece of craftsmanship, worth about 2500 GP, but the story of her rescue and reward have some notoriety; there is a 25% chance that any potential buyer will be aware of the history of the bracelet, and know that it is "hot".
3) This item is carried by the squire in his pack. It is a small glass vial filled with a blood red fluid. The substance is said to be water drawn from the hidden "River of Life"; one may make of these claims anything one wishes. Regardless of its source, the contents do have the power to heal 3d10 hits of damage if swallowed (it may even be poured down the throat of an unconscious or recently killed character). However, in order to receive healing benefits, the consumer must make a STM saving roll, or take an equivalent amount of damage from system shock.

In addition to these items, Grymmwald's belt and helm, both engraved with the eagle crest, are recognized symbols of knighthood in his kingdom. They will bestow their wearer with honor and respect (and occasionally, free food and lodging), if the wearer is able to carry off a courtly impersonation. The closer one gets to Grymmwald's home province, the harder this subterfuge would be to sustain -- he hails from a small city 300 miles south of the current location.

Ransom Chances:

Grymmwald - ransom level 1; chance of response 90%; long-distance.
Squire Robben - ransom level 5; chance of response 80%; long-distance.

Party D-6

THE BERSERKERS

What the Players See:

Six muscular, red-bearded men walk in single file; they wear rams horned helms and bear skins. All carry large axes and shields, and the first and last men in line carry bronze chests of moderate size under one arm. One man wears a large bandage around his upper leg; another carries his right arm in a sling.

GM's Description:

This group of berserkers from the glacier-ridden wilds of Aesirhjolm (about 350 miles toward the colder regions) are returning triumphant from a successful raid on a stone giant's lair. It was a hard battle and the group still shows some of the effects; the two with external evidence of wounds have sustained 3D6 hits of unhealed damage; the others, 2D6 of unhealed damage.

If attacked, berserkers make a saving roll against their DSC each melee round; if missed, they go into a raging frenzy. Once berserk, they attack at a +2 to their normal HP; they lose 2 from their effective armor class and receive no dodge. They have no awareness of normal damage, and can absorb 2X their normal damage in hits to kill while berserk (thus, for every 2 hits of damage taken while berserk, only 1 hit of damage is sustained). Even if a berserker sustains fatal damage, he will continue to fight 1D3 melee rounds. While berserk, add 4 to STR rating for the purposes of calculating damage bonuses received on successful attacks (the effects of these changes are identified in the notes on the Character Description table).

It is likely that the berserkers will simply drop their treasure in the roadway in their frenzy. If, however, some of the party does not immediately go berserk, those members still in control of their senses will carry the chests to a "safer" hiding place. The thieves, of course, may make any reaction they like to the charge of the berserkers. An experienced thief has a 70% chance of recognizing berserk frenzy; if successful, such a character is likely to attempt to make a rapid exit from the immediate area.

Possessions and Cargo:

The two chests carried by the berserkers contain the cache of the defeated stone giant. One contains 5000 GP worth of assorted coins and gems. The second contains two items:

1) a large bronze goblet (with lid), ornately engraved, which contains a never ending supply of mead; and
2) a cloak of the Aesir (gods of the coldlands), which, when worn, provides the wearer with complete cover at night (the wearer cannot be seen unless he stands directly between an observer and a source of light, and even then, only a shadow-shape is revealed). It provides no advantage to stealth when worn in daylight.

The berserkers also carry a plentiful supply of food and drink in their packs (to recover the prodigious amounts of energy consumed in battle frenzy). The weapons and armor they carry are not enhanced in any way -- the weapons, in fact, are well-used and would not bring market value.

Ransom Value: None.

BANDIT SCENARIOS

AND

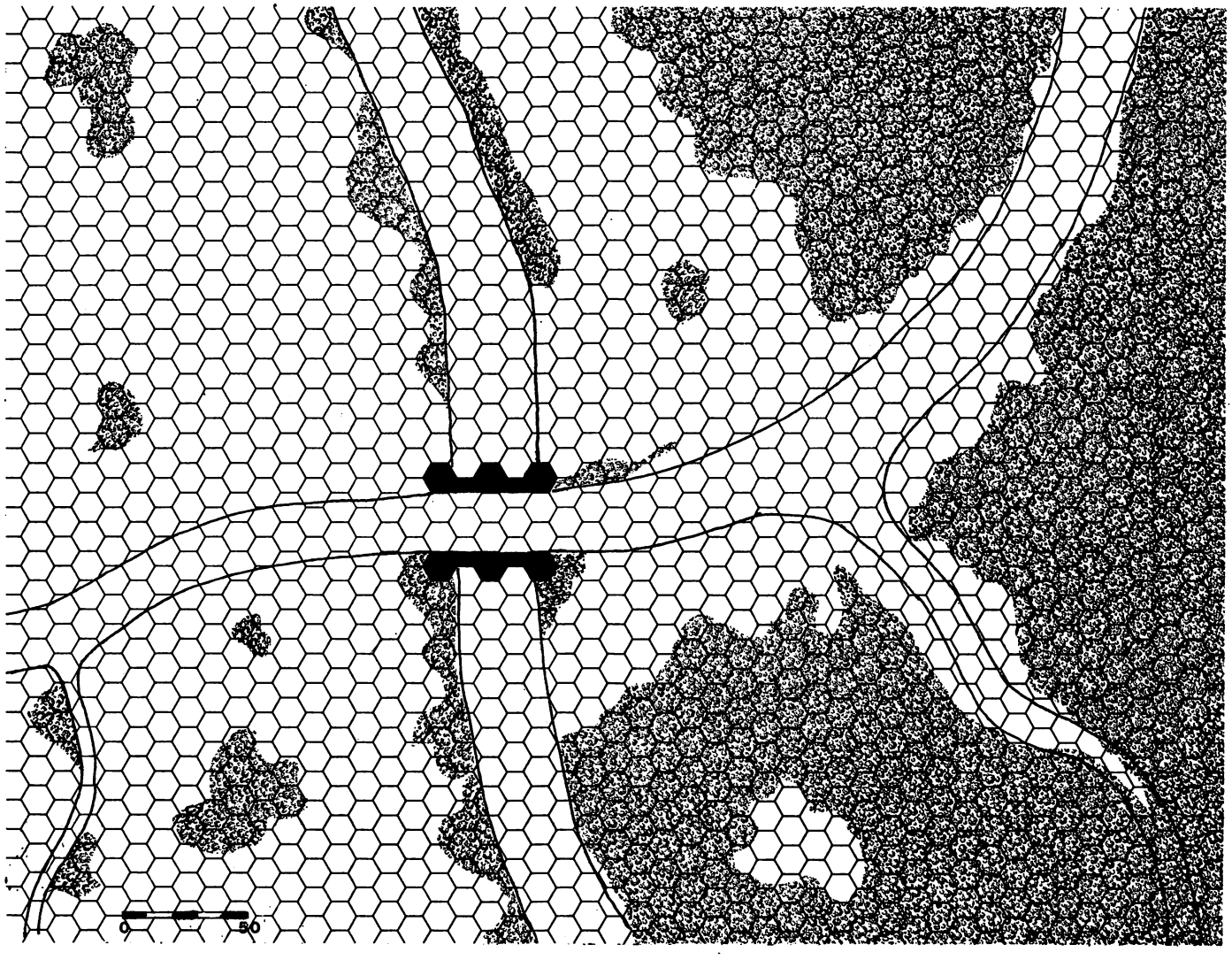
HIGHWAYMEN ADVENTURES

F. FROM THE PRINCE OF THIEVES

Introduction:

In this scenario, the players will portray a band of highwaymen drawn from the "less noble" racial elements of society - a rag-tag collection of orcs, kobolds, and goblins, with an uruk hai and renegade centaur supplying close range fighting strength. The group has selected a wooded area along the Long Road - the principal trade and travel route in the region - as their base of operations. From this area (see map), the city of Haven lies about 30 miles south on the Long Road. To the north, the Long Road winds west through the small village of Blanding (a town of population 500 about 10 miles distant), and then on to another major city, Kandai (about 45 miles from the mapped area). There is also a much cruder corduroy road leading to the northeast; this road serves a large operating silver mine and the ramshackle community that has sprung up around this facility.

The Long Road crosses a stream in this area; the stream is quite deep at this juncture, and moves rapidly towards the east. The bridge across the stream has a base of wooden planks and stone sides; the sides are about 3.5 feet high. It is possible for characters to hide beneath the bridge, on the muddy strips of land that lie along each side. The woods surrounding the road are quite dense. Any thief concealed more than two trees deep in the forest should be almost invisible from the roadway; conversely, he or she will also find it very difficult to sight and successfully fire at travellers from within this thick cover.



The scenario materials presented hereafter describe the traffic passing along this segment of the Long Road over a single 24-hour period. These travellers represent the targets availablr to the thieves; some of these groups (primarily the centaur mercenaries) are deliberately designed to be "too tough" for the players to handle, while others (the farmers, the charcaol maker) are probably too poor to justify the effort and risk of detection required to rob them. The group's ability to concentrate it's efforts on the most lucrative targets will largely determine it's success, and a player's contributions to this decision-making process can greatly affect his score for this adventure. In the planning phase of the adventure, the group must indicate to the GM the time that they will arrive on the scene, and any actions they are taking to prepare the site. The 24-hour schedule of travellers starts whenever the players arrive. The recommended time limit on this scenario is three hours (this should encourage players to be somewhat selective in their assaults).

Time: 7:30am

The Gypsy Caravan

(Category C - Travelers)

What the Players See:

Three solidly built, gaily painted wagons approach the bridge from the direction of Blanding. The wagons are pulled by teams of four horses, and each appears to be a completely constructed box, with a windowed door at the rear. There is a man driving each wagon, and a number of brightly dressed women and children can be seen clustering around the drivers, occasionally ducking back into the wagon through a leather-covered opening behind the seat. Behind the wagons come a group of mounted men and large boys driving a smallish herd of horses.

GM's Description:

A tribe of gypsies is taking a herd of broken but untrained horses to the Horse Market in the free city of Haven to sell. The group totals 6 men of fighting age, 6 women, and 6 children (3 of whom are larger boys, able to ride herd with the men, although not yet accomplished fighters). There are approximately 30 horses in the herd they are driving.

The men of the tribe are accomplished whip- and knife-fighters, and are adept with throwing knife and lariat as well. Whip and lariat are weapons not covered in the normal weapons list.

The whip comes in three lengths: 8', 15', and 25'; it requires minimums of 10 CDN and 13 REF, and 7 STR, 10 STR, and 14 STR, respectively, to cast properly. Whips operate best at target distances approximately 3' to 5' less than their total lengths (5' to 7', 10' to 13', and 20' to 23', depending on length), and have a base HACØ of 6 at that distance; they miss completely at longer distances, and suffer a penalty of 2 for each 20% of the distance closer than their optimum range (i.e., a 25' bullwhip being aimed at a target 15' away suffers a penalty of 4 to HP). If 5' hexes are being used for movement, the table below shows the base HACØ involved for the various distances:

	Hexes Distant				
Whip	1	2	3	4	5
8'	12	6	NA	NA	NA
15'	14	10	6	NA	NA
25'	14	12	10	8	6

The weapon may be used to tangle and trip, or to damage (2D3, 2D4, and 2D6, respectively); the purpose must be declared before the cast. If the proposed victim is able to see his attacker, he may attempt to avoid the blow, and subsequent entanglement, by making a saving roll against REF; of course, no other actions are possible for the victim that mr. If a person with insufficient REF is using a whip, a saving roll against REF is required on each cast; failure means that the person casting the whip has thoroughly tangled himself (requiring escape time of [25 - (CDN + REF) mr], and must make a saving roll against CDN to avoid inflicting damage upon himself (the entanglement only applies to the two longer whips).

The lariat is an extremely flexible length of line (either good quality braided cord - the standard lariat, or braided strings of very thin leather which have been impregnated with beeswax - the riata (about 10% of the lasso-type weapons are manufactured in this manner). Lassos are cast at their target using a saving roll against (CDN + 1/4 STR); if the cast is successful, a loop is considered to have been drawn about the target. Target motion is a penalty of 3 on the SR, distance greater than 25' is also a penalty of 3 - the total after all penalties have been applied is the effective total. Any untrained person attempting to use a lariat is subject to an additional penalty of 5 for each cast, and must also make a saving roll against REF each time the loop is cast to avoid becoming entangled in the line himself.

Maximum range for a cast is never more than the length of the lariat minus 10', and is dependent on the STR of the caster; the lariat may be cast up to 15' + 5' for every 3 points of STR in excess of 6. STR is also a factor in being able to reel the victim in, stop him, or remove him from his mount (it is quite unlikely that Meriadoc Tallcastle, killer hobbit and general lasso expert, will be able to keep his feet when he successfully throws a loop of his lariat around the neck of a runaway horse; the horse is considerably stronger and heavier than the hobbit, and will simply keep on going, trailing Meriadoc after him like a bouncing ball [unless, of course, Meriadoc has the common sense to let go of the lariat]). Unfortunately, this situation is not one in which hard and fast rules can be laid down; each GM should weigh all the variables before making his decision on the outcome of the attempt to reel in the victim.

Lariats may be recovered, coiled, and readied to throw again in [17 - ([CND + REF] / 2)] mr, with an absolute minimum of 1 mr; if the casting SR is missed by more than half the effective total [when, for instance, a 19 or greater is rolled for a cast with an effective total of 12], the lariat is hopelessly tangled or caught, and will require 5 x the normal time to recover. The advantage of the riata is in the recovery process; its braided, waxed construction allows it to be drawn in and recoiled in 2/3 the normal time, since it tends to catch on small obstructions much less frequently.

If the caravan is attacked, the drivers of the wagons will lash their horses to greater speed in an attempt to outrun the danger (each of the wagons has a 20% chance to overturn in the rush of escape). The wagons will attempt to cross the bridge to the other side; if successful, the drivers will rein up, fetch bows from the interiors, and stand ready to support their fellows with missile fire. The men herding the horses will stampede the herd toward the attackers (if the position of the attackers can be located), closely following the animals (attempting to take advantage of the confusion the stampede will cause, and to be in a good position to recover the herd afterward). In most

cases, attacks by the riders will be made with throwing knives and whips. The purpose of the riders is to entangle, and then drag their victums; dragging causes 1D4G damage per mr, or 1D4G - 2 if a saving roll against STM is made (to disentangle one's self from the whip, or to cut it, a saving roll against [CDN + STM] / 3 is required - this may be repeated each mr as necessary; if a character is dragged, at each multiple of [STM / 3] points of damage accumulated, he should make a separate saving roll against STM in order to retain consciousness - it is possible for a person to be dragged to death). If the gypsies are successful in evading or escaping the players' ambush, they will continue on to Haven, but will neither inform the local authorities nor warn other travelers they may encounter (gypsies tend to be extremely clannish, and seldom do favors for others, even other gypsies).

Possessions and Cargo:

The horse herd is the primary possession of worth for this group, all of the horses are broken to the saddle, but none have been trained in any manner yet. Most of the herd is of good to average quality, but there are two horses whose qualities are of particular note. One is a large bay stallion with a white blaze on his forehead, who is a fantastic runner, and has Speed 35, Agility 15, Stamina 19, IQ 9, and Temper 13; the other is a black mare with white stockings, who is capable of being trained into a superb war-horse in half the normal time - Speed 13, Agility 21, Stamina 22, IQ 16, and Temper 4. The men of the tribe have already noted these horses for their special qualities, and expect to make a killing on them. Except for the bay and the black, roll D10 to determine the quality of the individual horse: 1-6 is average, 7-10 is good. The average quality horses can be sold for about 35 GP to 50 GP each, and the good quality ones for about 50 GP to 80 GP eacn (remember, they aren't trained in the least); the bay should bring at least 500 GP (if his speed is recognized... and touted), and the black is worth at least 2,000 GP untrained (she will nip and kick if given the least opportunity).

The wagons (which are called caravans) contain most of the possessions of the gypsies: household items, clothing, etc., and there is little of worth in these items. The wagons themselves are an excellent treasure, since each is capable of providing living accomodations for up to 10 people. In the largest of the three wagons (that of the leader of the tribe), can be found a small chest filled with gems and assorted coins; the chest is hidden in a cupboard under the seat running down the left side of the wagon, The woman's jewelry, about a dozen pieces all told, is worth perhaps, 100 GP.

The major treasure of the tribe (besides the horses) is a large (14" diameter) crystal sphere, which is under the care of Marta, the oldest of the six women. It rests on a base of carved ebony chased with gold, and is usually stored in a cubical box of highly polished flamewood, which has been lined with padded velvet; the box is hidden, when not in use, in the smallest of the wagons, under a brazer - it resembles a chopping block when seen in the darkened interior of the wagon. The sphere has been thoroughly enchanted, and has a large number of spells embedded in it which allow the user (generally Marta) to do a certain amount of reasonably accurate prognastication. The sphere requires TAL of 13 to operate, and will display scenes and pictures of the future of one of the people (randomly determines) within a 5' radius of the sphere; simple concentration is sufficient to inaugurate a session, but the sphere requires one Tau point per minute for operation (Marta can operate it for almost 25 minutes). Valut of the item is 2,000 GP base, 35,000 GP if the magic potential is understood.

Ransom Chances:

If either Mykal, the leader of the tribe, or Marta, the oldest of the three women, is captured, and the rest of the tribe escapes, the tribe will buy them back for 200 GP. No one else will be ransomed by the tribe, and no ransoms are available if the tribe is captured or wiped out.

Time: 8:00am

Farmers Going to Market

(Catagory A - Farmers)

What the Players See:

A wagon pulled by two mules slowly crosses the bridge; in addition to the driver and another person on the seat beside him, four figures are sitting on top of the plank sides, with their feet dangling over the edges of the wagon, two of them apparently children or young boys. The wagon appears to be piled high with produce of different varieties. A herd of goats, with two hwrders, and a small flock of sheep tended by a shepherd and two dogs, follow the wagon down the road. The obvious course of the wagon and animals is toward Blaning.

GM's Description:

A group of local farmers are heading for the nearest town for market day. The wagon is loaded with produce, and the two flocks will also be sold in the town. There are 9 farmers and herders altogether (five humans, two half-elves, and two hobbits - these last appear to be children until closer inspection), and the only ones capable of much in the way of resistance are the three herdsmen, although the two hobbits are reasonable with slings.

There is a base 25% chance that the two dogs guarding and herding the flock will smell the presence of strangers (if there has been fighting in the vicinity and blood has been spilled within 100' of the bridge, double this chance; if the player-characters are upwind of the dogs [check wind directon using a six sided die for the hex field], add 15% to the chances of detection). if so, they will attempt to drive the flock toward the riverbank, and away from the area. This action will alert the group to the fact that all is not as usual at the bridge.

If the group is attacked, there may be different reactions. If clearly outnumbered, they will:

01-70 surrender immediately;
71-95 attempt to escape by lashing the wagon up the road, and driving the flocks into the trees;
96-00 attempt to fight.

If they are fairly evenly matched, the chances become 01-50, 51-90, and 91-00; if they outnumber their attackers by 2 to 1 or less, the chances are 01-35, 36-85, and 86-00; if they outnumber their foes by 3 to 1 or more, the chances become 01-10, 11-50, and 51-00. In all cases, however, two or more serious casualties will put them to fight. The dogs will join in the fight only if their master is being attacked; otherwise, they will simply herd the flock out of danger.

Possessions and Cargo:

The produce in the wagon will provide about 60 GP when sold in the town. The goats sell for 2 GP to 5 GP each, depending on size and/or age (a large young kid will sell for more than a scrawny old nanny or billy); the sheep are valued at about 3 GP to 8 GP each, according to sex and coat quality (a thick coated ewe would bring a good price). There is about 15 GP in assorted coins among the members of the market group.

Ransom Chances:

No ransoms are available for these farmers.

Time: 9:20am

The Centaur Scouts

(Category D - Warriors)

What the Players See:

Four centaurs approach the bridge, riding along the riverbank from the general direction of the town of Blanding. They appear to be lightly armed and armored, and are glancing warily about, as if surveying the area.

GM's Description:

These centaurs are the advance scouts for the mercenary cavalry troop of Galidonos Goldenhoof. They will scan the area around the bridge with relative care (one of them has a sense ambush chance of 75%), and will cross the bridge and continue down the opposite bank of the river if undisturbed.

Ambush, in the case of the sensing ability of the scouts, refers to an actual plan to attack. If the player-characters are huddling down in the underbrush, and attempting to make themselves as small and silent as possible, the chances the centaurs will sense their presence will drop to 20%. If the players' group is sensed, the scouts will send back one of their number to warn the troop of possible trouble; while the runner is warning the main body, one centaur will poke about into the fringes of the woods, probing bushes and trees with his lance, while the other two maintain guard with drawn and nocked bows.

If the group is attacked, one of them will wheel and immediately gallop back the way they had just come; the others will take defensive positions (on the other side of the river from the attackers, if possible), and wait, attempting to pick off any of their harassers who show themselves. they are armed with bows, and light lances, and have quivers of arrows and sabers slung at their belts; all are armored (torsos only) in leather (cuirboilli), and have small leather round shields slung on their backs.

Possessions and Cargo:

None of the scouts carry anything but arms and armor. The packs they would normally carry (personal possessions, etc.) are stored in one of the troop's wagons for the duration of their scouting tour.

Ransom Chances:

It is unlikely that any kidnappers will be alive to request ransom, after the rescue attempt has been made by the following party. However, most of the centaurs can arrange their own ransoms (a common military practice, particularly among mercenaries) of from 1,000 GP to 4,000 GP (2D4 x 500).

Time: 9:40 am

The Mercenary Company

(Category D - Warriors)

What the Players See:

A well organized troop of centaur cavalry rides down the riverbank, and crosses the bridge; they ride four abreast, and a colorful pennon flies fron the lance of one of the centaurs in the second rank. They are accompanied by four large conestoga-style wagons, each drawn by a team of eight centaurs.

GM's Description:

The troop of Galidonos Goldenhoof is nearly 180 strong, and all are veterans of a number of battles (the minimum experience level for the centaur troop is



intermediate). It is unlikely they will be seriouly delayed (or even hurt much) in wiping out any bandit force foolish enough to attack them. However, it is always possible (albeit farfetched) that some player's brilliantly conceived trap might succeed in wiping out a major portion of the troop.

The players may think to cut off and ambush only the wagons, which are at the tail end of the winding procession. These wagons, however, are moving at nearly the same speed as the rest of the column, and are being pulled by some of the strongest centaurs in the troop. These fighters are armed with saber and shield, slung, and are using special quick-drop harnesses for pulling.

The majority of the centaurs in the troop (those not on duty pulling wagons) are armed with bow, light lance, and saber, and armored in cuirboilli (hardened leather) on their torsos only; each carries a quiver of 40 arrows, a light metal helm (in the Norman style), a canteen slung at his belt, and a small leather round shield slung on his humanoid back; in addition each centaur carries a snall cargo pack, mounted on the equine portion of his back, which contains personal items and possessions. (Samples of 4 different centaur fighters are provided in the statistics list at the end of the chapter.)

If the scouts have been attacked, the troop will arrive in battle formation, riding in ranks of ten, helms on, packs dumped, and light leather round shields strapped on their forearms. Ther front six ranks of the troop will be using lances, while the next four will have sabers drawn and ready; the remainder will have bows strung and arrows nocked. If the scout's report force, they will charge into the woods (it's amazing how well you can maneuver your horse through trees when you're part of the horse), and attempt to spear anything that moves or shows fight (gods above help the squirrels!!).

If the players should by some great mischance (or through overwhelming stupidity) manage to attack the troop without prior warning, those nearest to the point of attack will immediately charge the assumed position of the attackers with light lances (they all carry the lances when traveling - in battle formation, different groups use different weapons), while the others drop packs, don helm and shield and prepare for battle. Once the troop discovers that they are not facing major force, the woods will likely be filled with angry centaurs attacking with nearly berserker ferocity.

Possessions and Cargo:

The four wagons travelling in the van of the troop contain most of the specialized equipment required for the mercenaries' operation. In the third wagon can be found the troop's pay chests; two large, heavily constructed boxes secured with with Complexity 4 locks, one containing 12,000 GP in gold coins, the other 2,000 GP in silver coins. The heavy armor and weapons carried in the other wagons have a value in excess of 250,000 GP, but it would be hard to dispose of the loot (and even harder to acquire it!).

Each trooper will carry a small amount of cash money with him in a belt pouch. This will normally be 10 GP to 60 GP (2D6 x 5) in assorted coins. Personal items are carried in the packs borne by each of the troop's members; these may include small pieces of jewelry (15% chance of 1D4, value 10 GP to 1,000 GP [1d10 x 1d10 x 10]), games (20% chance of 1, including board and 2D20 pieces 1 SP to 100 SP [1d100] each), cups, plates, and other assorted eating and cooking implements (45% chance of 1D6 assorted, value 1 GP to 1,000 GP [1D10 x 1D10 x 1D10] each), etc.

Ransom Chances:

Ransom is a normal part of military operations in the case of mercenary troops, and their members. Most of the troopers in the company are capable of supplying a ransom of 1,000 GP to 4,000 GP (2D4 x 500); leaders can be ransomed for 1,500 GP to 6,000 GP (3D4 x 500) base, with the top commanders bringing as much as 10,000 GP.

Time: 10:40am

The Road Engineers

(Category C - Travelers)

What the Players See:

A large wagon, painted a garish orange and pulled by a team of four horses, approaches the bridge from the direction of Haven. The driver pulls it off the road just at the end of the bridge, and five additional men climb out of an opening in the side of the wagon. Two of the men are carrying lengths of dowel with red cloth attached - they station themselves one at either end of the bridge. The other four procure working implements (picks, shovels, etc.) from the rear of the wagon, and take them to a place on the bridge where part of the parapet seems to be crumbling away.

GM's Description:

A repair party has been sent out from Haven to effect a minor rebuilding of the bridge; word reached the city that a portion of the roadway and wall were crumbling, and becoming unsafe. This is a typical group of road workers.

If any approach the bridge, the two wielding the renowned "Red Flags of Omnipotent Halting" will stop them for at least 10 minutes before allowing them to proceed. There is no purpose to this, since the bridge is quite passable, and wide enough to permit both travelers and workers to occupy it at the same time.

Three of the work party, on reaching the indicated area, will set their tools into the ground, and lean on them, occasionally moving them a small amount, to give the appearance of working. The fourth man, a sunburned youngster, seems to be incredibly energetic, and winds up doing all the real work; he is eager, and innocent in the ways of the world, and the others are perfectly happy to let him exhaust himself in the performance of all their duties.

If the group is attacked or threatened, their initial reaction will be "You can't do that! We're from the Ministry of Roads in Haven, and we have to fix this bridge." When they see determination in the eyes, stances, and naked weapons of the player-characters, they will quietly surrender, except for the youngest man, who will attack with his shovel (there is a 75% chance that, if he does successfully strike a blow, it will be with the flat of the shovel, doing only half damage); however, the leader of the road crew will shout at him to surrender after only one swing, "D'ya wan 'em to kill us all? Kwicher foolishness!" The young man will at this point meekly surrender (he will make every effort to escape later). GMs should be prepared to handle the situation if the players decide to impersonate the road crew.

Possessions and Cargo:

There are quite a number of tools in the wagon, and a number of large, well-dressed blocks of granite (suitable for repairing bridges, walls, etc.). In the front area of the wagon can be found built-in seats, some clothing (for off-duty wear), and six lunches of varying size and quality. The men are each carrying small amounts of money (1D10 SP each) in assorted small coins, but there are no major valuables to be had. The horses pulling the wagon are solid draft animals of average quality.

Ransom Chances:

Surprisingly, the only one of the crew ransomable is the young eager-beaver. His parents are of an upper level mercantile family (and are distressed with the work he has chosen, although he expects one day to be the head of the Ministry of Roads), and has a Level 3 ransom.

Time: between 12:00noon and 12:30pm

The Courier and Guards

(Category B - Merchants)

What the Players See:

Three horsemen, all seated on handsome mounts, come galloping up to the bridge, from the direction of Haven.

GM's Description:

A courier and two guards are transporting letters of credit and other monetary information from the House of Rand in Haven to an allied banking family in the city of Kandai. Their horses are of excellent quality, and are capable of outrunning most other mounts.

The contract calls for them to be in Kandai before nightfall, so they will brook little in the way of interference. They will stop for the flag-men on the bridge, but will argue, bluster and threaten, and will proceed in a much shorter time than would be imagined.

If they are attacked, they will clap spurs to horse, and attempt to outrun, rather than outfight, whatever dangers present themselves. If the courier's horse is killed, one of the guards will surrender his horse quickly, so that the courier (and his valuable saddlebags, which will be the first item transferred) can continue dashing down the road. If all the mounts are killed, the party will attempt to fade into the



greenery, and make their way to the nearest town, Blanding. Only if both guards are incapacitated, and he himself is wounded and unable to ride away, will the courier surrender; if the courier escapes, the guards will surrender on any offer.

Possessions and Cargo:

The courier's saddlebags are the repository of the papers mentioned above. There are 4 letters of credit (in the amounts of 5,000 GP, 10,000 GP, 3,500 GP, and 6,250 GP), a confidential report on the funds available to the company owned by the brothers Bunn, and another thick report on crop futures north and east of Haven. These are the primary valuables the group is carrying. In addition, each of the riders carries (50 + 1D20) GP for traveling expenses.

Ransom Chances:

There is little ransom available for the riders (only 1,000 GP for the courier, and none for the guards), but the reports may be ransomed for 5,000 GP for the Bunnco report, and 2,500 GP for the futures summary.

Time: between 2:00pm and 2:30pm

The Haven Stagecoach

(Category C - Travelers)

What the Players See

A team of 6 horses, in three pairs, pulls a large, swaying carriage along the road at a swift pace. The driver and another man occupy the seat at the front of the coach, and the remainder of the roof of the coach is loaded with tied down crates, bags, trunks, and boxes; inside the conveyance can be seen a number of figures. The coach is coming from the direction of Blanding and Kandai.

GM's Description:

The afternoon coach from Kandai is heading for Haven; these coaches run every other day (one day out, one day back). This run, as well as its usual driver and guard, has a full complement of 6 assorted passengers.

The driver is under orders not to stop for any reason whatsoever (although he will stop if flagged down by one of the road crew) outside of post stations and approved rest stops; he intends to follow those orders as strictly as possible. Any player-bandit who jumps in front of the coach and team to stop them will most likely be trampled. The team can be stopped by jumping on the back of one of the two lead horses, and reining them in (this should require assorted saving rolls against both CDN and REF [at considerable penalties]). If the coach is successfully stopped, the driver will make no effort to fight.

The guard carries a rod-like apparatus resembling a crossbow-stock which contains 8 Magic Missile spells (MR saving roll for no effect, else 2D4 damage; HACØ -2, apply criticals as any other missile) and 6 Shock Wave spells (MR saving roll for no effect, else STM saving roll for 1/2 damage, else 3D6 damage; in all cases, STR saving roll to avoid being knocked off feet [or from current perch]). If the coach is moving, there is a 35% chance that the guard will miss with a given shot of Shock Wave, and a penalty of 6 for shots with Magic Missile. If the coach is stopped, the guard will continue to fire (with no chance of missing on the Shock Wave spells) until the weapon's charges are exhausted, at which point he will make no further resistance, but will disappear into the woods at the highest speed of which he is capable.

The passengers in the coach are definitely a mixed bag: a mother and daughter pair, a swordsman, a rather pudgy priest, and an old man and his grandson.

The mother and daughter, Galianna and Cerafina, from the merchant family of Bogardo, are traveling to Haven for the girl's wedding to the son of another mercantile family. They will make no resistance (the mother will, however, fight fiercely to protect her daughter if any harm is offered to the girl), and there is a 25% chance that Cerafina will faint at the prospect of being searched by the player-bandits (or other proposed indignities).

The swordsman is a tall slender man, with a nose that resembles a large reddish cucumber, and a very finely crafted rapier hanging in a quality scabbard at his side. He is poetic, pathetic, and prophetic, and seems to be extremely gentlemenly towards women in general; he proclaims his undying love for a young woman by the name of Roxanne, but will pass up no opportunities for friendly relations with the opposite sex. He will be stand-offish and aloof (and generally unresponsive to the danger) in the presence of the player-bandits unless they either molest the women, or attempt to remove his sword. In both these instances, he will draw his rapier and attack. The other passengers refer to him as Cyr.

The rather pudgy priest, Migel (the Trembling), is a rich rather pudgy priest. He is also a coward, quite adept at groveling, and will make no attempt of any kind at resistance; he will quickly make it known that there is ransom available for him.

The old man and his grandson are traveling to Haven to enroll the grandson, Hekator, as a new student in the famous College of Mystic Arts. The old man, Melkior of Barova, was an excellent mage in his prime, and still maintains a good portion of his power and knowledge. If no major violence is offered to the party, the old man will most likely (90%) allow the robbery to proceed undisturbed. If hard violence is attempted, he will try to save the party, being most protective of his young grandson, next of the women.

Melkior depends heavily on a Sleep spell (MR saving roll at bonus of 3 for no effect; 22.5° cone of effect, 90' range; affects 200 HTK within the cone - sleep for 2D6 hours or until roughly awakened) for his main offensive capability, but he is also able to cast Magic Missile (see above; saving roll at a bonus of 2; HAC∅ 3) and Flamewash (MR saving roll at bonus of 2 for no effect; damage variable - 1D10(D8); affects all within conic area 22.5°, range 40'); he is less likely to use these latter two spells because of the probability of injuring relatively innocent bystanders. Melkior may cast up to 28 points of spells, with both Magic Missile and Sleep costing 3 points, and Flamewash 2 points for each die of damage done (in terms of actual Tau power, the mage has 112 points available).

In general, the passengers will offer little fight unless it is necessary to protect themselves from some physical harm. They will not aid the player-bandits in any way, but will not do anything that might anger or arouse them without prior provocation. Since highway robbery is not an uncommon occurrence in the travelers' lives, and they expect to be robbed and released, not casually murdered.

Possessions and Cargo

There is a strongbox which contains 3,000 GP in gold coins under the seat of the coach. It is simply, but relatively carefully concealed behind a canvas cover, but almost any reasonable search will locate it - a casual glance has only a 5% chance of noticing that the canvas underseat is canvas.

The driver carries [20 + 2D10] GP for expenses, in a belt pouch, but has no other valuables. The guard carries some [5 + 1D10] GP, and wears a pendant on a neckchain which is enchanted to repel insects.

The passengers carry some valuables with them, some in the form of cash and personal jewelry; most of their possessions, however, are in the baggage tied on top of the coach.

Galliana carries 5D10 GP in assorted coins in her purse, and is wearing a necklace worth 250 GP, two bracelets valued at 300 GP each, and three rings, one is her wedding band, the other two worth 150 GP and 250 GP. Her baggage, 2 large trunks, contains much clothing of decent quality, a jewelry chest with 8 assorted pieces of jewelry (one is a collar worth 2,000 GP, the other pieces average [2D6 x 25] GP each), and a fur cloak worth 800 GP

Cerafina is not carrying any cash, depending on her mother to provide minor needs in that respect, but she is wearing a pearl necklace and matching ring, gifts from her fiance, which are worth 2,200 GP and 1,000 GP respectively. Her luggage consists of one small case, containing clothing, and her wedding dress. The rest of her trousseau, and the household goods given her as a dower have been shipped by a different route.

Cyr has nearly 600 GP in coins and small gems (mostly gems) in his belt pouch. His rapier's hilt is quite ornate, and the sword is worth about 12,000 GP in terms of decoration and quality. He has a small canvas bag on the top of the coach which contains clothing and a few personal items (among them a cameo portrait of the girl he calls Roxanne - he will kill to recover this portrait).

Migel is carrying nearly 1,000 GP in gems and coins in his wallet. He is also wearing a wide belt made of gold links with a base value of 8,000 GP; the belt is enchanted, and embedded with a number of spells, most of them having to do with his priestly profession (crowd control, charisma boosters, voice projection, etc.), which make the belt worth about 25,000 GP to another priestly type if the powers are known. In his luggage (a large trunk and two crates) can be found assorted rich vestments, a ciborium of silver and ivory (value 4,000 GP) in a handsomely crafted, velvet-lined case of carved teak (value 1,500 GP), and a small coffer containing some 15,000 GP in gems (he travels in style, doesn't he?).

Melkior is only carrying 4D10 GP of coins, but he also possesses a letter of credit on the House of Hofstra for 8,000 GP (the tuition for his grandson's schooling). He is wearing four rings, none of any particular value, but all enchanted and embedded:

a) plain steel band - contains a Missile Repulsor spell of 12 repulsion power (arrow 1, quarrel 2, spear or javelin 4);
b) silver snake - contains a combination of spells granting a bonus of 50% of one's STM to saving rolls for poisons and venoms, with a reduction of the effect to 1/4 if the saving roll is successful.
c) brass coffin on an iron band - contains spells warning of the presence within 100' radius of any undead, or creatures of the nether planes.
d) carved pumice seal ring - contains a store of 56 points of Tau power (equal to half the total allotment for Melkior - he requires a fair amount of Tau power daily to maintain his health through various spells).

Melkior has one medium-sized carpet bag on the roof of the coach. Besides clothing, it contains a book of spells, 12 in number, all of which have to do with the maintaining of health. The book is bound in tooled leather, and has a locking hasp with a small padlock; the key may be found in Melkior's pouch.

Hekator is carrying no money - he is only fourteen, and his grandfather doesn't feel he needs much cash where he'll be studying for the next few years. His luggage consists of a small trunk of clothing, and three large crates containing various arcane and magical equipment, books, etc.; these are of low intrinsic value, but would be worth some 5,000 GP to a mage or other arcanist.

Ransom Chances:

The driver and guard have no ransoms available for them. The passengers are a different story; each of the six is ransomable:

Galianna and Cerafina can command ransoms of Level 3.
Cyr is ransomable at Level 4.
Migel can be ransomed at Level 1.
Melkior and Hekator will each bring ransoms at Level 2.

These ransoms can be arranged through relatives and/or business associates in both Haven and Kandai.

Time: between 3:00pm and 3:30pm

The Road Crew

(Category C - Travelers)

What the Players See:

The members of the gang which has been working on the bridge pile their tools and implements into the back of their orange wagon. Five of the group pile into the opening in the side, and the sixth climbs onto the driver's seat. The wagon is turned around, and rumbles off toward the city of Haven.

GM's Description:

Assuming the engineers are still alive and free, they have completed their work, and it's quittin' time.



Time: between 4:00pm and 4:30pm

The Convoy of Joy

(Category B - Merchants)

What the Players See:

Three wagons approach and cross the bridge from the direction of the city of Haven. The lead wagon is pulled by a team of 6 horses, has a canopy, and is filled with a gaggle of pretty, brightly dressed, and giggling young women. The second and third wagons are each pulled by a team of 4 mules, and have loosely tied canvas tarpaulins covering their cargos; the tarpaulins occasionally billow in the breeze. All three wagons are driven by armored figures.

GM's Description:

The weekly supply convoy is headed up to the Lucky Kardathian Mine, situated in the low mountains about 10 miles up the corderoy road that leads off near the bridge. In addition to the usual wagons of supplies (booze and food), this convoy brings the monthly visit from some of the girls of the Street of Silk Veils (the joy lane in Haven). There are 10 lovely temptresses in the first wagon, each enjoying the opportunity for a lark in the country, and looking forward to the piles of silver she will make for her weekend's "work".

The second wagon contains many wooden cases of leather bottles, and a number of barrels. Some of these can occasionally be seen as the tarpaulin billows and flaps. The third wagon contains food supplies, mostly dry goods (flour, coffee, beans, etc.), but there are also four cases of sausages, three wheels of cheese, and some two dozen crates of fruits and vegetables. Since this is the trip when the girls make their appearance, the wagon also contains 6 wooden cases filled with assorted delicacies.

All three of the wagons are driven by members of the Lydian Sisterhood, a group of free women who owe dependence to no man whatsoever (this organization is found in most of the Ten Cities, and seems loosely affiliated with the Temple of Eollana). All three of the women are armored in leather, armed with shortsword and dagger, and have shields, bows, and quivers stored under the drivers' seats of their wagons.

If the convoy is attacked, the drivers will fight if they do not feel hopelessly outnumbered (3 to 1 or more), but will surrender in the face of certain defeat. They will not cooperate in any fashion with the player-bandits, and will most likely have to be bound securely to prevent attempts to escape and/or make some sort of counterattack. The Lydians will respond in a very negative fashion to any sexual suggestions.

On the other hand, the girls in the first wagon will make no resistance at all, and will respond very

positively to sexual suggestions; in fact, there is a 65% chance they will make these suggestions themselves, if none are soon forthcoming from the player-bandits, including an invitation to a general pleasure party, in view of the supply of potables and comestibles ready to hand. Any such party is likely to become noisy rapidly, and will be difficult to conceal in any close proximity to the road (the girls know about the next party to come down the road - it's a monthly occurance).

Possessions and Cargo:

The wagons contain an ample supply of everyday foodstuffs (a supply sufficient for 150 men for a week to 10 days); this merchandise would be valued at 900 GP. The 6 cases of delicacies have a value of 150 GP each.

The second wagon in the line contains an ample quantity of assorted alcoholic beverages. There are 8 50-gallon barrels of beer (value 50 GP each), 4 30-gallon casks of wine (a cheap vintage, worth about 120 GP the cask, 6 cases of brandy with 12 leather bottles to the case (worth about 10 GP the bottle), and 40 12-bottle cases of a potent distillate called "Old Popskull", a favorite with the rough and ready miners (worth about 8 GP the bottle).

The girls are wearing a lot of jewelry; there is a 35% chance for each girl that the jewelry which she is wearing is real; if it is costume jewelry, it is worth about 2 GP to 30 SP (2D3 x 1D5) for everything the girl is wearing. If the jewelry is real, the girl will be wearing 1D4 pieces, each worth 1 GP to 200 GP each (1D2 x 1D10 x 1D10).

The team of 6 on the girls' wagon is an excellent team, trained to work together, and of excellent speed and stamina. As individual horses, they would be worth some 100 GP each; as a team, they are probably worth 1,000 GP.

Ransom Chances:

There are no ransoms (other than what the girls will do to obtain their freedom) for this group.

Time: between 4:45pm and 5:15pm

The Bullion Shipment

(Category B - Merchants)

What the Players See:

A very heavily built, and very heavily loaded, wagon, pulled by a team of 12 mules, rumbles down the corderoy road, out onto the bridge, and toward Haven. Two armored drivers guide the vehicle, and a number of armored men with bows and other weapons walk beside the slowly moving ponderosity.

GM's Description:

This is the monthly shipment of the silver bullion the Lucky Kardathian Mine has produced, smelted, and refined; the shipment is being taken to the House of Hofstra, agents for the miners in the city of Haven - it will probably be sold to the Mint, and used for coinage. The wagon is obviously very heavily loaded, and will sink into and bog down on any soft area of road that any of the wheels hit. Should this happen, it will require the assistance of all 8 of the walking miner-guards to release it from its muddy trap.

The two drivers are wearing chain; they are the only members of the group so accoutred - the others are all armored in leather. The drivers are actually regular guards at the mine, and are trained fighters; they are armed with broadsword and shield. The other guards are armed with bows, and picks, sledges, and other tools and implements from the mines.

If the bullion train is attacked, the two drivers are under orders to get the wagon away, regardless of appearances of cowardice. They will whip up the mules and attempt to escape over the bridge, or down the road to Blanding. If escape is cut off (for instance, one of the mules is killed or incapacitated), the drivers will get their shields from under the seat, and stand ready to protect the wagon from all comers (they do know all the miners who are accompanying them as guards). If missile fire is being utilized by their attackers, they will take cover behind or under the wagon (whichever area is least exposed), and await close range attackers.

The miner-guards will react to an attack on the train by attempting to encircle the position of the attackers, and counter-attacking from behind (they all own a portion of the silver in the wagon and have a strong desire to see it delivered safely to Haven). If the wagon makes its escape successfully, however, they will fade into the woods, and attempt to rejoin it about a mile or so down the road; they will cross the bridge, if this is feasible, or will go up the stream toward Blanding to a ford about a quarter-mile away, and cross there. These guards are not likely to behave in a kindly fashion toward any prisoners they take.

If there should happen to be a party occuring within 150' of either the corderoy road or the main road, there is a 95% chance (minus 10% for each 30' distance from their closest passage) that they will hear and investigate. If they locate the player-bandits in the midst of carousing, they will attack; the girls (individually) will help them 75% of the time, or cower, whimper and scream the remainder.

Possessions and Cargo:

The silver bullion in the wagon is in the form of 10 lb. ingots, each worth 100 GP. The wagon is loaded with 2,000 ingots, stacked 5 wide, 40 long, and 10 high. Total value of the shipment is 200,000 GP. The ingots should be able to be sold for full monetary value (occasionally less a small exchange fee), but there is no place within easy reach of this site where the news of the robbery will not have quickly been told. It is not likely that the player-bandits will be able to dispose of the shipment in one lump.

The mule team and the wagon have a value of 2,500 GP as a unit, but could be worth about half that if sold piecemeal. Mules normally sell for 50 GP to 80 GP in most markets.

Ransom Chances:

There are no ransoms available for this group.

Time: between 5:30pm and 6:00pm

Farmers Coming from Market

(Category A - Farmers)

What the Players See:

A large farm wagon wanders down the road from the direction of the town of Blanding. The two mules which are pulling it seem to be under no direction at all, since the wagon travels from side to side of the road as the animals spot various luscious clumps of grass. From the interior of the wagon come the sounds of many voices raised in drunken disharmony.

GM's Description:

The farmers who passed here earlier in the day are returning to their homes after a successful day at the market. They have spent a portion of their profits on ale, beer, and other alcoholic potables, and are in no condition to notice anything.

Time: 3% chance each 15 minute period 8:00am to 5:00pm

The Charcoal Burner

(Category B - Merchants)

What the Players See:

(GM's Note: There is a likelihood that this encounter will not be noticed by the players, particularly if they are engaged in some activity or atrocity out on the road itself. If so, they should not be informed of this man's presence. There is also a chance that he will receive some evidence of their presence, such as finding their camp, and will avoid the area of the bridge entirely.)

A sun-browned man leading three burros, roped together and loaded with large wicker panniers, approaches the vicinity of the bridge from the forested riverbank. Once he hits the road itself, he turns toward Blanding and wanders slowly along.

GM's Description:

Murhgin the charcoalier is a man of rather simple tastes. He collects deadfall in the forests and woods, and burns it to charcoal, which he sells to the people of Blanding to use in their stoves. Murhgin is an essentially peaceful fellow, and will go out of his way to avoid trouble. If he should spot the player-bandits (acting as bandits), he will make a wide detour and hit the road to Blanding about a half-mile up from the fork. He will hurry to the town, and notify Millard, the constable; it should take him about an hour to make the distance. If he spots nothing suspicious (suppose the player-bandits have taken the place of the road crew), he will wander out to the road, behave in a friendly fashion, and shortly take his leave.

Possessions and Cargo:

The panniers on the three burros are nearly filled with lumps of charcoal. These would be worth as much as 60 GP for the entire load (about 10 GP for the 150 lbs. in a pannier). There are also three large braziers, one on each of the burros, and assorted camping and some personal equipment loaded on the largest of the three.

Ransom Chances:

Are you kidding?

Time: 1 hour after a victim or Murhgin reaches town

The Posse

(Category D - Warriors)

What the Players See:

A large group of shouting, yelling riders comes charging down the road from the direction of the town of Blanding. They are waving various implements of destruction and mayhem, and appear intent on doing as much damage as possible to someone.

GM's Description:

The posse has been organized by Millard, the constable in the town of Blanding; it cosists of Millard, and whatever townspeople he has been able to rouse out to "stamp out the bandit menace!!" This will usually be about 14 men and older boys, but may range from 9 to 19 (7 + 2D6).

Posse members are 1st to 5th level characters, usually about 3rd (2D3 - 1 for level), and may be equipped as for fighter hirelings (see TG II, Rules). If there is any appearance of the posse being evenly matched or possibly outnumbered, they will send someone back for reinforcements (an additional 2D4 men and boys), and will settle into the woods for a siege. If they succeed in capturing anyone they will be generally ecstatic, but will feel they have done a good job if they succeed in driving the bandits off.

Possessions and Cargo:

Not much, only what they had in their pockets - 1 SP to 100 SP (1D10 x 1D10), and the values of their mounts (generally average to good).

Ransom Chances:

Millard has a Level 2 ransomability. The various townspeople have a 15% chance individually of being ransomed (roll D100: 01-90 Level 1, 91-99 Level 2, 00 Level 3).

CHARACTER DESCRIPTIONS FOR THE HIGHWAYMEN

Name	Character Notes	Class	Requisites ST	CO	RF	SM	IQ	MR	Weapon	Combat HACØ	Damage	Armor Class	HTK
Gypsies:													
Drivers		INT HU FTRs	15	10	12	9	11	17	KNIFEe	8	1D5	LTH 4	29
									LBOW	2/6/9	1D6		
Riders 1-2	a	VET HU FTRs	12	17	13	12	8	10	WHIP(15')e		2D4	LTH 4	28
									LASSO		tangle		
									THRKNe	1/5/10	1D5		
Boys	a	GR HU FTRs	9	13	16	11	9	14	THRKN	5/9/14	1D4	CLO 3	15
									WHIP(8')		2D3		
Leader	a	VET HU FTR	14	16	16	12	14	13	WHIP(25')e		2D6	LTH 5	36
									LASSO		tangle		
									THRKNe	0/4/9	1D5		
									KNIFE	10	1D4		
Farmers:													
Humans 1-2	b	INT HU NON	12	11	12	14	9	7	QSTF	7	1D6	NON 0	14
									SLING	3/8/12	1D4		
Humans 3-5		INT HU NON	11	13	8	12	10	13	FISTS	9	1D3	NON 0	16
Half Elf 1-2	b	INT /E NON	10	14	10	11	9	15	QSTF	5	1D6	NON 0	15
Hobbits 1-2		INT HO NON	6	16	13	10	11	14	SLING	1/6/10	1D4	NON 0	11
Scouts:													
Centaur 1		EL CN FTR	17	12	10	14	8	13	LBOW	0/4/7	1D6	SCA 8	35
									LANCE	3/6	3D8		
									SABER	5	4D4		
Centaur 2		VET CN FTR	14	14	13	18	13	14	LBOW	0/4/7	1D6	CHN 6	32
									LANCE	5/8	2D8		
									SABER	6	3D4		
Centaur 3		VET CN FTR	16	13	12	13	10	8	LBOW	1/5/8	1D6	CHN 6	28
									LANCE	4/7	2D8		
									SABER	6	3D4		
Centaur 4		VET CN FTR	17	13	11	12	9	14	LBOW	1/5/8	1D6	CHN 6	33
									LANCE	4/7	3D8		
									SABER	6	4D4		
Engineers:													
Lad		GR HU NON	14	12	11	13	13	10	SHOVEL	12	1D4	NON 0	19
Couriers and Guards:													
Courier		VET HU NON	10	14	13	12	14	7	KNIFE	11	1D4	LTH 4	12
Guard 1		VET HU FTR	13	12	12	14	10	10	2BBAX	6	3D5	LTH 4	26
									LBOW	1/5/8	1D6		
Guard 2		VET HU FTR	14	11	12	10	9	8	HFSWD	5	3D4	LTH 4	31
									CPBOW	-1/2/5	1D6		
Haven Stagecoach:													
Driver		INT HU NON	15	14	12	14	8	8	None			NON 0	25
Guard		INT HU NON	13	12	11	12	10	10	ROD	Special		NON 0	22
Swordsman		EL HU FTR	11	17	15	12	13	12	RAPRe	2	1D12	CLO 3	36
Migel		VET HU PRT	9	11	12	16	14	11	None			CLO 2	23
Melkior		EL HU MAG	10	13	12	18	17	14	SPELLS			NON 0	30
Hekator		GR HU MAG	9	12	15	14	16	11	SPELLS			NON 0	17
Joy Wagon:													
Warrior 1	*	VET HU FTR	11	13	12	15	10	16	SHSWDe	6	3D3	LTH 4	30
									DGR	10	1D4		
									LBOW	2/6/9	1D6		
Warrior 2	*	VET HU FTR	10	12	13	12	12	5	SHSWDe	5	3D3	LTH 4	21
									DGR	10	1D4		
									LBOW	2/6/9	1D6		
Warrior 3	*	VET HU FTR	11	14	13	13	11	14	SHSWDe	4	3D3	LTH 4	26
									DGR	9	1D4		
									LBOW	4/8/12	1D6		
Bullion:													
Drivers 1-2		VET HU FTR	14	13	12	16	12	13	HFSWD	4	3D6	LTH 4	26
Guards 1-5		INT HU FTR	16	14	10	14	8	10	WRHMR	7	4D6	CHN 6	29
									LBOW	2/6/9	1D6		
Guards 6-8		INT HU FTR	15	15	8	15	9	16	LGHMR	6	3D10	CHN 6	27
									LBOW	0/4/7	1D6		
Posse:													
Millard		INT HU FTR	10	12	11	14	8	7	SHSWD	6	2D3	LTH 3	23

Character Notes:

a) For rules on handling the use and HP of the whip and lasso, see the gypsy encounter in the Highwaymen Scenario.

b) The quarterstaves may be used defensively (at the penalty of no attack), which provides a +2 bonus to AC.

* indicates character is female

Special Equipment List

Free items

Rations
Torches
Sacks (1 cu.ft., 4 cu.ft.)
Canteen
Clothing
Horse
Saddle and tack
Saddlebags
Bedroll

Scrolls

Noise spell	10
Voice Toss spell	8
Silence spell	15
Sleep spell	22
Shield spell	18
Levitation spell	16
Healing spells (2D6)	12
(3D6)	18
(broken bones)	24
Moonlight spell	8

Magic Items

Tarot deck	6
Crystal ball	20
Dehydrated boat	15
Lighting rod	8
Mask of underwater breathing	12
Spider paws	18

General Equipment

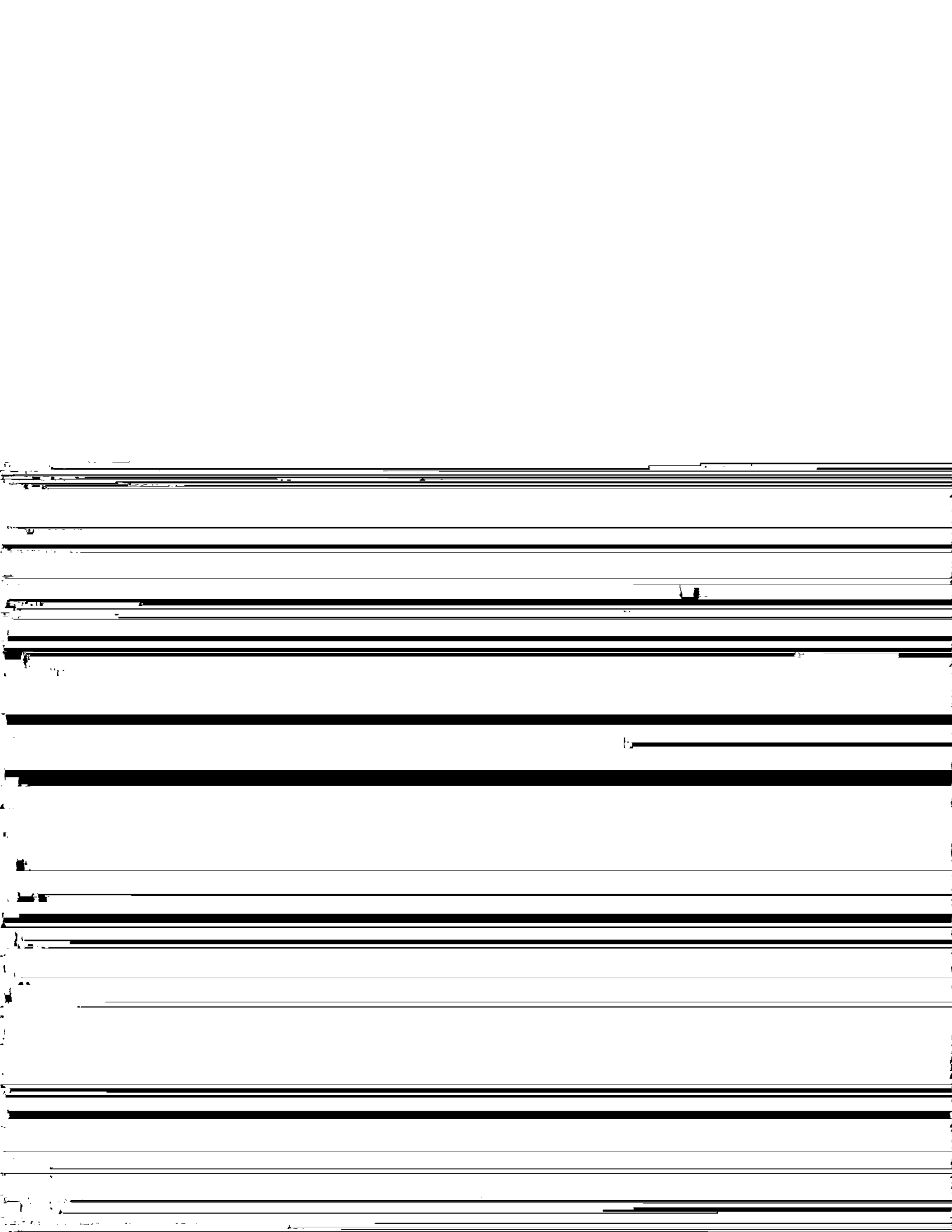
Rope (20' length)	1
Crowbar	4
Candle Lantern	2
Candles (2 hr)	1
Oil Lantern	3
Fuel oil (1 qt. skin)	3
Egg	1
Raw fish (1 lb)	2
Raw meat (1 lb)	2
Wolvesbane	5
Catnip	3
Garlic	8
Tobacco	2
Pipe	1
Lead pipe (1' length)	2
Hammer	2
Pitons (10)	3
Lodestone	5
15' pole	2
12' plank	3
Molotail	12
Firebomb arrow	12
Silverheaded arrow	6
Mirror	3
Fake jewelry	4
Glass gems (5)	3
Backpack	2
Blessed wooden stakes (5)	2
Chalk	1
Blade venom (level 16, coats 40 arrows or 2 blades	20
Poison (level 24)	15
Grapnel	8
Chocolate cupcake	12
Vinegar (1 qt)	3
Olive oil (1 pt)	1
Wine (1 qt)	3
Wire (100')	20
Pick	3
Shovel	2
Lens	15
Telescope	20
VIII	8
Woodsman's axe	5
Netting	2
First aid kit (allows additional 1D4 healing with knowledge of first aid)	10
Make-up kit (adds 10% to disguise chances if used)	7
Fire kit	3
Fishing rod	2
Leather bottle (1 qt)	1
Glass bottle (1 qt)	4
Glass phial (4 oz)	2

(This list was used as the equipment choice list for the tournament. Each player had 25 points worth of equipment to choose, and, of course, the free items. The groups were allowed to consult among themselves, and they were allowed to switch points from one player to another.

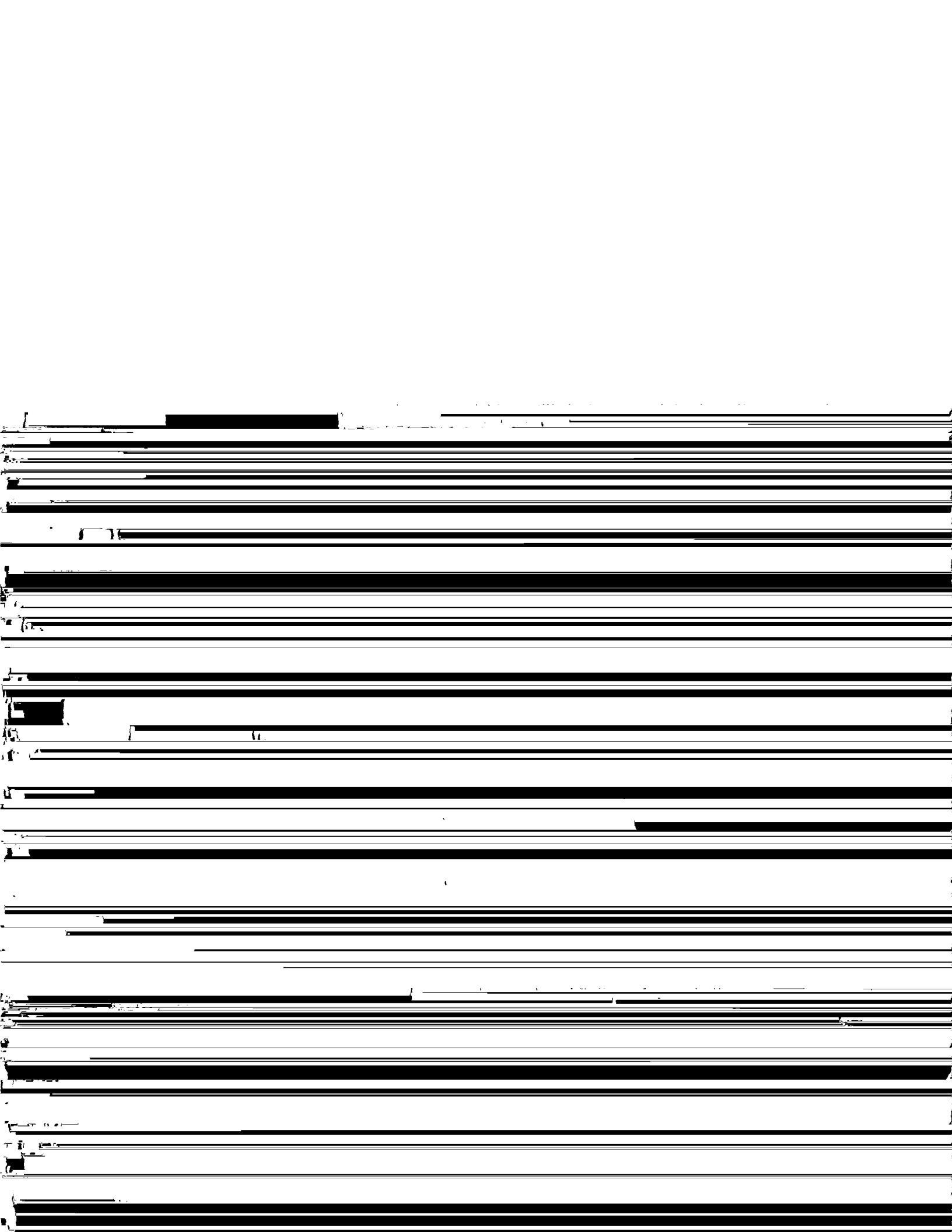
Many of the items on the list may seem, shall we say, a bit strange. Others have definite uses, like the spider paws [a set of gray felt gloves and boots, which allow aperson to go up walls just like a spider], or the dehydrated boat [put it in water and instant boat]. The GM should decide exactly what purpose some of the other [and more eccentric] items should serve - they might be items of immense powers [the cupcake of undead slaying], but we suggest that they be merely ruses to drain player's points [anyone buying a VIII should get what he deserves - nothing but a V and 3 I's, probably of wood].)

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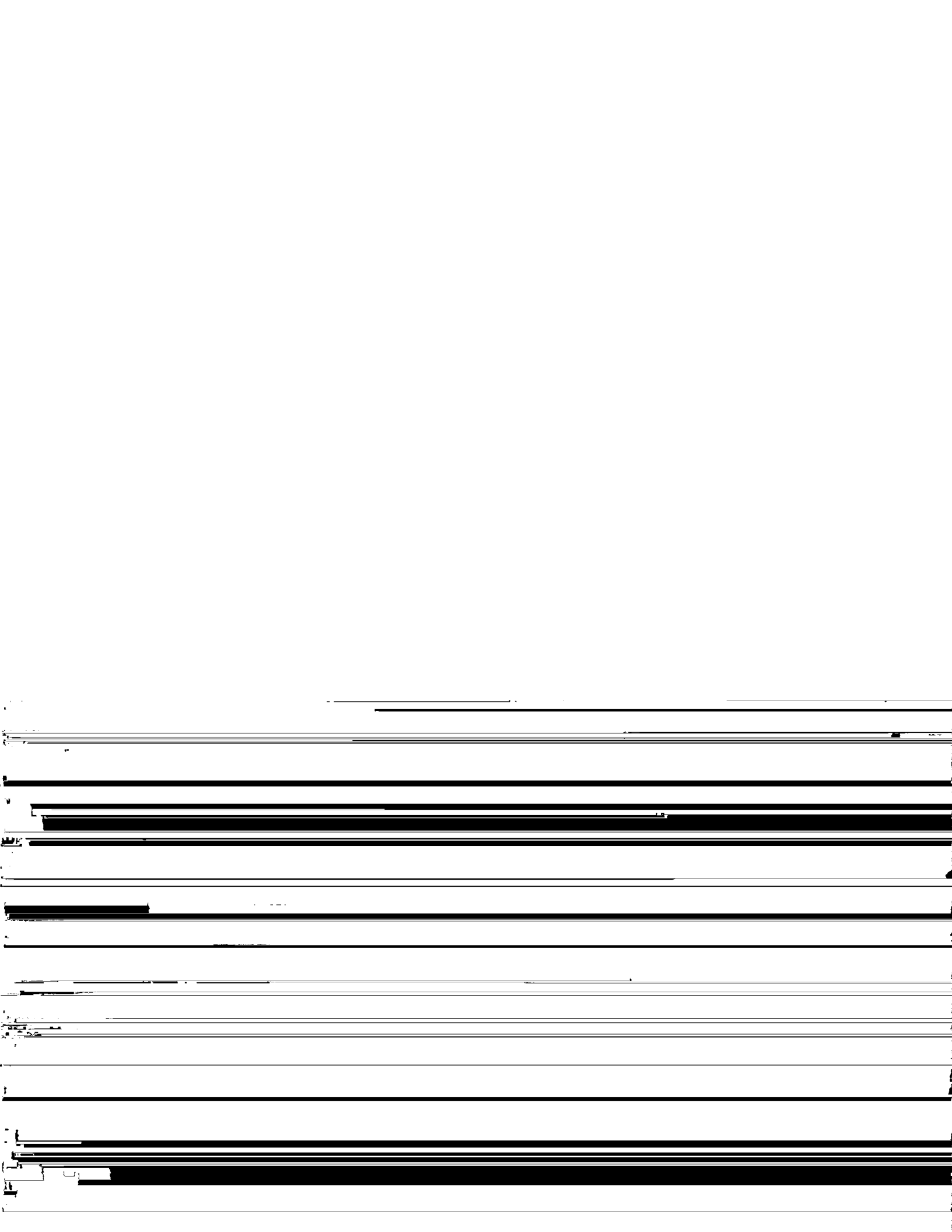
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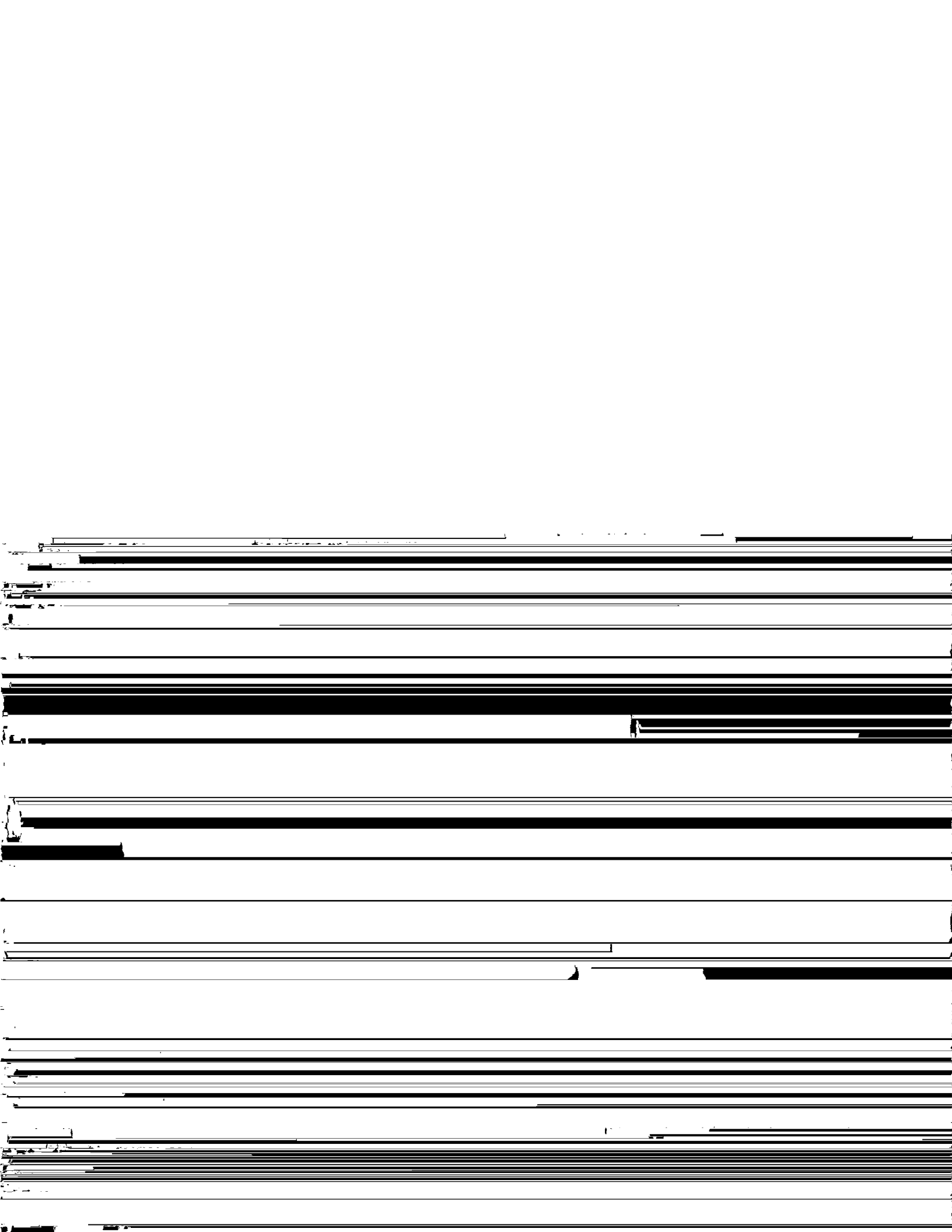






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CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

A. HELIGOR'S

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

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

*****

The objective of this scenario is to commit a successful burglary of Heligor's jewelry shop, in a manner that avoids detection and provides maximum profit to the player characters. It is designed for a party of 2 to 5 thieves of beginning or intermediate level. In preparation for the burglary, the thieves will need to observe the habits of Heligor, his family, and staff, as well as the life styles of the other denizens of the Street (to obtain information in this manner, thieves may want to utilize the Disguise Rules outlined in Section I, Chapter 2, of this book).

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

LIFE ALONG THE STREET OF SILK VEILS

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

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

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

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




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RANDOM ENCOUNTERS ON THE STREET OF SILK VEILS

POPULATION
(C = presence of a companion of the opposite sex.)

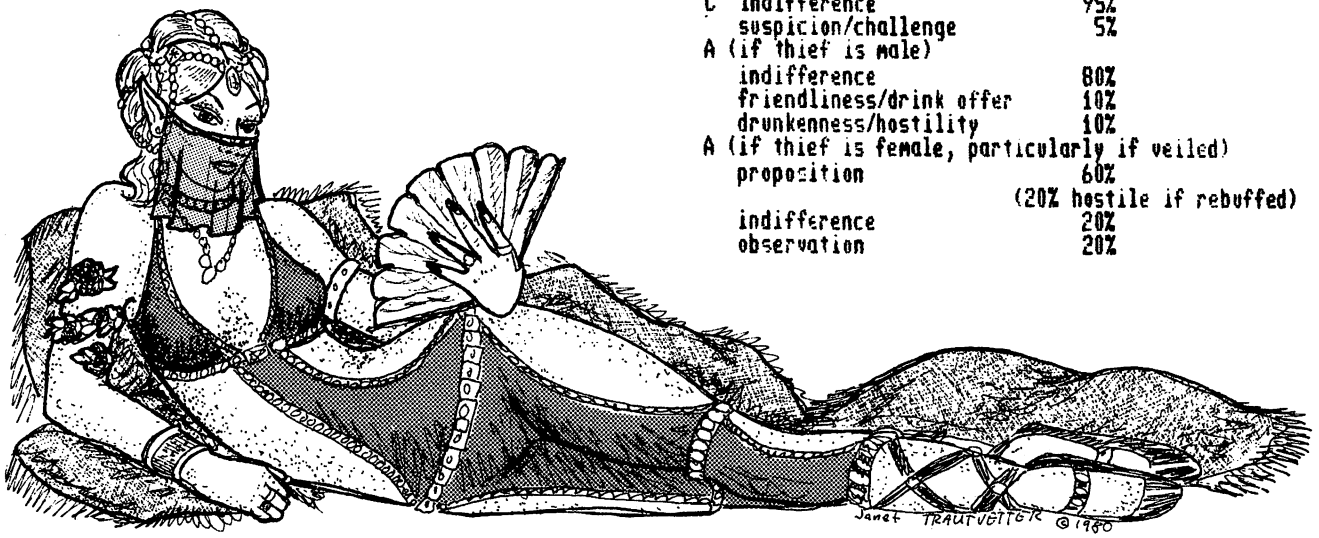
Hours		Streetwalkers	House Girls	Customers
4am	-12noon	0% C	10% C	0% C
	-	10% A	10% A	2% A
12noon-	4pm	30% C	5% C	20% C
	-	15% A	10% A	10% A
4pm	- 8pm	25% C	5% C	20% C
	-	15% A	5% A	30% A
8pm	-12mid	10% C	65% C	10% C
	-	20% A	0% A	20% A
12mid	- 4am	5% C	20% C	2% C
	-	5% A	0% A	5% A

REACTIONS

Reaction	Streetwalkers	House Girls
C indifference	80%	70%
observe	20%	30%
A indifference (if female)	50%]	20%]-
invitation (if male)	]-	]
indifference		40%
observe	20%	30%
suspect/follow	15%	
fear/run	15%	10%

CUSTOMER REACTIONS

Reaction	Everyman
C indifference	95%
suspicion/challenge	5%
A (if thief is male)	
indifference	80%
friendliness/drink offer	10%
drunkenness/hostility	10%
A (if thief is female, particularly if veiled)	
proposition	60%
	(20% hostile if rebuffed)
indifference	20%
observation	20%



CONSTABULARY

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

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

CONSTABULARY REACTIONS

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

LANDMARKS ON THE STREET OF SILK VEILS

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

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

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

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

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

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

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

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

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

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

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

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

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

(p) AMBROSIA - is probably the oldest of the major establishments, having supplied the Street of Silk Veils with a luscious portion of its reputation for over 300 years; there is a rumor that the madame who currently runs it, is the same woman who originally founded it.

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

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

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

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

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

(v) THE LOVER'S NUT - is, as the name suggests, a hang-out for those whose quest has been unsuccessful.



(w) THE VIRGIN'S FLUTE - opens out onto the Plaza of Troubadors.

(x) VARIOUS SEEDY TO NOT-SO-SEEDY CRIBS AND ROOMING HOUSES - are scattered along the Street, and its offshoot alleyways; the closer to the north end of the Street, the cleaner and less risky they tend to be; chances for being mugged, robbed, and/or murdered vary from 99% (1am at the south end) to as little as 3% (4pm at the north end), depending wholly on time and location.

(y) FROD'S THEATER - is an imposing edifice which provides culture and entertainment for the denizens of the entire surrounding area (currently playing is a sparkling comedy entitled "Our Murkin Cousin"); it lies just at the entrance to the Street of Silk Veils, and it is not uncommon to see a stately and beautiful haetera being escorted here by one of her favored customers.

(z) THE BLUE HARPER - is not actually on the Street of Silk Veils, but is well known throughout the city as a quiet place for an excellent meal. Part of its appeal lies in the wide and airy balcony which overlooks the Plaza of Troubadors. Patrons may dine and drink here while being entertained by the jugglers and jongleurs who ply their trade in the spacious Plaza below.

HELIGOR'S SHOP

PEOPLE

There are 7 individuals found during various parts of the day or night in or around the 2-story wooden building housing the shop and Heligor's home - Heligor, his wife, 2 children (a girl of 16, who is practicing studiously, in the hopes of getting a place in one of the grand establishments on the Street, and a boy of 9, who is a typical street urchin, but very handy with a knife), 2 assistants, and a middle-aged warrior who acts as a mild deterrent to the petty criminals of the area.

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

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

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

The daughter, Marissa, is a light sleeper, and will wake up (85% chance) at virtually any noise on the upper levels of the house. However, she is easily attracted to most men, and there is a 2% chance per point of a thief's MAG and APP that she will attempt to seduce a male intruder. If she does, there is also a 35% chance she will help him to escape.

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

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

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

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF HELIGOR'S

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

ROOM DESCRIPTIONS

Four types of information are provided in the area descriptions that follow:
1.- What the player sees,
2.- GM's description,
3.- Special furnishings and contents,
4.- Population, if any.

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

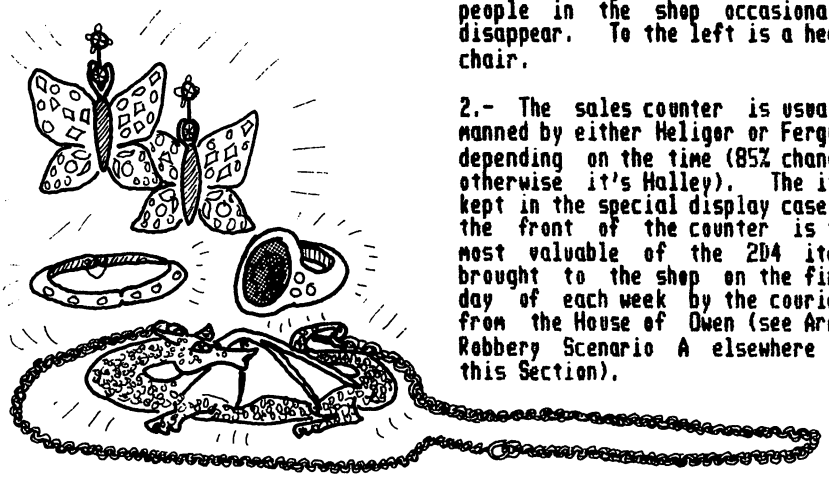
A.) Entrance and Displays

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

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

3.- Items are valued by type:

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



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

8am to noon
10% 1 streetwalker
10% 1 constable
5% 1D2 couples
100% Fergus

noon to 4pm
5% 1 streetwalker
5% 1 constable
15% 1D3 couples
100% Fergus

4pm to 8pm
10% 1 streetwalker
2% 1 constable
100% 1D4 couples
50% Fergus
50% Halley
50% Heliger

8pm to mid
5% 1D2 streetwalkers
10% 1 constable
100% 1D3 couples
75% Halley
75% Heliger

mid to 4am
1% 1 streetwalker
10% 1 constable
25% 1 couple
50% Halley
50% Heliger
100% Marius

4am to 8am
100% Marius

B.) Sales Counter and Displays of Valued Items

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

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

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

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

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

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

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

C.) Heligor's "office"

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

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

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

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

D.) Assistants' living area

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

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



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

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

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

E.) Assistants' sleeping quarters

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

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

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

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

F.) Family's living area

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

2.- Heligor's family is frequently found in this area. The large wolf-like dog, whose name is Wurff (Marissa doesn't have much imagination), belongs to the girl body and soul, and will protect her to his death (or more likely, to the death of anyone Wurff thinks is trying to harm her). He is HACO 2, 47HTK, AC6, and attacks 1D3 times each melee round. He has a 35% chance on his first, and only the first, attack on any given victim of knocking that victim to the ground. If Wurff scores a critical hit, there is a 50% chance that it will be to the throat (triple normal damage), otherwise as normally rolled. He will accept food only from Marissa, and petting only from the family (Halley is "family"; Fergus isn't - and avoids the dog like the plague). The ball of fluff belongs to Maroshka; he's a typical lap dog, all courage and no brains.

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

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

G.) Back entrance and stairs

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

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

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

3.- There is nothing special here.

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

H.) Bedroom for Marissa and her brother

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

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

[(MAG + APP) x 2]%

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

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

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

I.) Bedroom for Heligor and Marushka

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

2.- The mural conceals a secret hiding area in which Heligor hides the special items and the cashbox each night when he closes the shop; the area is about 1' thick, but due to the mural the room appears to be a full 20' across. The secret panel is concealed as the third window on the first floor of the second building on the left side of the street; the catch looks like a small cat sitting on the windowledge (since it would be a dead give-away to describe the mural in detail at the beginning, it is suggested that it simply be mentioned, as described above; if the players ask specific questions, use the full description which follows). The mural shows a street which has 4 buildings on the left side of 3 stories, 1 story, 3 stories, and 2 stories, and 5 on the right of 4 stories, 3 stories, 3 stories, 4 stories, and 2 stories. There are 14 figures of people and animals included in the scene, including a vender with a wagon full of flowers and 3 customers, 2 children playing a game of marbles, a pair of young lovers in a doorway, and an old man hobbling along with a cane. The street leads to the wall of a garden, over which hang the limbs of a tree; in the wall is a gate, which conceals an additional secret panel which is a trap for the unwary - this panel is relatively easy to locate (there is a 15% chance of it being spotted by a person who is looking at the mural, rather than simply glancing, and a 80% chance of it being found by a casual search), and the catch is concealed as the lock on the garden gate. If a person reaches his hand into the cavity behind this panel, it requires a 4 die saving throw against reflexes to remove it before the razor sharp blade concealed in the cavity amputates that person's hand at the wrist. There is a small box concealed within this panel which contains 250 GP in small coins and gems; Heligor maintains this as a ruse, hoping to convince thieves and burglars that they have found whatever they were seeking (he has been robbed, burgled, and held up on an average of once a year for the last 15 years). The actual hiding place is much more difficult to locate; there is only a 1% chance of noticing it, and searching has a 20% chance. Heligor has been tortured by robbers twice in the past; both times they concentrated on Heligor himself, and learned nothing except that Heligor faints easily. However, if Marushka is tortured (actually, not simply a threat), Heligor will reveal the hiding place (first the fake one, if it has not already been found, then the real one).

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

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

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

J.) Balcony

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

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

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

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

ADDITIONAL PERSONNEL

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

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

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

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

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

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF THE STREET OF SILK VEILS

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

B. MAGIC BOOKS & SCROLLS

A few blocks to the north and west of the Street of Silk Veils lies Magic Street. By day, this colorful lane is a bustling center of commercial activity, where many exotic, fantastic, and diverse enchantments are displayed and sold. The clientele of the shops on Magic Street are also quite varied, ranging from middle-aged merchants seeking "medicines for melancholy" to adventurers covetously eyeing the latest in magical dungeon aids (cloaks of invisibility, rings of shape seeming, and the like), and will occasionally even include the spurned lover seeking some diabolical device capable of wreaking a suitable revenge. All serious shoppers are men and women of means, however, for magic items are not priced cheaply, and wizards are notoriously impatient (and dangerous) creditors (the number of well-dressed toads seen in the sewers near Magic Street is incredible).

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

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



YOUR MISSION (SHOULD YOU CHOOSE...)

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

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

RANDOM ENCOUNTERS ON MAGIC STREET

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

CONSTABULARY

Magic Street and its environs are well-patrolled by the local guard both day and night. Patrols consisting of 3-6 guardsmen appear at the southern end of Magic Street every 90 minutes during daylight hours, starting at 7am, and every 2 hours between 7pm and 7am. There is a 10% chance that a patrol will not appear at all, and an additional 15% chance that it will appear 3D12 minutes later than scheduled.

CONSTABULARY REACTIONS

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

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

RANDOM ENCOUNTERS ON MAGIC STREET

Encounters
(% chance of encounter each 10 minute period)

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



Reactions of Encountered NPCs
1. to Magicians

Reaction \	Buyer	Magic Seller	Non-merchant Magician	Other NPCs
indifferent	--	01-15	01-30	01-10
curious	01-20	--	31-45	11-30
friendly	21-40	16-75	46-85	31-50
hostile	41-50	76-80	86-90	--
barter	51-00	81-00	--	--
deferent	--	--	--	51-90
fearful	--	--	91-95	91-00
attack	--	--	96-00	--

2. to non-Magicians

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

LANDMARKS ON MAGIC STREET

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

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

(a) MYSTIC VALLEY TAVERN AND INN - is a popular eating and drinking establishment facing the Street of Caravans. Downstairs in the tavern, the gambling and song often last until dawn. The weary can retreat to the inn; the public rooms downstairs cost 5 SP/night, while private chambers upstairs (shaded portion of building) cost 3-5 GP/night.

(b) GROUNDSKEEPER'S COTTAGE - is the residence of a young deaf and dumb lad, called William by the local folk; he tends the grounds of the tavern and public square for his room and board. He wandered into the tavern one day five years ago; no one knows where he came from...

(c) PUBLIC SQUARE - is a small park, used as the site for local civic functions. On a raised platform in the forefront, captured wrongdoers are displayed as a grim example of the price of unsuccessful crime on Magic Street. Few of these hapless rogues die from the punishment inflicted (but many wish for death before they are freed).

(d) YE APOTHECARY SHOPPE - is a one-man operation run by a human alchemist named Thaddeus Chiselwick. The sales area in front is primarily stocked with potions in various sized bottles, but dried herbs and spices are also available. In the back room is a well-outfitted laboratory, where Chiselwick works extensively after closing hours.

(e) MAGIC BOOKS AND SCROLLS - is the target of this adventure, about which much more will be said later.

(f) FARSPEAKER'S - is a shop specializing in magically sending and receiving messages to and from nearby towns (serving as a sort of medieval wireless service). The cost of sending such a message is substantial (200 GP and up), but the rate of successful transmissions is very high ()90%).

(g) THE PENTACLE - is a burned-out shell of a building. The charred sign is barely readable; beneath it a new sign has been tacked up:

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

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

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

(i) STARKINDLER - is a tavern frequented by mages, particularly the young students from the nearby College of Mystic Arts.

(j) ILLUSIONISTS' PARK - is a small triangle of landscape in which the laws of reality are permanently revoked. A popular resting place for visitors, since the water from the fountain changes color every hour and the statuary frequently stand up to change positions.

(k) GUILD OF MAGES - is the largest Guild Hall on Magic Street. The guilds serve several purposes - as meeting places, repositories of information, and as suppliers of adjudication in cases of dispute between mages. During the evening, the local watch-mage waits here, monitoring the activities along the street.

(l) THE COLLEGE OF MYSTIC ARTS - is an establishment for the training of young (1st - 3rd level) magic-users. The proprietor is a female Elven mage, Zinfandel, who is only a mid-level (7th) wizard, but a natural teacher. Total enrollment fluctuates between 6 - 12 students; the premises include a large lecture hall, and smaller practice rooms and lab facilities.

(m) THE SCRIBE'S GUILD - is the Guild Hall for those involved in the practice of transcribing both magical and other documents. In the rear of the building, a small papermaking shop (Rapallo's) is operated to defer maintainence costs for the Guild Hall.

(n) THE INVISIBLE SHOP - is appropriately named. Window shoppers peering into this corner store are frequently astounded -



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

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

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

(p)

R. THOR GOFREE

TALENT SCOUT

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

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

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

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

FERDINAND'S

FINE MAGIC ITEMS

ALL WORK GUARANTEED

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

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

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

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

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

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

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

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



(x) WEAVER'S PLUS - sells garments embedded with magical qualities. Items containing Shield or Limited Invisibilty (invisible while stationary) spells are usually available (although most items contain only a few uses of a spell rather than being permanently enchanted).

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

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

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

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

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

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

THE MAGIC BOOKS & SCROLLS SHOP

PEOPLE

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

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

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

Harrow, a half-elf, and Ingtaal, a dwarf, are the senior scribes of the firm, responsible for producing special orders and for maintaining discipline among the junior scribes. The two are fierce rivals, each seeking to curry Alarkon's favor. Both are quite proud (and perhaps justifiably so) of their abilities, and will undertake difficult translation and transcription tasks. Between the two, there is an 85% chance that they will recognize any written dialect, no matter how obscure. Because they usually push themselves to and over the limit professionally, they are somewhat lax in enforcing order in the junior scribes' room, with discipline usually consisting of periodic bellows of "Pipe down", and an occasional tongue lashing to anyone who fails to complete an assignment on time.

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



There are nine junior scribes who work in the shop:

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

These young journeyman scribes are responsible for making most of the standard scrolls and books. Vero has secretly stashed copies of 8 scrolls in a compartment under his desk, but has not yet figured a way to smuggle them out of the shop. Hankar is shunned by the rest of the junior scribes, and is suspicious of most strangers he encounters. Blohr is a heavy drinker, a frequent inhabitant of the nearby pubs, who knows some details about the traps that are set in the main shop areas (though not about the traps set on the vault), and will brag about this knowledge if his tongue is well-oiled. Krannok and Pilar are conducting a covert affair outside the office, and hope to marry.

Alarkon, Harrow, Ingtaal, and Peregrine all wear amulets of onyx strung from a bronze chain that contain null-magic spells. Only Alarkon wears his outside the office; the others deposit their amulets in a drawer beneath the main service counter when they leave for the evening. Of the employees, only Ingtaal, Hankar, Lurin and Pilar have had training in weapons use. Ingtaal carries a hand-axe when he travels to and from work (HAC0 on 5, 1D6 damage). Hankar and Lurin know club (HAC0 on 8, 1D6 damage); there are cudgels kept in the sales room in case customers get out of hand, but neither carries a weapon outside of work. Pilar, in her younger days, was quite an efficient cutpurse, and has considerable skill with both throwing knife (HAC0 on -3/3/7, 1D10 damage) and dagger (HAC0 on 6, 1D5 damage). For potential encounter purposes, treat all other employees as having racial average attributes and an IQ, TAL and MR of 14 each. Requisites for the four weapon trained employees are:

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

ROOM DESCRIPTIONS

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

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

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

A.) Entrance and Window Displays

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

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

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

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

B.) Customer Service Area

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

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

3.- Behind the counter there are a number of shelves and a locked, two-drawer cabinet. The shelves contain a supply of small sheets of parchment (used for order forms and receipts), a half-dozen ink bottles, a dozen quill pens, and a cash box containing 200 GP in gold, silver, and copper coins. The top cabinet drawer has a Level 1 lock and the bottom drawer has a Level 3 lock installed; Alarkon and Peregrine have the only two keys to the cabinet. The top drawer contains the weekly cash receipts of the firm, if in the shop (there is a 15% chance that this is the day the receipts have been taken to the banking house; otherwise, receipts in the box equal a D6 x 2D20 x 50 GP). The bottom drawer, during off-hours, contains the three null-magic amulets worn during the daytime hours by Peregrine, Harrow, and Ingtaal.

4.- There is a 70% chance that Joban and/or Mikal will be behind the counter taking orders; if neither is present, Alarkon will be manning this station and in an agitated state. Otherwise, there is only as 10% chance that Alarkon will be in the main service area at any moment. There is an 80% chance that there will be 1D8 prospective buyers in the shop at any point during business hours; in addition, there is a 40% chance that 1D4 non-merchant magic users will be in the shop.

C.) Alarkon's Office

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

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

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

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

Spell books are valued at the total of

100GP x level of spell squared

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

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

Drawer 1
contains general correspondence received by the firm, in the form of compliments, complaints, requests for information, etc. (no value to players).

Drawer 2
contains financial instruments - promissory notes (total value 900 GP), bills from suppliers (total value 1200 GP), and letters of credit (total value 4600 GP). The letters of credit can be used by the players to obtain ready cash; however, there is a 50% chance that they will be challenged if they attempt to redeem the letters in the city of Haven, where Alarkon is well known, and a 15% chance they will be challenged if the letters are redeemed within 20 miles of the city limits.

Drawer 3
contains copies of personal correspondences made by members of the local aristocracy and other prominent civic figures. These "politically sensitive" letters reveal mistresses, conspiracies, or other equally damning secrets of six local citizens. These documents offer potentially lucrative blackmail opportunities that could be explored in a later adventure.

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

D.) Passageway to Scribes' Workrooms and Library

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

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

3.- No contents in this area.

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

E.) Central Passageway

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

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

3.- No contents in this area.

4.- No regular occupants in this area.

F.) Rear Entrance

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

2.- This door is virtually always locked; it serves principally as an entryway to the building for Harrow and Ingtaal (both of whom, along with Alarkon, have keys). Anyone passing through this doorway in either direction without magical protection must make a MR saving roll-4 against an extremely potent Sleep spell (sleep 4D6 hours if save missed, must use double normal efforts to awaken a character affected by the spell).

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

4.- No occupants save an occasional termite.

G.) Junior Scribes' Office

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

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

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

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

H.) Senior Scribes' Office

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

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

3.- If a scribe is producing a spell book, roll percentile dice to determine the portion of the book that has been completed; then roll a D10 for each spell to determine its level (1-5 = 1st level, 6-8 = 2nd level, 9 = 4th level, 10 = 6th level). If the current job is a translation, there is only a 10% chance that the text is magical; otherwise it is a diary (30%), religious book (40%), or history (20%). Unless magical, the text will be of no monetary value to the thieves. The books on the long table are worth 300 GP each to linguistic scholars or other scribes; the bookends themselves are worth 75 GP.

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

I.) The Library

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

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

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

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

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

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

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

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

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

J.) Supply Room and Storage Area

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

2.- This area serves as a general storage area for materials and finished products. Peregrine works when necessary at a high stool set between the two tables, assembling the freshly copied pages of parchment into book form or rolling them and enclosing them in scroll cases. The covers and cases visible in the storeroom vary greatly in quality - about 80% are plain and functional (cloth, leather, wood, or brass) while the rest have some decorative features added (e.g., mother of pearl inlay, use of more precious materials like silver, gold, or velvet). The pile in the corner are completed products (books contain 1D8 spells each; roll up the spells contained from the table provided at the end of this scenario). On the western wall, there is a secret panel that conceals the mechanisms for activating and deactivating the traps in the shop. The panel can only be located by a deliberate attempt to locate secret doors. If the panel is opened, six buttons are revealed; if pressed, they will deactivate these traps, respectively:

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

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

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

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

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

K.) The Vault

1.- In the northwest corner of the library, a 5 foot square area has been blocked off for a thick iron vault. The door handle is centered on the east side of the vault.

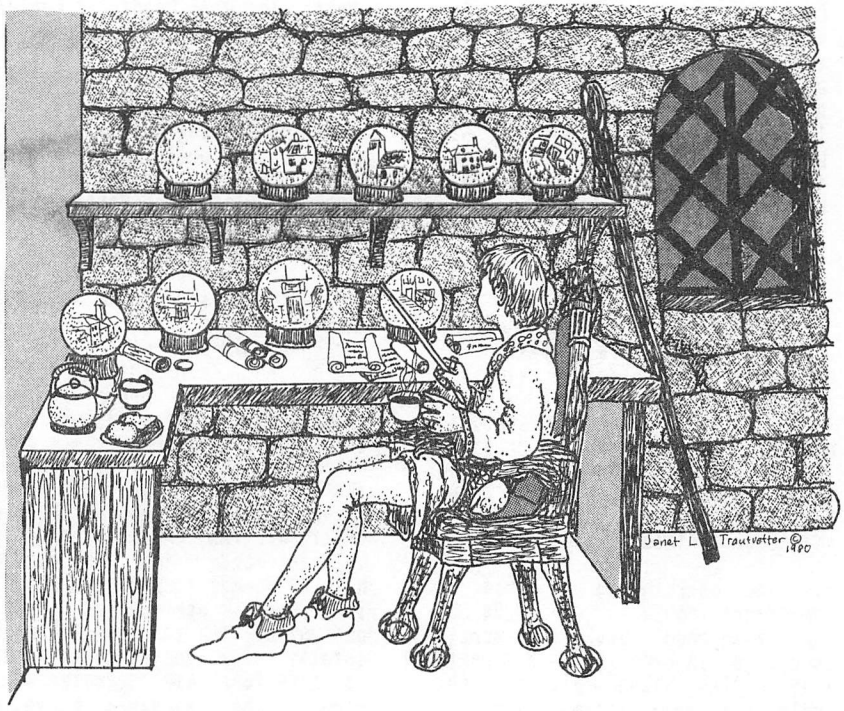
2.- The vault is the repository of the shop's most valuable magic texts (containing 7th to 15th level spells). The walls are over a foot thick, and are impervious to even repeated weapons assault. It is protected by a potent enchantment, a Noose of Flesh trap, that is activated whenever the door handle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

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

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

GUARDIANS

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



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

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

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

The mage will also possess a Sphere of Darkness spell, and a Fireball spell capable of 4D10 damage (he has sufficient power to throw up to 3 of the latter spells, and can throw up to 6 Spheres of Darkness).

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

In addition to these normal guardians of Magic Street, there are a number of additional residents of the area who may become involved in the play of this scenario. These other characters are neighbors of the MB&S shop, who may become aroused by the activities of the thieves.

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

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

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

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

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



CHARACTER DESCRIPTIONS FOR GUARDS AND MAGES

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

(1) In addition to items and spells listed under the watchmage description, this mage knows the following spells (numbers refer to the Spell List below): 1, 2, 11, 13, 15, 30, 38, 45, 63, 67. All MR saving rolls made against these spells are at a -4.

(2) In addition to items and spells listed under the watchmage description, this mage knows the following spells: 1, 2, 5, 6, 12, 28, 33, 40, 44, 47, 55, 65. All MR saving rolls made against these spells are at a -3.

(3) Chiselwick has at his disposal inside the shop the following potion flasks that he will use if attacked: Acid (1D8 damage per vial, destroys all armor worn in that body area), Mists of Forgetfulness, Sleep, and Blast (2D10 hits damage per vial, used only as a last resort since it will damage the shop as well). All MR saving rolls at -2.

(4) Tibbits knows the following spells: 1, 2, 5, 14, 16, 29, 32, 37, 48, 58, 64, and Fly. All MR saving rolls are at -2.

(5) Carmella knows the following spells: 1, 2, 5, 7, 9, 12, 17, 20, 26, and Clumsiness. All MR saving rolls are at -1.

(6) Verdian knows the following spells: 1, 2, 3, 5, 6, 11, 18, 25, 31, 34, and Clumsiness. All MR saving rolls are at -1.

SPELLS OF ALL LEVELS

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

SPELL DEFINITIONS AND DURATIONS

[1] READ MAGIC -
will enable the caster to understand magical writing if he can read the language used.

[2] DETECT MAGIC -
will detect the presence of magic in an object or a 10' by 10' area.

[3] MAGIC MISSILE -
fires a magic bolt as if a +4 arrow shot from a composite bow. Caster may fire (level+1)/2 rounded down bolts per spell cast, but may not direct them at separate targets until 11th level.

[4] MOONLIGHT -
will produce a glow equal to the light of a full moon. it will affect any creature affected by moonlight. Lasts 40 mr.

[5] SHIELD -
will raise the AC of the caster by 8 for 2 mr or 4 for 4 mr.

[6] VOICE TOSS -
allows caster to project his voice up to (90' + 10' per level) away, but not thru solid material.

[7] FIND DIRECTION -
will give compass direction in which caster is facing.

[8] AWAKEN -
will awaken any one sleeping being.

[9] READ LANGUAGES -
will enable the caster to understand the meaning of any written message except magical runes.

[10] DETECT ALTITUDE -
will determine height above sea level.

[11] CHARM HUMANOID -
will put any specified humanoid under the control of the caster. May be broken, check every period of time according IQ=3 - one month, IQ=18 - one day and make scale for the rest. Will break if suicide or extreme danger ordered.

[12] DETECT LIFE -
will determine if there is anything living ia a specified 10' by 10' area.

[13] HOLD PORTAL -
will cause a door to be held as if barred by a 1' by 1' cross section of oaken beam.

[14] HOT SHOT -
is a small fireball causing 1D6 of damage.

[15] LISTEN -
raises hearing ability by 60% for 4 mr.

[16] NOISE -
will create a distracting noise at a distance of up to 300' from the caster.

[17] SLEEP -
will cause living beings to fall into a deep, natural slumber, from which they may be awakened by 2 mr worth of shaking. The spell affects 50 + (25 X caster's level) hit points, starting with the lowest hit point being in the spell area.

[18] PROTECTION FROM EVIL INFLUENCE -
will increase your saving throws against evil influences or spells cast by evil opponents by 4 or 1/3 your MR, whichever is greater. Lasts 4 mr.

[19] DETECT ENEMIES -
will determine if there are enemies present within a range of 100'.

[20] DETECT EVIL -
will determine if a specified being or object harbors evil influences.

[21] DETECT GOOD -
will determine if a specified being or object harbors good influences.

[22] DETECT VALUE -
will give the exact value of an object 75% of the time, +/-5-30% [5% x 1D6] 20% of the time, and a completely erroneous value (+/-10-1000% [10% x 1D100]) 5% of the time.

[23] DAYLIGHT -
will produce light equivalent to the light in a shaded room during the day. Will not harm beings who are susceptable to the sun's rays. Lasts 40 mr.

[24] SENSE HIDDEN -
will determine if anything has been hidden or concealed in a specified 10' by 10' by 10' volume. Does not reveal location or type.

[25] LIMITED INVISIBILITY -
will render invisible any living being or object, human-sized or smaller. Does not allow movement or attack. Lasts 20 mr.

[26] CHARM SMALL ANIMALS -
enables caster to charm 1D6 rabbit-sized or smaller animals. Complicated directions will break charm.

[27] DETECT SECRET DOOR -
will determine if a secret or concealed door, panel, opening, etc. is present in a 10' by 10' by 10' area.

[28] DISCERN MAGIC SPELL -
will determine what spells have been embedded in an object. First successful cast reveals number of discrete spells embedded in object. Will only reveal 1 spell per successful cast. Spells are revealed in order by level starting with the lowest.

[29] SPHERE OF DARKNESS -
will cause a sphere of lightlessness to form about a specified point in line of sight up to 50' away. Sphere is 10' in radius and lasts 8 mr.

[30] KNOCK -
will cause any locked door or object to open for 2 mr, then will close.

[31] LEVITATE -
will raise the caster's center of gravity from the surface up to the rate of 20' per mr. Newton's Law will apply if free floating. Lasts 40 mr.

[32] STRENGTHEN -
will add to the STR rating of beings: +1D8 to fighter classes, +1D6 to roguish classes, +1D4 to the other classes. Lasts 2 hours and receptor must rest for 1 hour afterwards.

[33] TANGLE FIELD -
creates a volume 10' by 10' by 10' in which one moves as if in molasses. Any blows struck are at 1/8 speed and -8 HP. Any object entering the field is affected.

[34] DETECT INVISIBLE PRESENSE -
will determine if something invisible is present within a 30' by 30' area. Will not see object or know what it is or know where it is in the area.

[35] BLAZE OF NOON -
produces light equivalent to full noontime daylight. Beings who can be hurt by the sun's rays will be hurt by this spell. Lasts 40 mr.

[36] BASH -
will deliver a blow equal to the blow of a battering ram to any specified door, object, or living being. To a living being it does 3D10 of damage, or nothing if MRST is made.

[37] HASTE -
will speed up receptor by 1/2 current speed. Lasts 40mr.

[38] HOLD PERSON -
will prevent 2D4 intelligent beings from approaching caster, or will function as a charm spell at -6 SI on 1 intelligent being.

[39] NIGHT SIGHT -
allows the receptor to possess hypervision for 240 mr.

[40] SLOW -
will slow receptor to one-half current speed. Lasts 40 mr.

[41] DETECT SMALL TRAPS -
will determine if there is a small trap on an object or in an area 3' by 3'.

[42] LOCATE LARGE OBJECT -
will reveal the direction and distance of a specified object, within a range of 250'. Object must be clearly pictured in the mind.

[43] DETECT POISON -
will determine if poison or venom is present in a living being, object, or a volume 10' by 10' by 10'.

[44] DISPELL MAGIC -
will dispell another's magic 80% of the time. There is a +/- 5% per level difference in trying to dispell a magic spell.

[45] FULL INVISIBILITY -
will render invisible any living being or object that is human-sized or smaller. Receptor may move but any attack will render receptor visible again. Lasts 20 mr.

[46] LIGHTNING BOLT -
sends a lightning bolt (3' diameter, 60' length) up to 300' away in direct line-of-sight. The bolt will travel a minimum of 120', even if it must rebound to do so. Bolt will do 4D10 points of damage to any being or object struck, half if MRST is made.

[47] MISSILE REPULSOR -
will repulse up to 10 points worth of missiles per mr: spear is worth 4 points, bolt 2, and arrow 1. Lasts 4 mr.

[48] SILENCE -
will create silence within a 15' radius of the receptor. Lasts 20 mr.

[49] NOOSE OF FLESH -
creates a living circle of flesh up to 30' in diameter that is 4' wide. It contracts at the rate of 1' per mr until it meets and consumes itself. Will consume all organic matter within the circle.

[50] NULL-MAGIC SHIELD -
projects a 6' diameter sphere which nullifies magic, both incoming and outgoing. Lasts 8 mr.

[51] GEAS -
will cause a person to go on a quest, at caster's direction. Penalties for deviation range from cramps up to death, at caster's option.

[52] STONE TO FLESH -
will return the statue of a victim of stoning to the flesh state.

[53] HOLD ANIMALS -
will prevent 2D10 small animals, or 1D10 large animals, or 1D4 huge animals from approaching

or 1D4 large, or 1 huge animal at ST-6.

[54] HEAL WOUNDS -
will heal from 2D20 points of damage on a specified person.

[55] CHARM "MONSTER" -
is the same as CHARM HUMANOID execpt any living being can be charmed.

[56] DIMENSION DOOR -
creates a door thru anything up to 50' in any direction which allows up to 6 people to pass thru. Door lasts for 10 mr.

[57] EXPAND -
will cause the receptor to double in size every 4 mr that the spell is in effect. Weight goes up proportionally.

[58] SHRINK -
causes receptor to shrink to 1/2 size and 1/4 weight.

[59] CAMOUFLAGE -
causes any non-living object to be disguised as any other object of the same size.

[60] UNCURSE -
gives a % chance equal to ([IQ + TAL] x 2) of curse removal.

[61] SEE INVISIBLE -
allows receptor to see any invisible objects or living beings within a volume 10' by 10' by 50' in a direct line of sight. Lasts 4 mr.

[62] RAPID GROWTH -
will cause plants to grow wildly, and double the area that was covered. THe volume of plants in the area will double every 6 mr. Will physically mature animals at the rate of 10% each 8 mr. Growth only occurs while caster is actively keeping the spell going.

[63] SHAPE SEEMING -
allows caster to assume the seeming shape of any living creature of approximately the same size.

[64] SHAPE CHANGE -
allows receptor to be any living being of the same approximate size and weight. Shape chosen by the caster.

[65] SUMMON MONSTER -
will call the nearest "monster" of about 16 hit dice. The monster will not be under the control of the caster.

[66] TIMER -
will allow caster to specify a time delay for activation of a spell up to 1 year.

[67] TELEPORTATION -
allows caster to teleport himself and what he is carrying to any destination. Chance of death according to knowledge of area: from 50% chance of death if caster has never been there, to 1% chance if caster has lived there for 2 years or more. Scale the percentages for the time spent in a area.

[68] ZOMBIE -
will animate 1 dead humanoid body which is then under control of the caster. Zombies can absorb 25 + [1D6 x 5] points of damage.

[69] TRANSPORT OBJECT -
enables caster to teleport objects to any destination. May transport up to 50 pounds.

[70] DISINTERGRATION -
will totally disintegrate any living thing or object.

[71] PLANT CONTROL -
allows caster to command 100 square feet of herbaceous living matter.

C. THE TOWER OF TSITSICONUS

The old man accepted the mug of steaming mulled wine the slim young girl had bought him. He sipped at the hot concoction for a moment, looking at her over the rim of the mug with his rheumy eyes. "So you wish to know of Tsitsiconus, is it, young mistress? Well, tis many a tale of him I can tell you. He was old when I was young and spry meself, and of interest to pretty little jades like you. And his mistress...oh, how beautiful she was; half the men in the city doted on her, it seemed, me among 'em, and I was only 14 when she died.

"But to tell a tale...



"Fifty years ago and more, Tsitsiconus the puissant mage did move from the free city of Haven to a wondrously fashioned tower of polished green marble set within a cunningly landscaped walled garden. He was very old, nearly four centuries having passed for him since his birth, and also terribly tired from many decades of prodigious spell-casting and mighty mancies. He wished simply to retire, and to putter with experimenting, and to go quietly down the last years of his lengthy life.

"And too, he wished solitude to be alone with his great loss, for gone was the one true love of his life, the beautiful Sharella, a lithe and nimble lady of roguish demeanor for whom he had created many an aid to her dangerous avocation (tis true, fair lass, the lively wench was an accomplished thief). Even the arts of Tsitsiconus, mighty though they might have been, could no longer stay the hand of Time, for she had already lived, and kept her great beauty, more than three times the normal human span of three score and ten. Now she lay cold and wan, and the mage grieved for her.

"The tale is told that he gathered up all his possessions (and they were many, and very wonderful to describe), and moved into the slender green spire inside the high wall of the garden (yea, and not far from here, even, only down the road to the village of Alduree), and that there he stays. The folk of the village see him occasionally of an evening, standing proud and lonely on the palisaded promenade at the tower's very top, gazing out toward the sunset. And other times (thanks to the gods, only rarely), there are strange moans heard, and glittering flashes spied, and wierd and unearthly lambent blue glowings descried surrounding the tower's high reaches -- and the villagers of Alduree hide in their cots and hovels, and pray to whatever gods they hold dear, that nothing dire befall.

"Seldom indeed for the five decades past did Tsitsiconus leave his tower and garden. Lately, though, he has been seen going much more frequently, traveling to the city Haven or to one of the nearby towns and hamlets, probably for some oddment of arcane value necessary in his experiments in mancy and conjuration. And he travels in arcane splendor, in a curious cart pulled by no visible earthly steed. This marvelous cart has not tongue nor harnessing, but seems to move of its own accord. Tsitsiconus may be seen, sitting in luxury within, as the contrivance hurtles along the road at a speed faster than a galloping horse.

"Yes, he is still there, although it seems of late, that he is much more active than in the yesteryears, for he goes abroad more often, and stays agone longer. He is absent, sometimes, even two or three days..."

*****

This scenario could be considered a test, for 3 to 6 higher level (veteran and above) thieves wishing to make a connection with the Guild in Haven. The village of Alduree is located only forty miles westerly from Haven along the Great Trade Road, and is easily reachable by either foot or mount.

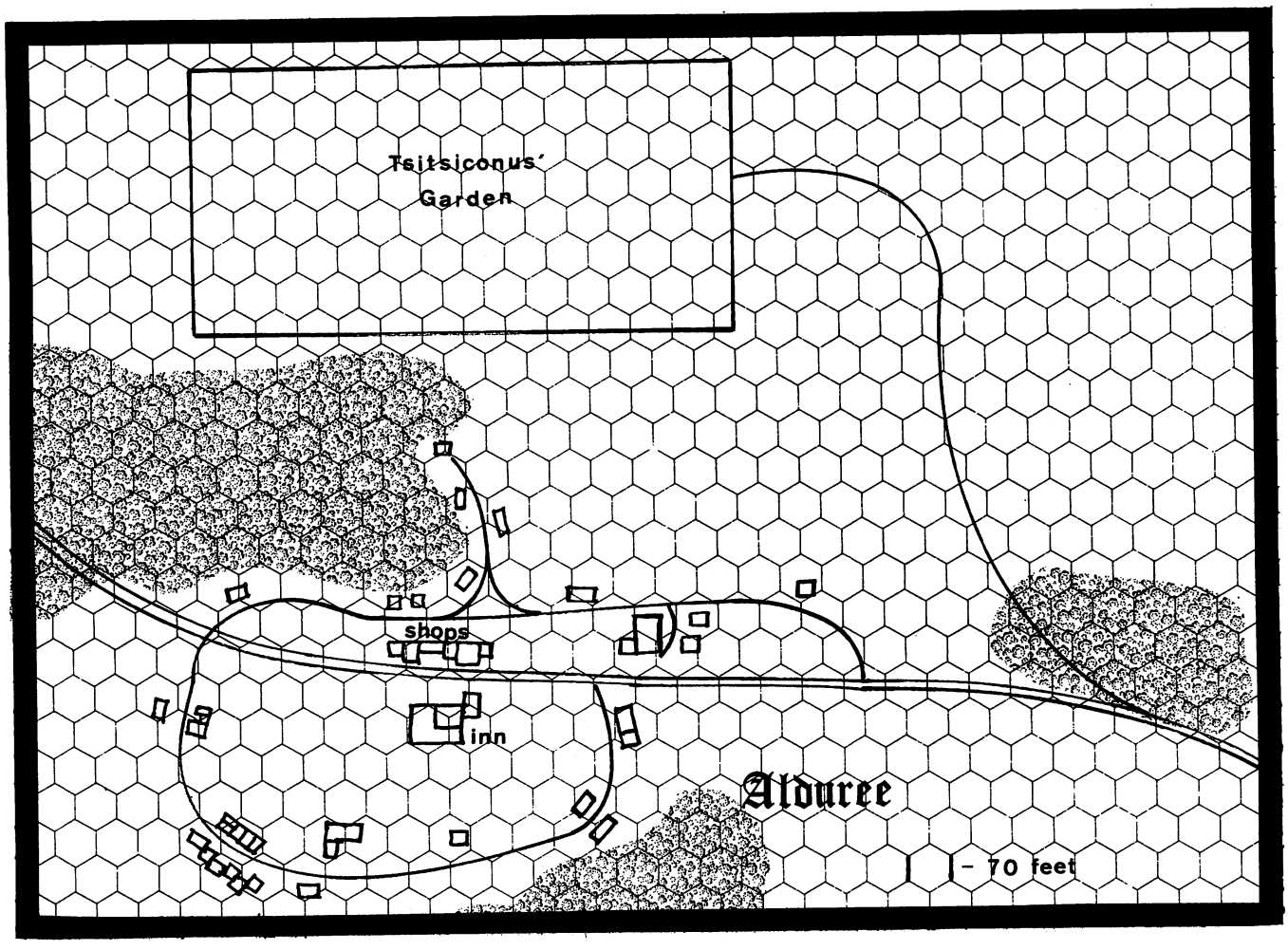
It is probably a good idea for the GM to have the group of player-character thieves (if they have not already joined the Guild) be "caught in the act" by a group of Guild-affiliated thieves (this could produce interesting subplots), and be offered three choices:

- get out of town, and never return;
- accept the mission to the tower of Tsitsiconus; or,
- suffer a slow and probably painful death at the hands of the Guild.

For those thieves who are already members of the Guild, the Guildmaster might have heard of

a special treasure in the tower that he wishes for himself, or, possibly, he has accepted an unusual commission from a potent mage from a distant land to procure a special book which is in the possession of Tsitsiconus (the thieves will most probably be warned not to open the book under any circumstances). There are multitudes of ways to introduce the scenario.

Over the next few pages, the GM will find descriptions of the tower itself (and its various contents), and the gardens surrounding the tower, as well as the village of Alduree, a small population center with only 300 inhabitants. Maps of these locales may be found scattered in among the sections dealing with the locations. The mage, his mechanical servants, and other enchanted creatures that may be encountered during the adventure, are described at the end of the scenario, including details on their fighting capabilities and special abilities.



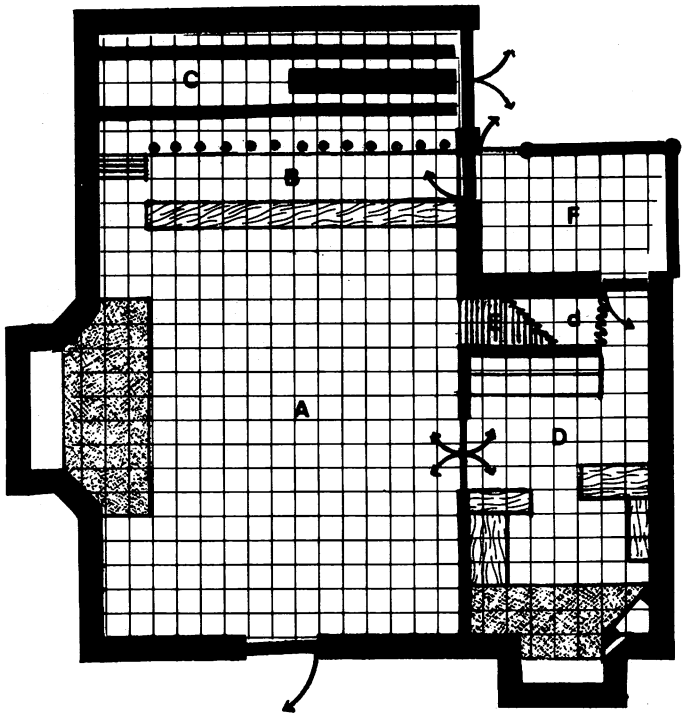
THE VILLAGE OF ALDUREE

Alduree is a small village with are few shops (a fletcher/bowyer, a seamstress, a blacksmith who does wainwrighting on the side, and a sutler who carries a reasonably decent selection of everyday goods, nothing fancy), and a single tavern, the Gilded Plow, generally considered the center of social activity. Most of the village's men are small farmers and herders; the tavern serves as their one contact with events in the outside world.

The Gilded Plow is a two-story brick and timber building, with a heavy oaken door. Over the entrance hangs a plow painted a shiny yellow (the owner cannot afford real gilt paint), from which the tavern draws its name. The common room is almost deserted during the day (occasional travelers may be found enjoying a good home-cooked meal from noon to about 2:00 in the afternoon), but is crowded, smoky, and noisy from 5:00 til nearly midnight. There will usually be 10-40 farmers and travelers in attendance (10D4).

Hurkash Drythroat, the owner of the inn, is growing old, but still serves his customers (and himself, frequently, complaining of a throat arid from talking, smoking, etc.; this earned him his name) with jacks and flagons of golden homebrewed ale or sparkling white and red wines. Prices in the inn are quite low, and value for price is excellent; meals are available as well as drink, and are prepared by Lynneia, the daughter of Hurkash; this

young woman is generally considered the best cook in the village, and probably some 50 miles around. Two other young girls aid Hurkash and Lynneia with the customers: Elena is tall, slender, and blond (and eminently pattable), while Delyla is a cute young brunette. Neither is particularly averse to friendly foolin' around.



The Gilded Plow

The inn is a lively place in the early evening, with local musicians, singers, and dancers (almost all bad, but well-intentioned) displaying their talents. Occasionally, a brawl between friends will break out; there is a 15% chance of a fight, and a 60% chance that it will turn into a larger free-for-all possibly involving as many as 40% of the denizens of the tavern. Rarely (5%), the entire common room will become one swirling fight, with virtually everybody in attendance being dragged into participation, willing or not.

In the Gilded Plow, many rumors are traded, started, embroidered, and otherwise amplified. There is a 35% chance that a local treated to a flagon will have some juicy bit of gossip to relate. Some of the current dirt is (roll D10):

1) Fregaln, the sheepherder's son, saw Tsitsiconus leaving in his magical cart yesterday at noon. (True)
2) Morris, a locally raised boy who joined the mercenaries, has returned for a visit, and he has a magic sword for sale. (Mostly true, but the sword's magic is a Detect Value spell which gives highly inflated values for worthless items, and extremely low values for important items; Morris will ask 5,000 GP for the sword, but can be bargained down to 1,000 GP.)
3) A wierd black hawk-like creature was seen yesterday evening, circling the mage's tower. (False, some drunk's delirium.)
4) Lynneia has many suitors; chief among them is Bardol, the biggest, toughest, nastiest young farmer in the village. Bardol will make life very unpleasant for anyone he thinks is a serious rival for Lynneia's hand. (True, Bardol is mean.)
5) Tsitsiconus was seen returning to his tower late the previous night; he had a mysterious woman in the cart with him. (False)
6) Lynneia is sweet on Jareth, a young shepherd, who frequently plays his harp at the tavern in the evening; Bardol hates him, and will start fights with him if both are there. (True; there is a 50% chance for each boy that he will be in attendance; if a fight starts, there is a 35% chance that it will devolve into a general brawl.)
7) A large silver bowl was dug out of the field of Nicodraj only two days ago; some think it is a burial gift to some olden warrior or wizard. (True; the tomb is buried 50' under the large oak, in the northeast corner of the field. It is suggested to GM's that they either design this one themselves, or wait for Thieves' Guild V, which will contain "The Illusionist's Tomb.")
8) The mage Tsitsiconus has been gone for three days. (True only if 1. has not been rolled)
9) Three of the village's young bucks hopped the wall into the garden of Tsitsiconus only a fortnight past; they were chased out by a large black ferocious monster; all of the boys escaped without injury. (True)
10) Kermit, the local arrowsmith, is overstocked with finished arrows, and will sell many for only half the normal price. (True, but the arrows he sells at the bargain price are improperly balanced, and are at a penalty of 2 to HP; a trained archer has a 35% chance of detecting this on handling, a bowyer 50%, and a fletcher 60% -- mastery of any of these fields adds 15% to the chance of detection.)

There are some rooms available upstairs at the Gilded Plow; prices vary depending on the dress of the person seeking lodging. The finer a person's habiliment, the higher the price on the room; the top is 5 GP for a private room (for one night), scaling down to 1SP for a one-quarter share of a bed in a 3--bed dormitory.

(GM's Note: If you wish to make a complete adventure out of the Gilded Plow, see THE COMPLEAT TAVERN, also by Gamelords; this booklet contains everything you always wanted to ask about running a tavern but were too busy to ask.)

Players may also wish to stop into the other trade establishments in the village.

Blythe, the seamstress, is competent but not outstanding; she is capable of mending rips and tears in clothing or doing a new garment in 2 to 3 days, depending on the amount of sewing (female styled clothing takes longer than male).

The looks of Snanderbatch, the blacksmith, belie his trade. He is a small man (of wiry strength, though), and does not appear to be able to perform his duties. His appearance is a shock to those who engage him in battle (he has a 40% chance of a KO on any punch that lands) or in tests of strength (he is the local arm-wrestling champion). There are possibilities for an interesting match, since the locals will challenge any large man with apparent strength to contest their champion, and are willing to bet money on the outcome (the amount of the bet placed by any individual is limited to a high of 2 GP, since no one in the village has much money other than Tsitsiconus). The blacksmith's chances of winning such a match are 50%, + 5% for each point of STR by which he exceeds his opponent.

The sutler is sharp and a wheeler-dealer; he is likely to present a shopper with what the shopper thinks is an excellent bargain, but is actually a slightly high-priced lower-quality version of the same item. His name is Lyndon, and there is a 65% chance that any item he sells to an outsider (the villagers are used to him, and his tricks) will be worth only 80% of its cost, particularly if the individual looks to be leaving the village shortly (an additional 15% chance). The cash drawer contains 420 GP in assorted coins and small gems, and is located under the pile of blankets at the left end of the counter.

The fletcher/bowyer (mentioned above) is a good solid craftsman. Other than the arrows mentioned in Rumor #10, his stock is of good quality (there is a 5% chance of finding a superior bow among his wares [a bonus of 2 to HP]; use the chances for recognition of the faulty arrows as chances for recognition of the superior workmanship of the bow), and is priced normally. If he is asked, Kermit has an excellent quality magic long bow, which he is willing to sell for only 5,000 GP. The bow has a bonus of 3 to HP, and has a Shedwater spell embedded which prevents it from becoming wet under any circumstances (a wet bow has a penalty of 6 to HP, and all ranges are halved - bows take 1D4 days to dry to normal, and the bowstring must be replaced); there is also a Support spell embedded which allows breakage of the bowstring only 15% of the times it would normally break. The bargaining price from Kermit will start at 15,000 GP, but he can be argued down (use Haggling procedure outlined in Thieves' Guild I). A small box (with a Complexity 1 lock) under the counter in his shop contains 140 GP in assorted coins and small gems.

TSITSICONUS, MAGE

Tsitsiconus' tower is slightly north of the village proper, in plain sight. Since the bulk of the adventure takes place here, it seems appropriate to introduce its builder and sole resident.

Tsitsiconus is half-elven, and his ancestry is shown by his pointed ears, of which he is inordinately proud (he does consider them his best feature). He has thick brown hair, worn long, with a touch of gray at the temples. Of average height and build, Tsitsiconus would not stand out in a crowd, were it not for his eyes - they alone show the centuries he has seen pass.



The mage typically dresses in blue and silver, and carries with him a pouchful of powder-potions with different potentialities for use in emergencies. He has a sense of humor, and is not sadistic or cruel; in fact, he will tend to stand by and watch in any situation not involving harm to him personally, or to someone (or something) he is particularly fond of, or involving a loss of some object important to him (attempting to steal any of Sharella's possessions while Tsitsiconus is watching is a probable death sentence).

Tsitsiconus wears three medallions almost constantly. The first allows total invisibility once a day, lasting until he drops the glamour, or until he makes an attack. The second provides protection against damage from fire and heat (cancelling 75% of damage automatically; a successful saving roll against STM cancels the remainder). The third allows him to assume the guise of a very small green dragon (guise only, none of its powers are available to Tsitsiconus, although Tsitsiconus's own powers are considerable and can be used to reinforce the image). These three medallions are of bronze, and are strung on a triple thong which he wears around his neck. He also wears a small ball of clay, with 6 pieces of turquoise stuck in it, on another leather thong (this was a gift from Sharella, which she gave him in the early days of their love; he has worn it constantly ever since - it has absolutely no powers of any kind); this is most often strapped around his left wrist.

If rumors garnered at the Gilded Plow do not place Tsitsiconus away from home, there is a 15% chance that he is absent without the villagers having observed his departure. If he is at home, there is a 65% chance he will watch the thieves' attempts with amusement (until they make a mistake); if he is not desirous of visitors, he will send the Servant to inform them (loudly, very loudly; requires a saving roll against STM, or the resultant deafening will last for 5 to 15 days [2D6 + 3], with a 10% chance of being permanent) that their presence is not appreciated. If the Servant fails to drive them away, he will employ the methods listed below to encourage departure.

Since he is a mage, Tsitsiconus is quite capable of casting many varieties of spells. He is very competent with fire, and excels in bodily control of anything living. If he decides that whomever he is watching is going too far, he will cast various influences upon them to make them stop, return items, and eventually leave; if this doesn't seem to work, Tsitsiconus will use spells of control. If all friendly (i.e., not instantly fatal) methods fail, Tsitsiconus will start tossing flame. He is capable of 'firing' shafts, balls, and walls of fiery destruction (averaging about 5D12 in damage potential); up to 6 of these can be hurled before Tsitsiconus needs to rebuild his power. Only <u>one</u> flame blast may be flung per mr, and there must be a mr's rest before the next may be gathered and thrown. When he has tossed his limit, the mage will attempt to leave the immediate area; if he can procure water, mix a special powder in it, and drink the resulting potion, he will regain sufficient power for another set of flame blasts. There are four packets of this particular powder in his pouch; their parchment wrapping is marked with green and black stripes.

The other packets in the pouch are marked with red stars, with blue and yellow diamonds, and with blue crescents. The first contains a curative powder (there are eight packets) which will heal 2D8 points of non-critical damage; the second is simply salt (there are 6 packets), and will flavor food; the third contains a powerful sleep spell (saving roll against both MGR and STM, at a penalty of 4; if either is missed, "Lulla-bye and good night"), which can affect any being of up to 200 HTK, putting him to sleep for 15 to 25 hours (2D6 + 13) - there are 4 of these last. All powders must be mixed with either water or wine, and drunk; taking them dry completely negates the effect; the exception is the sleep powder, which may be blown upon its victim (if dry, there is no penalty to the saving rolls, and sleep lasts for 2 to 12 hours [2D6]). Taking the salt, dry or as a potion, requires a saving roll against STM, or the person will be seized with violent nausea and cramps (too much salt can <u>kill</u>); there is a 5% chance of death if the STM save is missed.

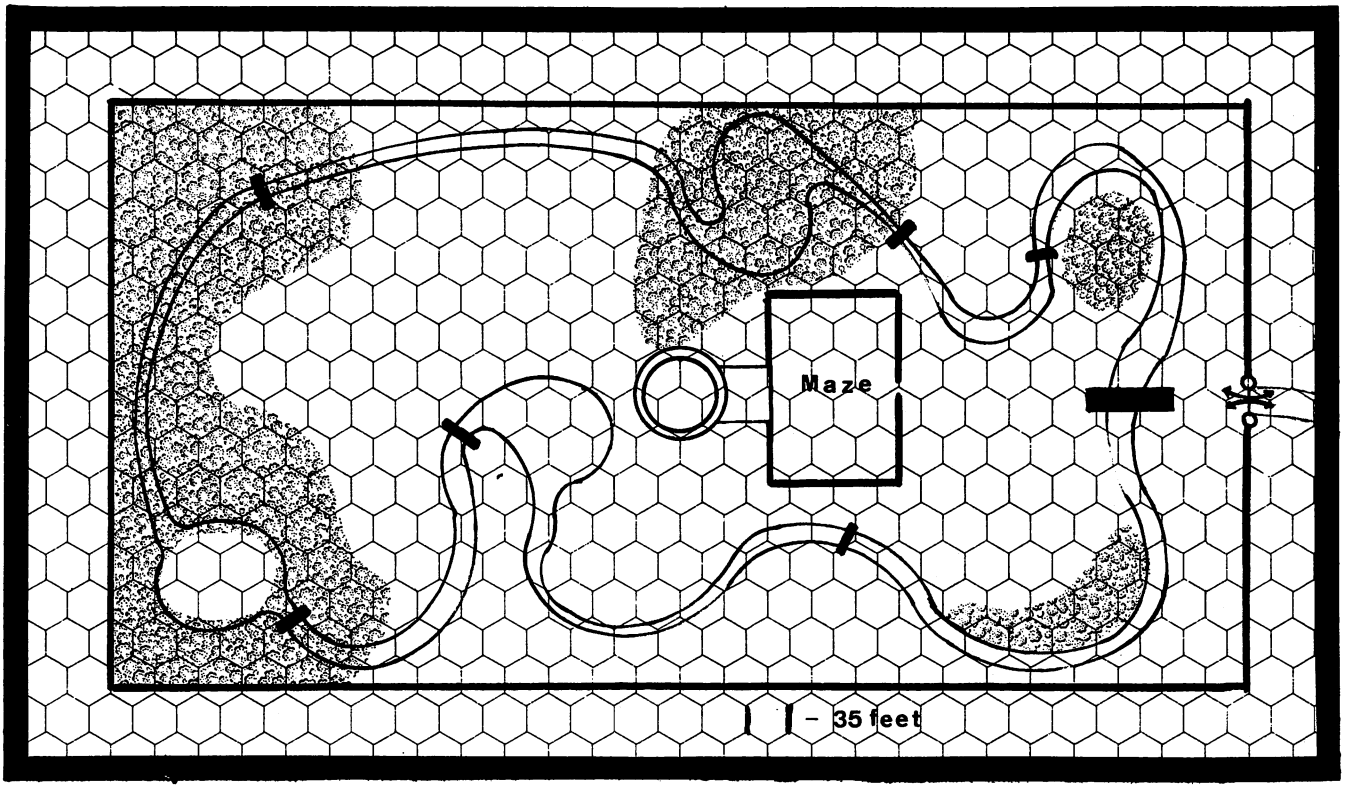
If Tsitsiconus is in mortal danger, a slender red-haired figure dressed in black will be seen trying to shield him. This is Sharella, whose love for Tsitsiconus is so strong that she will return from beyond to protect him. Sharella will be able to stop any spells cast by a mage of less than 7th level, and has a 35% chance of deflecting up to three weapon strokes per mr (each weapon stroke [missile or close] should be rolled individually); she cannot affect any living being other than to deflect weapon blows or to dissipate spells cast at Tsitsiconus. Tsitsiconus does not know he has this supernatural protection.

The Servant of Tsitsiconus is a mechanical-magical automaton, which the mage built over a century ago. It has 4 soft, rubbery balls mounted in its base (on which it rolls all over the tower in its various duties), and 12 tentacles of flexible metal coils. It is semi-intelligent, and can absorb (and carry out) a medium complex program; it does have a number of built-in programs, which define its normal tasks in the tower. The Servant's body is a box 3' long by 2' wide and 1.5' high (remember this is magic, not technology - the box is hollow), and is decorated with gold scroll-work, and a number of small gems set in a peculiar pattern.

This pattern is one of the magical controls on the Servant. It also responds to verbal commands if prefaced by the words "Tsitsiconus commands"; the magical-machine has a reasonably large vocabulary, and there is an 85% chance that it will understand any given set of instructions; add 1% to 14% if the instructions are very simple, or very common words (e.g., "Go to the first level" would be about a 9% bonus, while "Stop" would be 14%). The Servant will consider any person not wearing a special medallion to be an unauthorized intruder in the tower (these medallions are kept in a small niche on the first level, inset in the portion of the fountain's rim facing the elevator). If Tsitsiconus is not on the first level, the Servant will suggest that they leave, and go in search of its master. If Tsitsiconus is on the same level (even in invisible form, for the Servant's vision is not obscured by such devices), the Servant will ask its master if the party is authorized (it will ask until it gets an answer, which could prove embarassing to Tsitsiconus if he wished to remain concealed). The Servant will request departure of unauthorized people three times, and will then attempt to remove them; it is capable of holding even a struggling person in two of its tentacles (each arm of the Servant has an equivalent STR rating of 27), and it can carry 900 lbs. without difficulty. Special behavior for the Servant is noted in the various level descriptions, where such behavior is applicable.

<u>THE GARDENS OF TSITSICONUS</u>

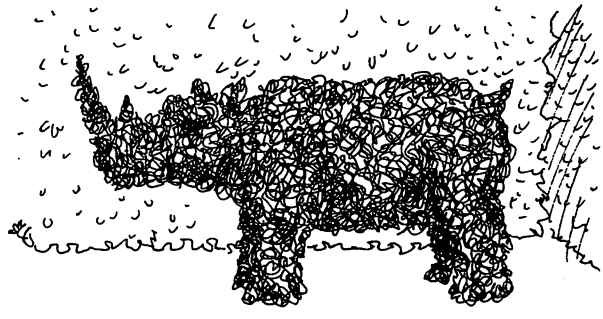
The walls of Tsitsiconus's retreat enclose an area 800' by 400'. The walls are 13' high and 2' thick -- it is quite easy to stand atop them. In one of the 400' lengths, there is a gate, with two wings of black wrought-iron grating, each 10' wide and 15' high; this gate is centered on the wall. The pair of gates has a chain securing them, fastened by a Complexity 2 padlock. The chain can be broken with use of a prybar; make a saving roll against STR for each mr of attack - a successful roll snaps the chain.



The acreage inside is covered with beds of blooming flowers, soft green turf, and small copses of trees. A little stream meanders throughout the park, until it turns eventually in a complete circle; there is one big bridge which crosses the stream near the gate, and 6 smaller ones scattered along its length. In three different areas, the stream widens into pools. The base of the tower is completely surrounded by thick hedgerows (described in greater detail in the next section).

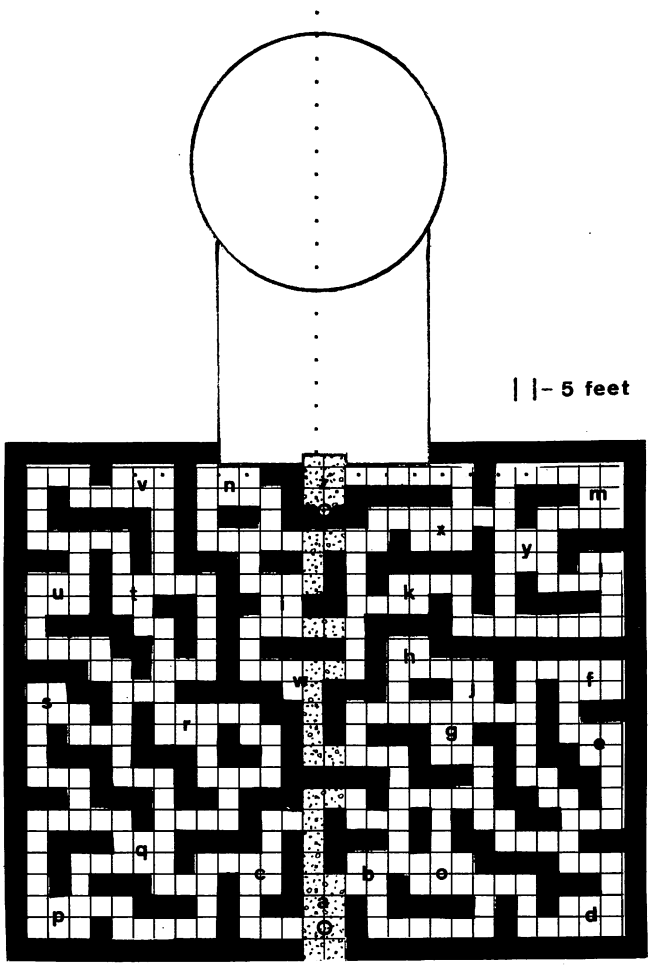
This lush garden is inhabited by a pair of black leopards and the Floating Eye. The leopards were sent to Tsitsiconus as a gift, and are purr-fectly tame, having received nothing but kindness since they were small cubs. The leopards are very friendly, so friendly in fact that they will come bounding up to greet any one they discover in the garden (there is a 10% chance one or both will be in the vicinity of the thieves' entrance, and a 35% chance that they will appear every 10 mr thereafter) in typical housecat fashion, with purrs, leg stroppings, and licking of hands. They are harmless unless attacked.

The Floating Eye patrols throughout the garden area; it responds to movement, and frequently will be found investigating a swaying flower or one of the leopards as they gambol about on the sward. It is one of Tsitsiconus' failures in enchantment and construction (few and far between), but the device's mentality was so child-like and appealing that Tsitsiconus did not have the heart to dismantle it. The Eye is capable of telepathic communication, and will occasionally regale Tsitsiconus with tales of meandering moles, tossing treetops, and pouncing pussycats. If it approaches, there is only a 20% chance that the movement it detected in the thieves' vicinity was the thieves; even so, it is likely to be distracted by some other movement, if the thieves lie motionless for a moment or two. On the other hand, if they flee in panic, or try to attack it, the Eye is almost sure to report these "strange creatures" to Tsitsiconus.



THE TOPIARY MAZE

Topiary was a popular artform in which close-grown hedging was planted around wooden or metal frames, and then carefully pruned to resemble the forms of animals, mythical beasts, or just fanciful shapes. Within the hedge surrounding the single entrance to Tsitsiconus's tower is a maze of hedged pathways, with chambers occupied by some of these topiary animals. The only way to the entrance is to solve the maze (unless, like Tsitsiconus, you have a magical way of entering).



At the entrance to the maze (the area marked 'A') is a white marble statue of a slender man in a robe. The sculpture stands on a cubic pedestal, about 3' on a side; it resembles Tsitsiconus. In the right hand is a key, in the left a lock; the key obviously fits the lock. As a party approaches, the statue (which is enchanted, and has a Message spell embedded) will intone "Depart hence! Thy presence merely intrudes upon my grief. Only one who holds the key to death's lock is truly welcome."

The party may make what they wish of this statement (they probably will anyhow), but it refers to a solution to Tsitsiconus' problem in raising Sharella from Death's grip, not to the action of the lock and key described below. The arms of the statue are articulated, and it is capable of inserting the key into the lock (Tsitsiconus can activate this effect from his special cart, or the statue's hand can be manipulated to place the key in the lock and turn it without touching the key itself). The lock and key may both be removed (very easily) from the statue's hands. However, any living being who personally inserts the key into the lock must make a saving roll against STM at a penalty of 3 to avoid instant death; if the statue is holding the key when it is inserted into the lock, this effect can be ignored. When the key is inserted and turned (either by the statue or someone who has made his saving roll), a bridge of a glittering crystalline substance resembling a solidified rainbow (it's actually temporarily condensed air) will form from about 20' in front of the statue straight to the double doors at the base of the tower; these doors will automatically swing open at the same time. The bridge will remain for 4 mr (about 1 minute), and then disappear (dropping anyone standing on it about 20'); the key will fall out of the lock and the process must be repeated to recreate the bridge. It takes about 3 mr or 45 seconds to cross the bridge on foot (or 1 mr in the cart).

Throughout the maze (areas 'B' to 'Y') can be found the topiary animals. Statistical descriptions of these animals will be found on the last page of this section; each of them is protected by the equivalent of chain armor (AC6 - it's hard to kill a bush), and have a MGR of 10. Animal control spells will not work (remember, these are just bushes), but plant control spells would be effective against them.

If the party remains in an area for a length of time, the animal in that area will activate in the 5th to 10th mr (1D6 + 4) after their arrival. No animal will leave its area unless the animal is a beast of prey (marked * in the descriptions) and is pursuing a wounded person. In all the areas except 'A', 'B', 'I', AND 'W', there is an 8% chance (approximately 1 in 12) that there is a decayed, rotting corpse (altogether deserving of interest) in the area. A search will require a saving roll against STM to avoid nausea (the worse the saving roll is missed, the worse the nausea will be; there is a concomitant penalty of 3 to HP for a period of [30 - STM] minutes); the search will bring to light 2D20 GP in assorted coins and small gems, and will require 2D4 mr (30 seconds to 2 minutes) to complete.

At the end of the maze (area 'Z') is another statue, life-size in pink marble; it is standing in a small niche in the hedge, and has no pedestal. The statue is of a lovely young woman (Sharella); her arms are extended in loving invitation towards the doors of the tower. At her feet in the ground is a golden plate, about 2' by 1'; engraved on it are the words "Beloved, come unto me." (This is simply a statue, but, oh boy, what a statue!)

If the party has reached this point, they find themselvea at the entrance to the tower. If they have arrived by bridge, the doors are open; otherwise, they can be opened only by inserting the key (from the first statue) into the lock on the door (the keyhole is quite visible), or by picking the lock (it is a Complexity 4 piece of work). If the key is used, there is no saving roll required.

WITHIN THE TOWER

The tower itself contains fifteen levels, each of which will be described in its own section. There are some areas of description which are common to all levels, and it would be pointless to repeat these in each section.

RAMPS

At the back of each level is a ramp to the floor above; these ramps are marked on the diagrams with an arrow -- the arrow indicates down. The lower terminus of a ramp is always on the right side of the diagram; the upper terminus is to the left on the level above.

The ramps are stone, cantilever supported from the wall of the tower. Each is 4′ wide and ascends at an approximate angle of 22.5o. Surfaces are paved with a rubbery substance, which allows traction for the Servant (and other mechanisms). The ramps are screened from the remainder of each level by two panels of pierced-metal lacework which reach from floor to ceiling; at midpoint between these two panels is an opening 3′ wide where a bridge of glowing crystal running beneath the ramp to the floor above leads to the arcane elevator.

There is a penalty of 20% of speed assessed when running up a ramp, and running down requires a saving roll against REF for each 5′ descent (3 saving rolls for most floors, 5 for 2nd to 1st). A fall will inflict 1D4 damage, and deposits the fallee at the bottom of the ramp; a saving roll against STM is required, or the person is stunned for the following 1D4 mr.

FLOORS

The floors are constructed with planks of polished ebony 12" wide and 2" thick. These are laid in three crisscrossing layers, and have been firmly pegged in place. The first floor is done in marble, not wood.

The floors are occasionally covered with fine carpeting or, rarely, parquet or mosaic (any non-ordinary floor coverings will be mentioned in the particular section).

CEILINGS

The ceilings are comprised of the supporting beams for the floor above; heavy beams (18" square cross-section) of flamewood (a reddish wood of flame-like grain with alternating light and dark hues) run from side to side of the diagram. The underside of the floor above is easily discerned between the beams of the ceiling.

From these beams swing chains of wrought gold suspending glowing crystal globes in baskets of golden filigree work. The crystals are enchanted, embedded with Variable Intensity Light spells which are voice controlled -- the command "Dawn" brightens the light, "Dusk" dims it, and "Dark" extinguishes it. All globes on a particular level respond to the same command at the same time.

THE ELEVATOR

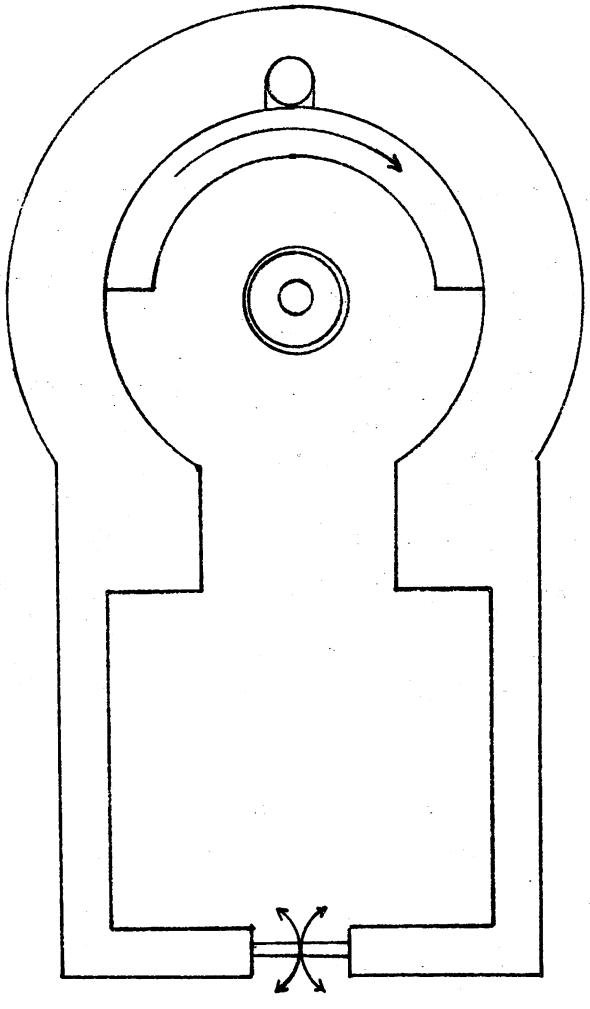
The arcane elevator is reached on all floors but the first by crossing the bridges of illuminated clear crystal; these bridges are always lit, and can be extinguished only by Tsitsiconus himself. The elevator will arrive at the level stop by the time a person has crossed the bridge.

The elevator itself is a 4′ diameter disc of 3" thick blue metal. It responds to thought commands for the level the passenger(s) wish to reach. If Tsitsiconus is in the tower, the disc will always be found at whichever level he is upon; if he is not present, it will rest on the first level until summoned by someone crossing a bridge.

LEVEL I

Entry Hall and Garage

On this level, Tsitsiconus keeps his wondrous cart pulled by no horses, when he is home. Invited guests (of which there are very few) are greeted in the area behind the garage.



"Diagram of Level I"

What the Players See:

As the doors swing open, one can see a nearly square room, with a wide opening to the rear. The opening leads to a passage which extends 8′ into another chamber, circular.

In the center of the second chamber is a fountain, double-tiered, which sprays a reddish substance into the air above it. There are 16 goblets set on the rim of the lower bowl of the fountain.

At the rear of the second chamber can be seen a ramp leading upward from right to left; the ramp appears to be of stone, about 18" thick. Under this ramp, directly at the back of the chamber can be seen another opening.

On the floor of the small (4′ diameter) chamber may rest a thick disc of a bluish metal.

Gamemaster's Description:

If Tsitsiconus is at home, a cart will be parked in the center of the squarish area. This cart is 4' wide and 6' long; it has two axles, front and rear, both apparently movable, but there is no visible method to attach an animal. The interior of the cart is luxuriously appointed, and golden rods from the four corners support a silken canopy. There is a small door at the rear, with a locking arrangement; a keyhole is obvious. (The horseless carriage can make speeds of up to 30 mph on smooth level ground, and 15 mph uphill or on rough ground. It requires an expenditure of 1 Tau point per 10 minutes of running. The cart resists entry by any object when the door in the rear is closed, as a screen is erected up from the cart's sides to the canopy; the screen can prevent the entry of objects up to 250 lbs. in weight, if moving at more than a snail's crawl. The key to the door's lock, a Complexity 5 masterpiece, is found on the person of Tsitsiconus.)

If Tsitsiconus is not at home, there is a 60% chance that the Servant will be stationed in the center of the 8' passage, awaiting his arrival with mechanical patience. If the Servant is not on guard, there is a 60% chance it is in the back portions of the garden, tending the plants and animals; otherwise, it is on one of the upper levels (roll 2D8, with a result of 16 giving Level II), and will arrive in (4 x levels distant) mr. The thieves may avoid the Servant by riding the elevator; it is possible to avoid it entirely by simply changing levels at the proper time, since it requires 4 mr for the Servant to ascend or descend a level.

The fountain sprays a fine quality wine, which has an unusual effect on interlopers if they consume it (if the drinker has been invited in by Tsitsiconus, the wine will have no effect whatsoever -- other than the usual): an imbiber will feel a total loyalty to Tsitsiconus, and will attempt to persuade (or force if necessary) the other members of the party to leave without further ado. A saving roll against MGR, at a penalty of 4, is allowed.

The opening in the rear lead to the elevator. It can, and will, operate in response to anyone's thought commands.

The 16 goblets are of top quality leaded crystal, and the set is worth 2,000 GP. The cart has a base value of 10,000 GP, 150,000 GP if the magic is known.

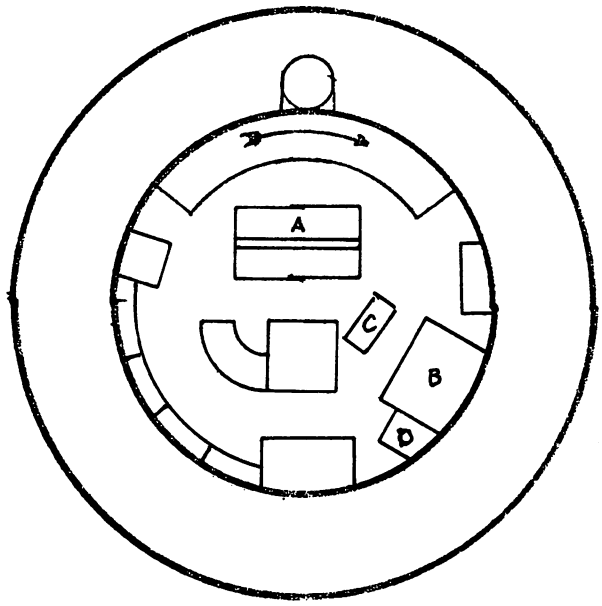
LEVEL II

Mechanical Tinkering Area

Many intricate and puzzling devices, like the Floating Eye in the garden and the Servant of Tsitsiconus, were constructed here.

What the Players See:

A well-equipped workshop greets the eyes. There is a workbench with a partition upon which are hung all manner of woodworking and carpentry tools, and a platform with a small quarter-arc ramp leading to its top. Cabinets and bins line the walls, and there is a forge, with anvil, bellows, coal bin, and tool rack to one side.



"Diagram of Level II"

Gamemaster's Description:

The equipment in this area is all of excellent quality, as are the various supplies and components. Underneath the workbench (A) can be found 1D100 ingots of assorted metals, composition:

D20	Metal
01	Gold
02-04	Silver
05-08	Copper
09-10	Brass
11-14	Bronze
15-20	Iron

These ingots weigh 10 lbs. each.; brass and bronze are 2x and 3x the value of copper, respectively, while iron is 1/2. There are 100 coins to a pound.

Only the forge, anvil, and bellows are enchanted. The forge and the bellows are demon-inhabited, and the anvil weighs 75 lbs. If the anvil is successfully removed, it will give a bonus of 1 or 2 to any weapon or armor forged upon it; the bonus itself is non-magical, simply quality workmanship facilitated by the spells in the anvil.

There is a 25% chance that there is a partially constructed mechanism sitting upon the platform (B); it will be 20% to 80% complete (2D4 x 10%).

LEVEL III

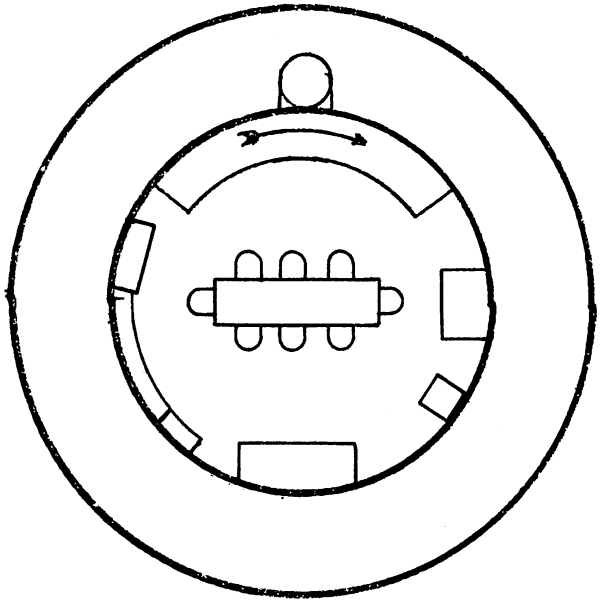
Kitchen and Food Storage

If there are guests, Tsitsiconus prepares the repast; otherwise, he eats whatever the Servant provides.

What the Players See:

A large dining table, surrounded by eight comfortable chairs, occupies most of the area near the ramp. Counter-clockwise from the elevator bridge along the walls, can be seen a tall chest of black wood, a set of cabinets, storage shelves and drawers underneath a finely-crafted maple counter-top some 14' long

and 3' wide, a set of narrow shelves with many small bottles upon them, a very large box-like item about 3' high and 5' wide with 2 doors in the front, a butcher block table with cutlery in a rack on its side, and another tall chest of black wood.



"Diagram of Level III"

Gamemaster's Description:

The two tall chests are stasis cabinets, the one on the left for hot preparations, the right-hand one for cold storage (the right--hand cabinet is about twice the size of the left-hand one); there are no dishes in the "Hot" keeper, but there is a quarter of beef, an already cooked haunch of venison, and 8 2--quart jacks of good ale in the "Cold" keeper.

The box-like item with the two doors is a magical kitchen center. It combines stove, oven, and dishwasher. The top is quite hot, with the heat increasing to the right (it is capable of virtually cooking a hand should it be carelessly placed on the surface). The left-hand door reveals an oven of respectable size; a 60 lb. roast will cook in less than an hour. Behind the right-hand door is a pair of racks; any pots, pans, or dishes placed on these racks will have any food remaining on them transported to a large silver bowl embedded in the ground behind the largest copse of trees in the garden (thus cleaning the dishes, and simultaneously providing food for the leopards).

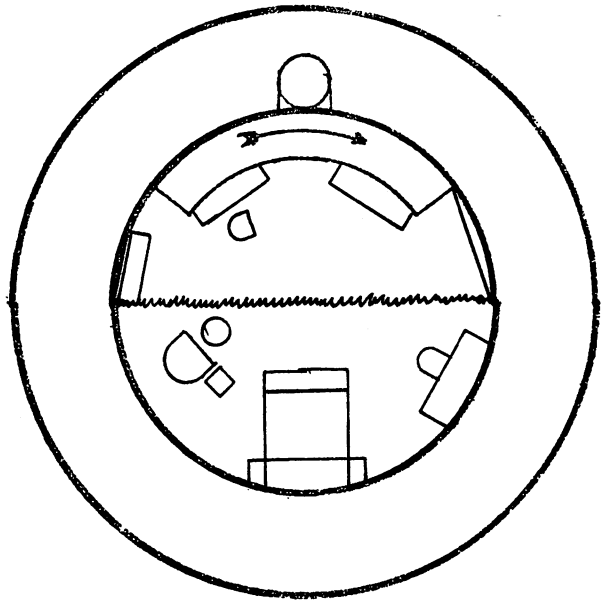
There is a set of chef's cutlery in a fine wooden knife rack, sitting on the counter. The knives are enchanted, and have Ever--Sharp, and Multi-Speed spells embedded in them; HACO against vegetables (and other foodstuffs being prepared) is -20, with 60 blows per mr (otherwise known as a magical medieval mincing machine). The set of knives (there are 10 of them) weighs 12 lbs., and is worth 150 GP to any chef of repute, and about 2,500 GP if the magical powers are known. The knife block weigns 5 lbs., and is worth about 25 GP (but it's great for storing the cutlery). Two different complete sets of tableware (utensils, drinking apparatus, and dishes) can be found under the maple counter; one is obviously valuable, worth some 2,800 GP for the complete set; the other is well used, but Tsitsiconus will track down and dispose of whomsoever has a hand in stealing it, since it is one of his mementos of Sharella -- in itself, the set is virtually worthless. In the drawers here, can be found three lace tablecloths (worth 800 GP each), and some sets of fine linen tablecloths and napkins (worth 450 GP, 900 GP, and 150 GP; the guadiest set is the least costly).

The narrow shelves hold a collection of spices and condiments in apothecary style jars. A jar will contain 1D6 ozs. of a particular herb or spice, and will be worth (1D10 X 10GP) per ounce. The jars themselves are worth 15 GP each, and weigh 1 lb. There are 145 of them.

LEVEL IV

Tsitsiconus's Bedchamber and Dressing Area

Tsitsiconus located his sleeping area centrally to many of his varied interests.



"Diagram of Level IV"

What the Players See:

A heavy curtain of blue and silver brocade divides the level in approximate halves. In the near side can be seen a 5-drawer dresser, two wardrobes, and a wooden chair. On the wall at the foot of the ascending ramp is a large mirror, some 6' wide by 8' high.

Through the curtain (which divides neatly into quarters) can be found a large, very comfortable bed with a canopy suspended from the ceiling, a desk and chair, and an armchair, footstool, and side-table grouping. At the foot of the bed is a large cedar chest with a padded top. On the wall over the desk is a portrait of a very lovely woman, and tapestries adorn the walls. There is an excellent carpet under the armchair, and a white fur rug on each side of the bed. The bedspread is also of fur, lustrous, long--haired, and golden-red.

Gamemaster's Description:

The dresser contains normal underclothing, and personal items. In the wardrobe near the chair will be found some 30 outfits, tailored to fit a man of average height and build. All of the clothing is of excellent quality, well above the normal cut. The second wardrobe contains footgear; there are approximately 10 pair of sandals, 16 assorted pair of shoon (some even have bells on their toes), and 6 pair of boots (3 dress, 1 riding, 1 work, and 1 mountain). Three of the pairs of sandals (#3, #8, and #9) are enchanted, for wall-walking, water-walking, and triple-speed, respectively. The riding boots and the mountain boots are also enchanted, the former for mental communication with one's mount, the latter for finding (and gripping on) any ledge of at least 1/4" depth. None of the other footgear is enchanted.

The mirror is of polished silver, and is totally unbreakable (although attempts will cause resounding metallic banging), as well as thoroughly unenchanted.

The portrait over the desk in the bedroom of Tsitsiconus is of Sharella. Any man gazing at the portrait for more than a few moments must make a saving roll against DSC, or fall in love with her. This will create a longing for only Sharella, and general disinterest in most other women (it requires the attentions of another female with a combined MAG and APP of at least 32 to break the spell).

In the desk's four drawers can be found: a packet of three-century old love letters from Sharella to Tsitsiconus (if these are stolen, and Tsitsiconus is contacted, he will agree to ransom the letters for 25,000 GP; if they are destroyed, his vengeance will be terrible); some quality stationary with Tsitsiconus's device (a silver griffin on a background of blue and gold diamonds) imprinted in the upper left corner of each sheet; a small metal cash-box containing 360 GP in assorted coins and small gems, a chain with a small round gold pendant set with a winking red stone (this is the switch for the magical component of the treasure vault locks), and a small slip of parchment with the words SHARELLA, MUSIC, and BRAVERY written on it (these are the authorization references for the Librarian, the first allowing access to anything, the second to all but books of spells and demonological forms, and the third to all but the above and books on improvement of physical characteristics); and 3 crystal wands (red, white, and blue). Each drawer contains a different type of item.

The wands are similar in construction, and action, but each color has a different result. Each wand is 24" long, and 1/2" in diameter, tapering smoothly to a point. The effects are:

RED - delivers a blast of flame in a 23o cone to a distance of 40'. Anyone caught by the flame within the first 20' will suffer 4D10 of damage, the next 10' 3D10, and the last 10' 2D10; past that, the damage is negligible. A saving roll against MGR reduces damage by 1/2; hiding behind a solid object blocks the flame in the shape of the object.

WHITE - shoots a thunderbolt. this travels in an absolutely straight line to the first and second objects only. The first object in line will take 10D10 of damage, the second half that amount. A living being may make a saving roll against MGR and STM; if either succeeds, damage is reduced by half; if both succeed, no damage is suffered. In all cases, the being is stunned until he makes a saving roll against 1/3 STM, or for 1 hour, whichever is shorter; also, any metallic objects in the being's possession at the time of being struck stand a 95% chance of being fused, twisted, and generally rendered useless.

BLUE - projects a freezing blast in a 10o cone that reaches up to 100'; if the beam strikes any large solid object (something the size and weight of a 1960's American automobile, for instance), it will be absorbed, and lose all effectiveness; the beam does 12D10 to the first object it strikes, 8D10 to the second, and 4D10 to the third -- if any of these amounts is double or more the the absolute damage of the being struck, he is instantly frozen solid, and there is a 75% chance that the expansion caused by the freezing will cause the subject to shatter spontaneously. A saving roll against MGR will reduce damage by 1/3, and a saving roll against STM by 1/2; if both are sucessful, damage is reduced to 1/3. In all cases (if the being survives), he will be inactive (due to shivering) until a saving roll against 1/3 STM is made.

In all cases of these wands, operation requires a minimum TAL of 9 and an expenditure of 5 Tau points per blast. The wands have not been reloaded recently, and each will have 1D6 charges. Tsitsiconus does know exactly how many charges are left in each.

On top of the desk are two magical globe lamps, and what appears to be financial papers; there are two letters of credit among them, one for 5,000 GP, the other for 40,000 GP -- both are on banking houses in the city of Haven, but the House of Jerudon, which guarantees the smaller amount, knows Tsitsiconus very well, and will find some excuse to delay the thieves while the guard is summoned.

There are four tapestries adorning the walls; each is worth (1D100 x 1D10) GP.

The armchair is very comfortably upholstered, and the side-table sports a globe lamp similar to those on the desk. There is a 35% chance that there is a book or scroll from the library on the table; if so, there is a 75% chance that it is a book of spells (contains 3 + 1D10 spells, each of level 2D6). There is a 40% chance that Tsitsiconus's favorite pipe is also on the side-table; it has been specially enchanted to allow the smoker to always blow perfect smoke rings, in different colors, and to control their movements (a dance of the smoke rings is a frequent form of entertainment for the mage).

The carpet is an antique from far Kadiristan, and is worth 25,000 GP; it is 8' x 12', and weighs 60 lbs.

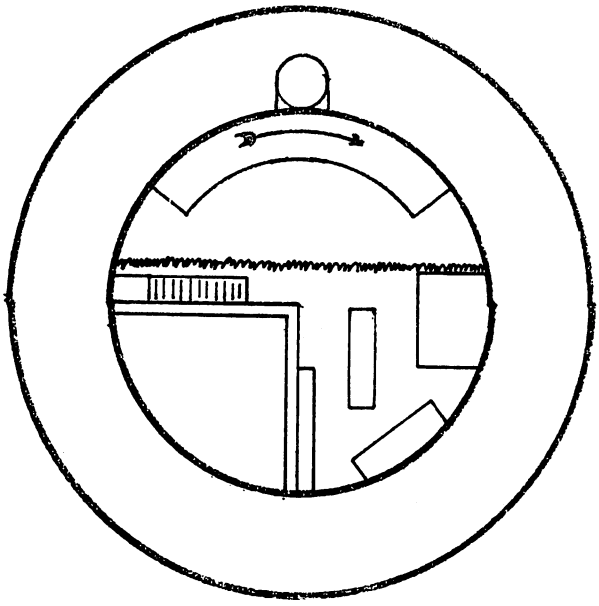
The white fur rugs are polar-bear skins, and have been specially treated to render them superbly soft and silky. They are valued at 1,500 GP each, and weigh 20 lbs. each. The fur bedspread is from the great woolly megathere of the far southern reaches of Lumineris, and would fetch an easy 8,000 GP; it weighs 40 lbs.

The chest at the foot of the bed contains silk and satin sheets and pillow-cases (Tsitsiconus is a believer in luxury). All of the bedding is monogrammed.

LEVEL V

Bathing and Laundry

When it comes to bathing, Tsitsiconus is a sybarite; he also prefers his clothing immaculately clean.



"Diagram of Level V"

What the Players See:

A curtain of green and gold brocade hides most of the level from the view of the casual passer-by.

When the curtain is parted at one of its three breaks, a large tub, constructed of glistening blue stone and rising 4' from the floor and occupying fully 1/4 of the level, can be seen; a set of steps climbs to a small platform at the rim of the pool. On the other side is a large green box reaching from floor to ceiling and about 8' wide, with a single door centered about 4' off the floor. There is a shelving unit against the wall which appears to be filled with a large number of pieces of fluffy white cloth. A long bench runs beside the pool, and a curious table, 6' by 3', covered with a clean white cloth, is set near the bench.

Gamemaster's Description:

Much magic can be detected on this level, since the pool, the large box, and the table are all heavily enchanted and ensorcelled.

The pool is magically heated, and, after use, will drain itself (into the nearby river), and refill with clean, hot water which is lightly scented with flowers.

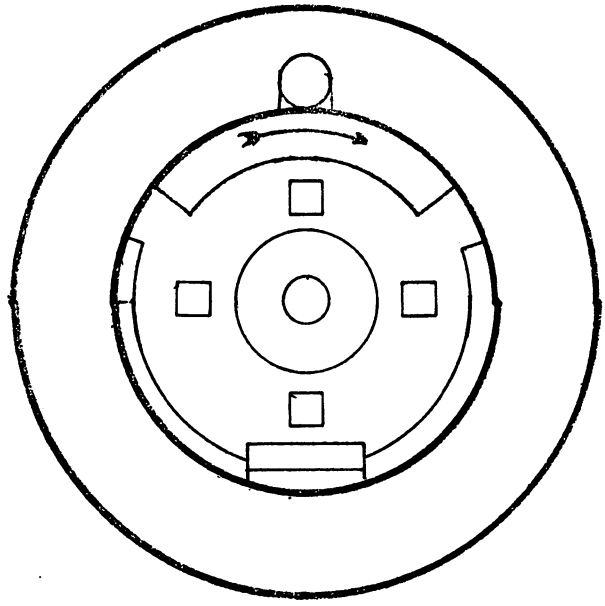
When clothing or other material is placed inside the door of the large green box, it is cleaned, folded or pressed, and returned to the area of storage most commonly reserved for that clothing. Any person attempting to investigate the interior of the box physically will be returned to the table nearby, cleaned and folded (this is very likely to prove fatal). This arcane laundry is run by a group of demons (not particularly intelligent ones), and any magical attack is 85% likely to release them from the confines of the box. This includes any and all disenchantment spells; physical attacks will have the same effect each blow after 60 points of damage have been dealt to the box.

The table provides a thorough massage when any being reclines upon it; it is not activated by inanimate objects.

LEVEL VI

Alchemical Laboratory

The mage can brew or concoct virtually any potion he desires in this well-equipped laboratory.



"Diagram of Level VI"

What the Players See:

In the center of the floor is a raised area comprised of fire-brick; set upon this is a large copper cauldron, 3' deep and 5' in diameter. Four bookstands surround the bricked area, and the wall is covered with shelving upon which can be seen many large (about 2-gallon) jars, all at least half-filled with substances. A counter and shelf unit stands at the back, the counter covered with measuring devices and grinding equipment (mortar and pestle sets), while the shelves are lined with various forms and shapes of glassware. Under the counter lie many pieces of split firewood (alchemy does not function properly on any but natural fuels; arcane heat and magical fires produce only ineffectual potions).

Gamemaster's Description:

Virtually any substance required for potion brewing can be found in one of the jars on the shelves. There is a 20% chance that

Tsitsiconus has been brewing, and that there are 2D6 beakers of some potion sitting on the counter (this potion may not be of particular use to the party of thieves, but it will not, under any circumstances, be poison). A beaker will contain 2 + 1D4 doses of the potion. (Console yourself, GM; even though it will not be poison, no rule says it cannot be a sleeping potion or something equally non-fatal but hampering.)

There may be alchemical recipe books on the bookstands; the chances are:

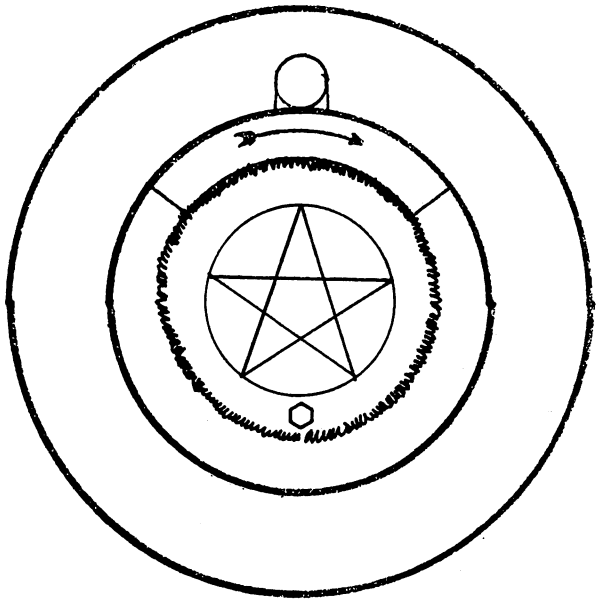
D100	Books
01-40	None
41-65	1
66-85	2
86-95	3
96-00	4

One of these books, if any are present, will be open to the recipe for the potion in the beakers. Each book will contain 3 to 18 recipes (3D6), and the lower the number of recipes in the book, the higher the complexity of the recipes (and the power of the potions) will be.

LEVEL VII

Demonological Summoning Chamber

Within this velvet-enclosed sanctuary, Tsitsiconus has bound many of the dwellers of the Abyss to his service.



"Diagram of Level VII"

What the Players See:

A red velvet arras completely surrounds the central portion of the level and totally blocks the view into the center. The curtains are firmly attached to the ceiling. (There are only two breaks in the fabric, one for the elevator, the other directly opposite.)

Within the central area, a huge piece of obsidian 12' in diameter and 4" thick occupies the exact center. It is etched and inscribed with a carefully drawn pentacle filled in with silver. A tall candelabrum with five branches stands at each of the points of the pentacle. There is a podium between the legs of the pentacle farthest from the elevator. Upon this podium lies a huge tome, 3' high by 2' wide, and 12" thick; it is covered with a scaley reddish leather with gold-embossed trim, and is secured with a golden strap hasp and a heavy padlock.

Gamemaster's Description:

The book is one of the objects of the mission, and it is relatively easy to steal. However, it is extremely heavy, weighing some 45 lbs., and will not be easy to carry. If the book is opened, two very powerful demons will be released; it is unlikely that any of the party will be strong enough to resist (unless the robe described below has been located), so opening the book will generally be fatal to whichever party members are on this level. The lock on the hasp has a Complexity 10 (it was made over 3,000 years ago by a master locksmith), and will firmly resist all attempts to break it. The key is one of those on the ring in Tsitsiconus's possession.

Within the podium will be found, carefully folded, a robe apparently made of netting; the material used is gold wire, and most of the interections have been set with small gems in mystic patterns. (This robe has the power to nullify all magical or arcane powers directed at its wearer. When worn, it emanates a field some 3' from its surface through which no spell will penetrate. It does require an expenditure of Tau points equivalent to 1/10 the power expended by the caster of the hostile spell to nullify that spell. Demonic powers may be nullified also [Tsitsiconus wears this robe whenever he summons dwellers in the Abyss]. The robe has a base value of 45,000 GP, and 150,000 GP if the magic is known; however, it is a notorious item, and will be hard to dispose of.)

LEVEL VIII

The Library

Here are over 10,000 books, tomes, and scrolls - and the Librarian knows them all.

What the Players See:

The entire level seems to be comprised of shelves, built in a semi-circular pattern; they reach from floor to ceiling, and are nearly filled with assorted scroll cases, scrolls, books, tomes, librams, etc.

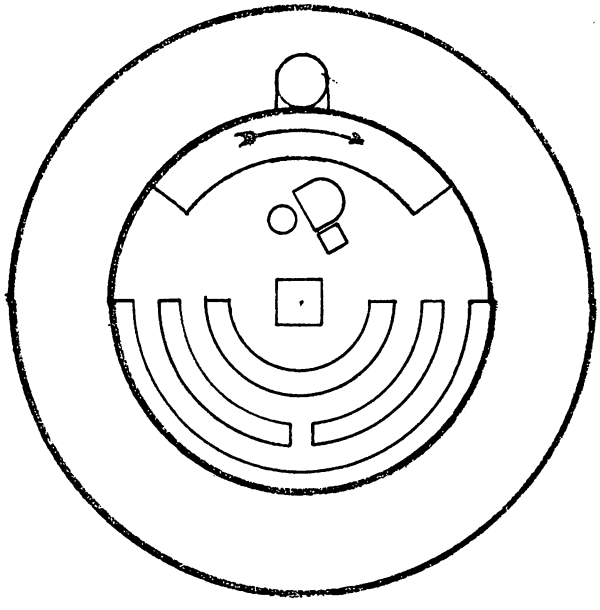
Between the arms of the ramp is located a small grouping of a comfortable armchair, hassock, and side-table. An odd-looking multi-armed statue of a woman's torso with a snake's lower body sits on the floor nearby; it stands 7' tall, and appears metallic.

Gamemaster's Description:

The statue is the Librarian, one of Tsitsiconus' favorite mechanical toys. The Librarian knows the location of every one of the 10,000-odd volumes on this level, and will fetch a particular book on request, or a selection of reading material if a particular subject is specified.

Under the side table can be found a white box with a white leather carrying strap; the box is 11" by 11" by 18" high, and the strap is designed to allow it to be slung from one

shoulder to the opposite hip. The top of the box is hinged, and is pierced by a 1" diameter hole, centered. When the box-top is lifted, it may be seen that there are 100 6" deep pigeonholes at the bottom in a 10 x 10 lattice. There are 2 scrolls in the pigeonholes.



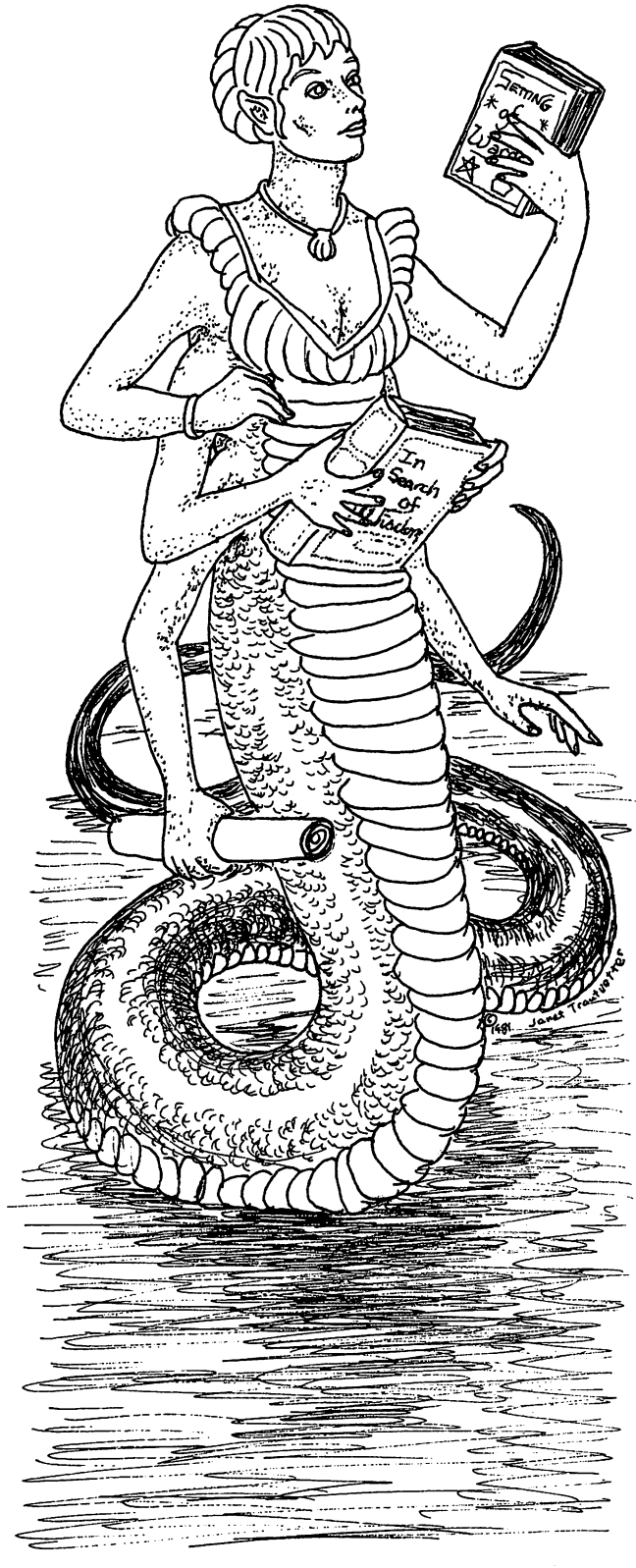
"Diagram of Level VIII"

(This box is a spellcaster's scroll case; it will hold up to 100 scrolls, and will present any scroll the wearer thinks of, provided it has been inserted in the box in the first place, to the small hole in the top. The two scrolls presently in the box are both "Discern Magic". The base value of the box is 750 GP; if the magic is known, the value is 50,000 GP.)

If someone attempts to wander among the stacks, the Librarian will first warn them (in a sweet feminine voice), "The stacks are off--limits to unauthorized personnel. Please do not disturb the arrangement of the volumes." If the intruders do not remove themselves from the shelving area within a reasonable amount of time, or if they remove material from the shelves, the warning will be repeated. If it is again ignored, she will state, "I have summoned the Servant. If you do not leave the stacks, he will be forced to eject you." The Servant will arrive in normal limits, plus an additional 20 mr if he was outside. If a battle ensues, the shelves will be blocked off by an arcane shield to prevent damage to the materials; this shield is impenetrable by any normal means.

The Librarian will respond to any normal requests for books. If the request is for anything of major significance (i.e. spell books, manuals to increase abilities, etc.), she will state, "Authorization is required for the volume you have requested. Please state your authorization reference." This reference (which Tsitsiconus changes weekly) may be found on the slip of paper in the cash-box in Tsitsiconus's desk on the bedroom level. If it is not given, only light reading material will be provided. If more than one reference is given, only the original reference provided will be used (on any given day).

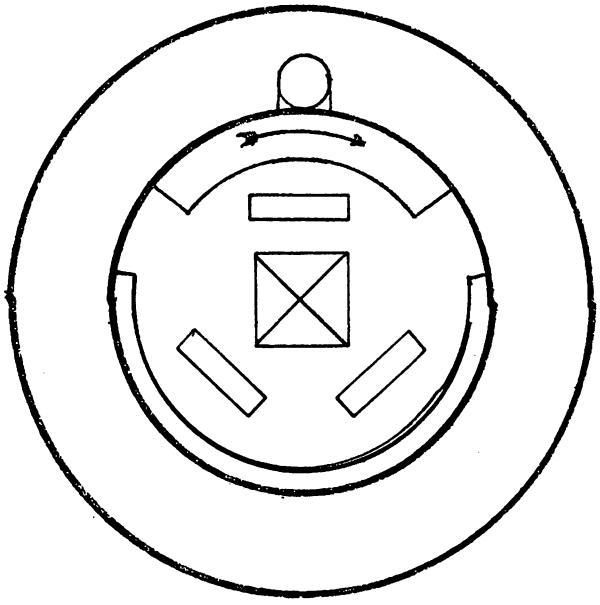
The librarian will defend the volumes with her mechanical life if necessary.



LEVEL IX

Museum
and
Study Area

Mementos of past triumphs, and of a dear lady, as well as unusual items of all types, are displayed throughout the glassed cases of this level.



"Diagram of level IX"

What the Players See:
Glass-fronted display cases line the wall opposite the ramp, and three are also set in a triangle about the room. In the center of the floor is a tall revolving stand divided into 4 areas, each of which appears as the stand turns. There appear to be a multitude of items on display on this level.

Gamemaster's Description:
All items in the cases are unreachable unless the glass is shattered (if this occurs, the Servant will be teleported to the middle of the ramp leading up to Level X, and will forthwith attack anything on Level IX). Only the items in the revolving stand are easily accessible.

The case along the back wall is devoted to general mementos and souvenirs, including a 2' high, 1' square block of clear crystal in which appears to be a doll resembling a mage in full robes. On closer inspection, it can be seen that the doll is looking back at the person inspecting -- this is actually Borandor, Tsitsiconus's arch-enemy, whom he beat in duel arcane, and subsequently shrank and imprisoned in the crystal. Borandor can be freed and restored to normalcy by cracking the crystal with some heavy object; it is extremely unlikely that Borandor will be grateful, and the chances are 85% that he will simply blast the party out of existance, and then go hunting for Tsitsiconus. Borandor could be described as evil to the core, and if he does not destroy the party, he will probably imprison them in some arcane fashion to await his return (Tsitsiconus will most likely win; Borandor is 250 years out of practice; the thieves will be found by Tsitsiconus when he returns). There are various oddments of magic scattered in and among the items in these cases, and the walls above the cases are decorated with many different weapons and shields, souvenirs of Tsitsiconus' travels. None of the armament is enchanted, however.

Each of the four sections of the revoving stand display a different exhibit:

Section 1 - a display of specialized weapons, such as tiger claws (called bagh nakh), cesti (Roman-style boxing gloves, usually studded with nails and broken glass), and about 10 different styles of in-fighting knives (poiniard, khukhri, bolo-knife, machete, tulwar, snicker-snee [8 blades, 4 out each end with a grip in the center], etc.). The khukhri is enchanted, and will treat any armor that is basically leather (including scale, banded, studded, etc.) as if it didn't exist; basic HACO is 9, and it does 2D4 damage; there is no way to be taught this weapon, normal usage may be attained by eight weeks of solid practice.

Section 2 - a number of very early magical artifacts, wands (most looking like divining rods), amulets, etc. None of these presently have any power, although all have been successfully enchanted, some with as many as 7 full enchantments (roll 2D6, add 2, and divide the result by 2, rounding down).

Section 3 - 6 arcane toys:
- A set of 50 toy soldiers, which march on command. Value 250 GP.
- A remarkably true-to-life bird in a cage, which sings lull-a-byes. Value 500 GP.
- A doll, which can talk (answering simple questions, and making the sort of sounds which please a little girl) and walk. Value 1,000 GP.
- A rocking horse in the form of a pegasus; it can actually fly, but can only bear the weight of a child. Value 2,500 GP.
- A doll in the form and costume of a jester (wearing motley); it can dance and do prat-falls. Value 750 GP.
- A game-board with animated pieces, which can provide an opponent when no one else is available. Value 1,500 GP.

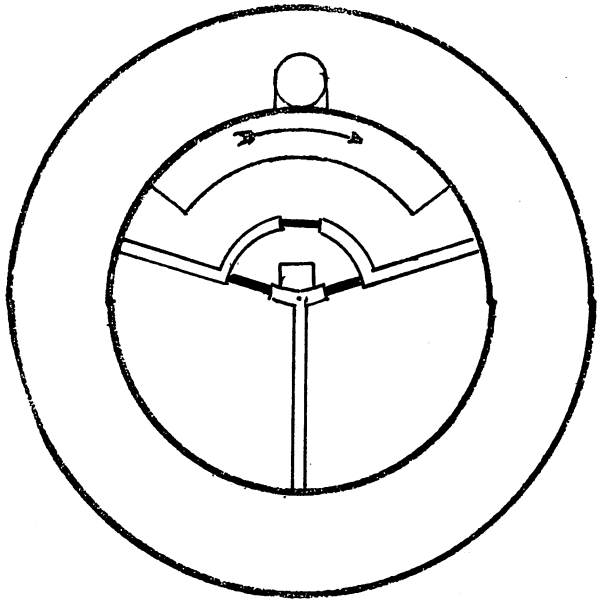
Section 4 - a life-size mannequin resembling Sharella. It is dressed in a black body-hugging suit of wool such as she used for her thieving escapades, a black felt hat with a floppy brim, and a black cloak of velvet. Around its waist is wrapped a rope with a small grapnel attached and a belt with two formed leather pouches. (The rope and grapnel are permanently fastened, and enchanted as a unit. The rope is 100' long and is easily cast to that distance, even straight up. The grapnel will land silently and fasten itself to good purchase automatically. A simple twitch releases the grapnel, and the falling rope will silently coil itself. The rope will support up to 150 lbs.) In one of the pouches is a set of lock picks in a red leather roll-up and a 4" circlet of braided bronze wire, in the other is a blowgun 12" long and 1/2" diameter with a small snuffbox 3" by 2" by 1", full of blue powder. (The lock picks are of 9th level equivalency, and bestow an additional 15% to lock-picking skill, which is added after adjustments are

made for the Complexity of the lock. The bronze circlet will outline the disarming area of a known [not just suspected] trap, when the trapped object is examined using the circlet to look through. The powder in the snuffbox will carry up to 25' if blown through the blowgun; it is a very powerful sleeping potion [saving roll against MGR at a penalty of 5], and can affect up to 150 HTK.)

LEVEL X

Treasure and Strongrooms

Little meets the eye of the casual passer-by, save an innocuous door, but this level conceals fabulous wealth and mighty artifacts of conjury.



"Diagram of Level X"

What the Players See:

Walls from floor to ceiling form a small passage only 4' wide. The center section of the wall is semi-circular, and is broken by a door.

Inside the door is a small chamber shaped like a wedge of cheese. Two doors, doubly barred and locked (the locks are integral parts of the massive bars), are placed opposite the first entrance. Between them stands a small table on which is set a box, 24" by 15" by 6" high; there is a glass panel centered on the 24" length of the box.

Gamemaster's Description:

Tsitsiconus's treasure vaults are well secured, even from a determined assault on their integrity. There are two bars and two locks for each room; each lock has a magical component as well as a key (there is actually only one key, which is kept on Tsitsiconus's belt at all times). The magical component prevents the insertion of any material object (like a key or lock pick) into the keyhole; it may be released by the small pendant found in Tsitsiconus's desk on the bedroom level (it is a toggle switch effect -- one touch releases it, the next resets it). The locks themselves are Complexity 10, with a separate enchantment to negate the effects of the various ability enhancers Tsitsiconus made for Sharella (when you know of an effect, you try to protect against it). If Tsitsiconus should ever lose the key or the pendant, the Servant has built-in duplicates.

The box is enchanted, and embedded with many spells. Its primary purpose is to evaluate objects; any gem, piece of jewelry, or arcane object (of smaller size than 2' cubed) will be valued to the nearest 100 GP. The box has a limit of 7 figures (anything worth more than 9,999,999 GP will be given a value of 1 GP), and the value is displayed in the small glass panel (an arcane form of digital display).

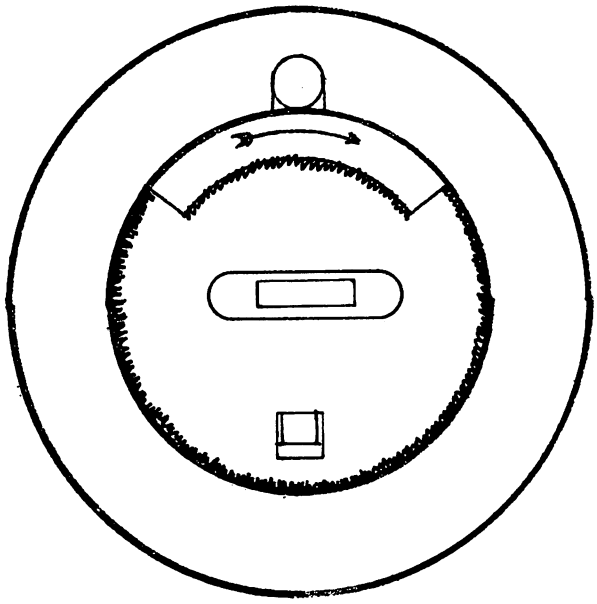
If the party should succeed in entering the actual treasure vaults, the one on the right contains some 3.5 million in coins, gems, jewelry, objets d'art, etc.; methods for valuing partial hauls from hoards such as this are discussed in Thieves' Guild II, under "The Dragon's Hoard" heading.

The vault on the left contains arcane artifacts that Tsitsiconus prefers not to have loosed on an unsuspecting world. Of the 60-odd items in the vault, only one is capable of being understood and possibly used by anyone who is not a mage of at least 10th level. A box of carved wood, 12" by 12" by 6" high is attached to a broad leather belt; the top of the box is hinged so that it opens away from the person wearing the belt. (The box is a tesseract, and can hold up to 1,000 cubic feet of material [or 75,000 lbs.]. Large amounts of metal [such as large piles of coins] will anchor the box in place; otherwise, weight and inertia tend to be neutralized [when the box is reasonably full, it will require extra effort to get started and to slow down; this may be reflected by cutting planned movement for the initial three mr of movement in half if the person had planned to move 4 hexes, he may only move 2 and extending the movement on an attempt to stop move less than the speed of the previous mr for 1 additional mr]. Once objects have been placed inside the box, a person reaching inside may mentally call for an object, and it will be placed in his hand. The box is presently empty, and its base value is 500 GP; if the magic is known, it is valued at 100,000 GP.) The remaining objects in the room may be described very generally. An object will be 2D20" by 2D12" by 2D8", and will weigh 1D6 x 1D10 x 1D3 lbs. (a maximum of 180 lbs., with an average of 38.5 lbs.). The base value of the object is the weight x 1D10 x 1D10 (this does give different values than multiplying by 1D100; see the multiplication table chart for a 10 by 10 matrix).

LEVEL XI

Burial Chamber of Sharella

Quite often will Tsitsiconus be found here, gazing on the sweet countenance of his lost love.



"Diagram of Level XI"

What the Players See:
The entire level is draped in heavy blue velvet. In the center is a stand, 7' by 4' by 3' high, covered with a glistening green fabric. On this stand lies a coffin of clearest glass, containing the body of a woman attired in a skin-tight black body suit. At each end of the bier is a 7' tall golden brazier, from which rise flames of many colors (there is no standard lighting on this level; all illumination is provided by the braziers). Opposite the elevator is a heavy but comfortable chair.

Gamemaster's Description:
This is the resting place of Sharella; she lies here, untouched by time, uncorrupted. Around her neck is the Talisman of the Thief. Her feet are shod with sandals, and there is a finely crafted dagger in a jeweled scabbard belted to her slender waist (the dagger is on her left side and can be seen from the top of the ramp; if anyone notices, the large piece of faceted quartz set as a pommel will begin to glow brightly as the party approaches the bier).

Any man who succumbed to the portrait on Level IV, and has not been decharmed, will, when he gazes at the actuality, be totally entranced, and will refuse to leave. If other members of the party attempt to despoil her, he will attempt to prevent such despoilment, employing violence if necessary. (Tsitsiconus has a number of agents, men who have come under the spell of Sharella's beauty, whom he uses to search for the ingredients he needs in his grand attempt to resurrect his lost love. Any thief remaining behind [no man under the spell will leave consciously, unless treated by Tsitsiconus] will become one of these agents.)

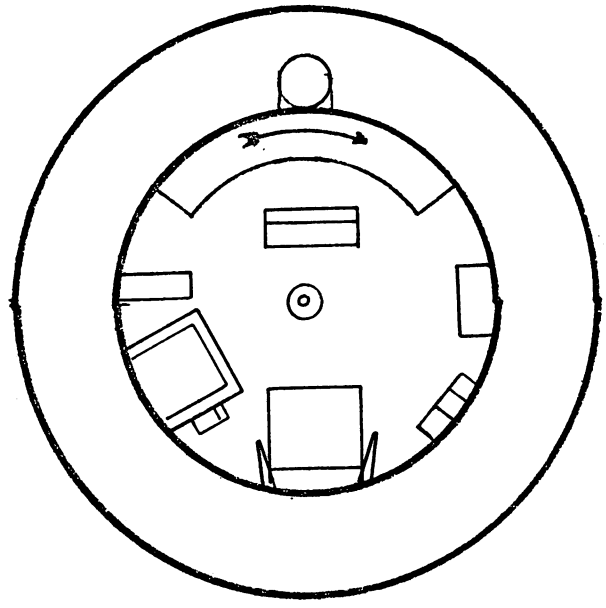
The dagger and the sandals are, very obviously, enchanted. (The sandals have a multiple strength Silence spell embedded, and will muffle any sounds [including speech] made by the wearer to the whisper of a zephyr. The dagger has a pommel, a 2" sphere of faceted clear quartz, which will begin to glow redly when anyone approaches within 15'.)

The casket is made from glass and will shatter easily. There is no other way to gain access. There is a 15% chance that the broken glass will cut Sharella's body. If any damage is done to her, Tsitsiconus will seek out and destroy those responsible for the sacrilege (this will probably require some time, and in an on-going campaign, will provide some interesting side-line adventures for those not under the threat of Tsitsiconus's displeasure; any involved in the actual vandalism will receive a series of 8D10 flame bursts, when Tsitsiconus catches up to them, until they are completely incinerated; there should be a 10% chance per month of this occurance, with an additional 10% if the character is not in hiding).

LEVEL XII

Sharella's Personal Chambers (reconstruction)

To keep her memories always fresh in his mind, Tsitsiconus constructed this level as a near duplicate of her chambers in their mansion in Haven.



"Diagram of Level XII"

What the Players See:
The level is well furnished, and there seems to be an attractive young woman in residence; she appears to be moving around the level, attending to various duties. She can be seen sleeping, bathing, attending to her toilet, selecting clothing from the wardrobe and dresser, and sitting and reading.

Widdershins (counter-clockwise on the diagram) from the top of the ramp, there is a small cedar chest. a bathing pool of pink marble 8' long by 6' wide and 3' high, with a bench, also of pink marble, and a set of wooden steps, a magnificent bed, with a partial canopy hung from the ceiling, and, on

either side, a night stand, a chest at the foot of the bed, a mirrored vanity with a padded seat, and a large wardrobe. In the center of the floor may be found a brocaded divan, a comfortable chair, and a dresser with a hutch mirror (the small shelves at the sides of the mirror have assorted decorative knick-knacks displayed on them). The entire level is carpeted in a soft bluish-gray fur, very thick and very soft.

(If anyone inspects the ceiling, it will be seen that, in addition to the normal lighting fixtures, there is a large black ball about 3' in diameter affixed to the central beam, and completely centered on the level.)

Gamemaster's Description:

The large ball on the ceiling is a projector of a fully programmed illusion incorporating sight, sound, smell, presence, and touch; it was done for Tsitsiconus by one of his oldest friends, a powerful Master of Illusions. The full program requires about 6 hours. The young woman is Sharella (charmed men will have problems on this level too), but, since she is a programmed illusion, she will not notice the presence of the party.

The cedar chest near the pool contains toweling, and scents for the water in the pool. The pool itself is very similar to the one on Level V. The chest at the foot of the bed contains silken sheets and pillowcases.

The bedspread is made from a silvery fur, very soft and luxurious; it is valued at 4,000 GP and weighs 30 lbs. The head of the bed is in a light blue velvet, with a silver dove with wings outspread embroidered on it (this is Sharella's device).

On the vanity may be found a large number of cosmetic bottles, and other beauty aids (Sharella didn't really need them; when one has an APP of 21 and a MAG of 16, that's generally enough to entrance any man who isn't already dead [and mayhap some of those too]); there is a set of comb, brush, and hand-mirror worth 500 GP, and the various bottles are cut crystal worth 150 GP each; there is a 35% chance that a bottle is filled with perfume, 1D6 ozs. worth 1D10 x 1D10 GP per oz. Others are cosmetics such as lip-rouge, kohl for the eyelids, powders, etc.

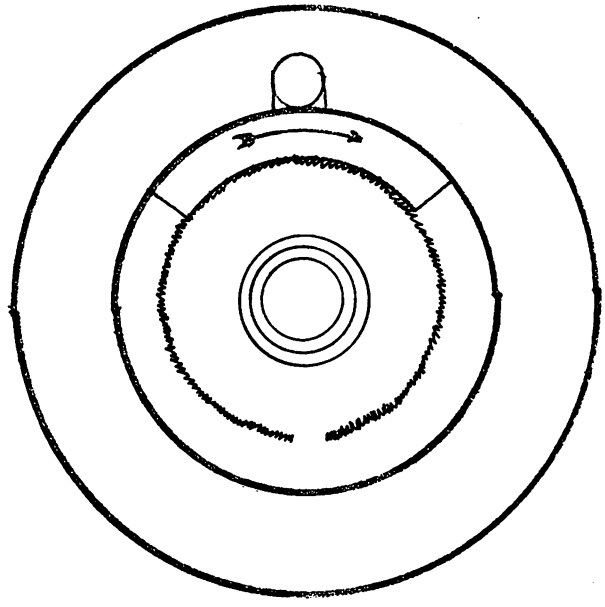
The wardrobe contains approximately 50 outfits (complete with footgear) of exquisite quality and design; any given outfit is capable of enhancing the APP of the woman who wears it by [(20 - APP) / 2] (the better looking you already are, the less clothing will enhance beauty; however, poorly worn garments may easily detract from anyone's APP). These outfits are all of the quality demanded by the higher nobility.

In the dresser with the hutch mirror can be found accessories and feminine undergarments of incredible luxury. On top of the dresser is Sharella's jewelry case; it contains many different pieces (2D20), among which are a platinum and diamond tiara worth 15,000 GP, a butterfly brooch in gold, whose wings are set with multitudes of differently colored gem chips, worth 6,500 GP, a pair of diamond earrings worth 3,500 GP, and a fine bracelet-necklace (it may be used for either) of gold chain connecting pierced-work gold cages of rubies worth 8,000 GP. (For the other pieces, the value is [50 x 1D10 x 1D10] GP each.)

LEVEL XIII

Meditation Chamber

The heavy blue-green curtains surrounding the chamber promote peace and tranquility, and, Tsitsiconus hopes, acceptance of his loss.



"Diagram of Level XIII"

What the Players See:

A floor to ceiling arras of sea-blue/green/go conceals most of the level from sight. The curtain parts opposite the elevator.

In the center of the floor is a three-tier dais, covered in the same color as the arras; the ceiling inside the enclosure is also draped in a blue-green cloth. The dais rises 2' from the floor, and the rings are 8', 6', and 4' in diameter respectively; the top is comfortably padded.

Gamemaster's Description:

This is a chamber for meditation; there is nothing of particular interest to be found here.

LEVEL XIV

Throne Room and Promenade

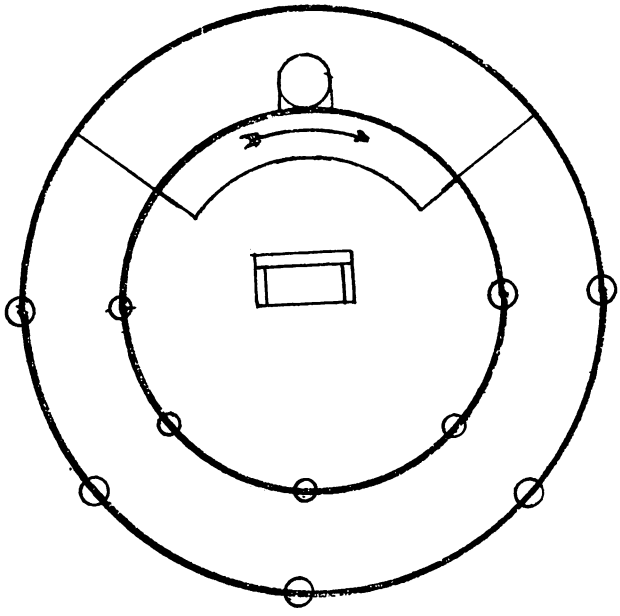
Twas a throne carved for two; now only one occupies the seat of the huge red stone.

What the Players See:

A large throne, seemingly carved from a single block of carnelian, occupies the center of the level. The level is completely open except for the back where the elevator is, and there are pillars supporting the level above. The inner circle of pillars is in blue marble, and the outer is in white.

On the arms of the throne may be found two items, a short 3′ staff with a 1′ diameter, 2" thick disc of clear crystal mounted at one end, and a belt, 4" wide, comprised of small (1" on a side) golden squares, linked together. On the seat of the throne can be found two large cushions, which fill the entire seating area.

A promenade extends 12′ out from the tower, and is bordered by a palisade 3′ high and 18" thick; these are of the same green marble as the tower itself. The view from the promenade is magnificent.



"Diagram of Level XIV"

Gamemaster's Description:

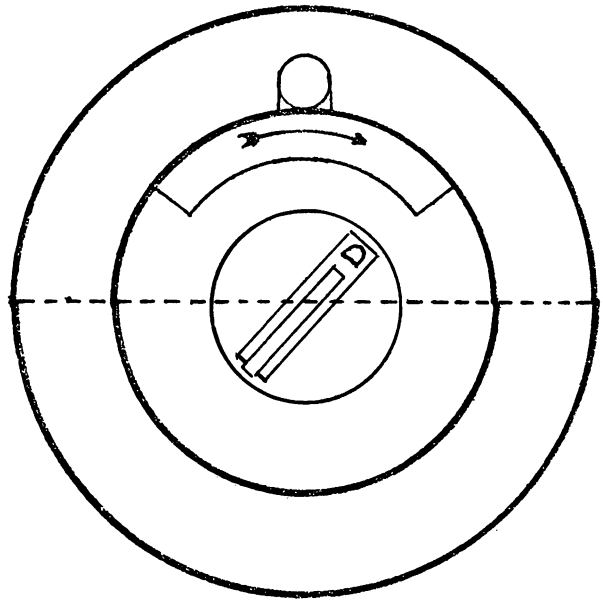
The two cushions are heavily embroidered with heraldic devices, one a silver griffin on a background of blue and gold diamonds, the other a silver dove with wings outstretched on a blue background. These are the arms of Tsitsiconus and Sharella.

The two items on the arms of the throne are indeed enchanted. The crystal disc, when focused on any scene in direct line-of-sight, will show a perfect 1/6 scale representation of that scene, no matter how far distant it may be; it cannot penetrate any barriers, only line-of-sight can be viewed in detail. The belt contains a 16-point missile repulsor spell (spears and javelins are 4, knives and quarrels 2, and arrows 1), and incidently functions as an arcane raincoat in all but the heaviest downpours (which it will reduce to the effect of a gentle rain).

LEVEL XV

Astrological Observation Facility

On clear nights, the entire Zodiac may be descried from this small but well-equipped observatory.



"Diagram of Level XV"

What the Players See:

In the center of the level is a raised disc of wood 6" thick and 12′ in diameter. On this is a 10′ long, 3′ wide platform supporting a chair and a 6" diameter tube mounted so it can be easily swiveled up or down; at the end of the platform opposite the seat a golden arrowhead emerges from the wood. The rim of the outer disc is marked off in gradations (there are 360 major demarcations, with 60 lesser demarcations, every fifth one slightly longer, between each pair).

There are no beams for the ceiling here; the roof is a hemisphere of clear crystal, through which one may see the sky.

Gamemaster's Description:

The person sitting in the seat can control the direction the entire appartatus points in by simply thinking directions. This is a small but well constructed arcane version of Palomar.

CHARACTER DESCRIPTIONS FOR THE TOWER OF TSITSICONUS

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
In The Gilded Plow															
Hurkash Drythroat	INT HU NON		12	13	9	12	10	8	HANDS	9	1D4		NON 0	23	
Bardol	INT HU NON		16	11	10	16	8	12	HANDSe	6	1D8		NON 0	31	
Jareth	GR HU NON		12	17	13	13	13	7	HANDS	5	1D4		NON 0	19	
Snanderbatch	VET HU NON		18	14	11	17	10	11	HANDSe	3	1D8		NON 0	37	
Inside the Walls															
The Floating Eye	GR MX EYE		-	-	-	-	2	19	-	-	-		MAG 9	85	
Grimdal	LEOPARD(m)		22	19	23	16	3	10	CLAWS	3	2D4	(1)	FUR 8	59	
Bethla	LEOPARD(f)		20	20	23	17	3	16	CLAWS	3	2D4	(1)	FUR 8	65	
In the Tower															
Tsitsiconus	EL /E MAG		14	13	11	13	19	18	SPELLS			(2)	MAG 4	30	
									DGRe	8	1D6				
The Servant	INT MX ROB		68	10	28	-	6	15	ARMS	2	2D5	(3)	PLT18	126	
The Librarian	GR MX ROB		28	23	18	-	7	11	HANDS	5	2D4	(4)	SCA13	53	
In the Maze															
"B" Tortoise	GR BUSH								SNAP	9	2D6		VEG 6	34	
"C" Rabbit	GR BUSH								KICK	10	2D4		VEG 6	22	
"D" Cobra	GR BUSH								STRIKE	6	1D6		VEG 6	27	
"E" Boar	GR BUSH								GORE	8	2D4		VEG 6	25	
"F" Swan	GR BUSH								SNAP	9	1D2		VEG 6	16	
"G" Raccoon	GR BUSH								BITE	10	1D4		VEG 6	20	
"H" Eagle*	GR BUSH								SNAP	8	1D6		VEG 6	16	
"I" Ostrich	GR BUSH								KICK	9	2D4		VEG 6	18	
"J" Wasp	GR BUSH								STING	7	1D6		VEG 6	15	
"K" Kangaroo	GR BUSH								KICK	7	1D3		VEG 6	19	
"L" Leopard*	GR BUSH								CLAWS	7	2D4		VEG 6	22	
"M" Musk Ox	GR BUSH								GORE	9	2D6		VEG 6	25	
"N" Clam	GR BUSH								CLOSE	-	1D8		VEG 6	34	
"O" Hippo	GR BUSH								STOMP	10	2D8		VEG 6	30	
"P" Stork	GR BUSH								RAPR	8	1D8		VEG 6	14	
"Q" Bee	GR BUSH								STING	9	1D4		VEG 6	16	
"R" Rhino	GR BUSH								STOMP	12	2D8		VEG 6	38	
"S" Griffin*	GR BUSH								SNAP	7	2D5		VEG 6	32	
"T" Hydra	GR BUSH								BITE	9	1D4		VEG 6	14/30	
"U" Weasel*	GR BUSH								BITE	8	1D6		VEG 6	26	
"V" Wolf*	GR BUSH								BITE	7	1D6		VEG 6	23	
"W" Lion*	GR BUSH								CLAWS	5	1D8		VEG 6	35	
"X" Tiger*	GR BUSH								CLAWS	5	1D8		VEG 6	40	
"Y" Yak	GR BUSH								STOMP	9	2D6		VEG 6	25	

(1) The two leopards will never attack unprovoked. If provoked, they get 2 claw attacks each mr. If both claw attacks hit, they also rake their opponent with hind claws for an additional 2D8 damage.

(2) Tsitsiconus will normally use spells in combat situations; the dagger is used only when he is trapped.

(3) The Servant receives 2D6 attacks with its arms each mr. If two arms strike a single opponent, he is caught. If the Servant catches all its opponents, it will carry them to the front gate and eject them.

(4) The Librarian may make up to six strikes in a mr.

The animals in the maze are immune to missiles and pointed weapons such as spears and rapiers, and take only 1/4 damage from blunt weapons. Only edged weapons give full damage (remember, these are BUSHES!!).

Fliers are able to fly. The bee, wasp, clam, weasel, and rabbit are giat-sized versions. The clam can only close and do damage if a person is foolish enough to stick his hand, head, or torso into the clam (there is what appears to be a large pearl near the back of the clam). The hydra takes 14 points of damage to each of its 7 heads, and can sustain an additional 30 to its body; on any given mr, it will attack with (1D8 - 1) heads.

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

The cloaked and cowled leader of the Black Hand sat at the head of the table, surveying the quartet of thieves before him. All were attempting to look nonchalant. They were good men, he knew; but, as he scanned their curious, somewhat anxious faces in the flickering lamplight, he could not be sure if they were good ENOUGH...

"Gentlemen," the leader began, "tonight is a portentous evening for our brethren throughout the city! The Guild has again turned aside our most potent thrust at the last moment. Time after time, we have come so close to crushing their fading powers, only to be set back by cruel fate." The leader rose abruptly, and smashed his mail-encased fist against the oaken tabletop. "I will not be denied again!"

A decanter half-full of wine, toppled from its perch by the force of his blow, fell to the floor, shattering, spraying glass fragments and wet red spots over the surrounding tiles. The four said nothing, merely eyed their shadowy master, who now paced back and forth before them, his dark eyes ablaze with hatred. Finally, after several moments, the tall, blond-haired thief called Jayonge broke the ominous silence. "And how may we serve your needs, Father Marco? We would all gladly give our lives to hasten the day of our accursed enemy's downfall."

"You may well do so!" the leader rasped, as the guttering flame cast madly dancing shadows across his face. "The mission you will perform is but the first part of a plan to divide and demoralize the Guild from within. It is well known to all the Black Hand that the Guild leaders have no greater source of pride than their supposedly inviolable sanctuary, Rogues' Roost - and that this building houses the Guild's revered shrine to its past masters, Masters' Lounge, where the skulls and hands of these men and women are forever preserved and displayed. Forever, my brothers - until now!

"You four are to find a way to gain entry into Rogues' Roost - to violate the inviolable. Once you are within, you are to locate and gain entrance to Masters' Lounge, where you will steal the skull and hands of the venerated First and Foremost, Del ur-Venite himself. In its place, you will leave the severed remains of Decla Monro, that bumbling oaf who was the last Guild lieutenant sent to . . . manage our holdings in the Commons. In this way, Master Azimuth (that simpering swine) and the rest of his men will know that the Black Hand is responsible for this retribution - and that none of them can ever feel safe under the Guild's protection again!" He ended on a rising note of near hysteria.

"Surely you jest, Father, and make sport of your loyal supporters." The speaker was a short man of swarthy complexion, sitting to Father Marco's left. Now, instinctively, his right hand rested on the hilt of the ornate dagger hanging from his belt.

"I do not jest, Cugar - especially about a matter of this importance!"

"Then you are mad!" Cugar shouted, leaping to his feet. "It would be bad enough if we had only to deal with the fact that we were outnumbered 20 to 1. But tis well known that the spirits of the thieves of eld still prowl the corridors of the Roost, and will allow no harm to befall their own. We cannot hope to complete such a mission."

"That is just the sort of old wives' tale the Guild hopes we will believe..."

"Believe what you will, Father. I'll not risk my life challenging that legend, nor will anyone else once I've told them." Cugar turned and strode forcefully toward the door. Strode two steps, then crashed to the floor, blood gushing from a gaping, jagged wound in his throat. Marco retrieved the blade which had opened this flow, wiped it on the dead man's shirt, and returned it to the small sheath concealed within the folds of his cloak. He turned toward the three stunned witnesses to his ruthlessness, and eyed them accusingly.

"That was unfortunate - unfortunate but necessary," he said in level tones. "If this venture is to succeed, these plans must be kept secret from all without these four walls. If any of the rest of you prefer to refuse this mission," his voice was silky, dangerously sweet, "there'll be no knife - just a few days in a quiet isolated cell, until the job is finished."

For a few seconds, the tension made the silence in the room almost palpable. Finally, Jayonge spoke up. "I'm not afraid of idle rumors, Father." The tall, wiry man at Jayonge's left shoulder, Sevye Bureem, nodded agreement, slowly. Marco eyed them momentarily, then turned to the third survivor, a robust man with graying sandy hair.



"Well, Krannock? Have you nothing to say for yourself? Or are you afraid of ghosts?"

Krannock replied in a calm, almost singsong tone. "Yes, my lord. I am frightened. Only young men or fools are fearless in the face of danger - and I am neither. As to ghosts, I fear your confident words cannot reassure me; for you have been all too fallible these past several months." Marco stiffened, but did not speak. "Still, my lord, I think your idea is a good one - provided that the three of us are given access to the Hand's storeroom of magical accessories, and can equip ourselves in a manner that gives us a reasonable chance of succeeding at this task. It seems only fair, my lord, given our, ah, sudden reduction in numbers." A thin smile crept across Krannock's features, as he saw that his gambit had borne fruit. He decided to press his luck. "My lord, I, for myself, would like to know the rest of your plan, so that I might better understand the role we and our task are to play."

Marco's eyes glinted like flint on steel as he glared back at his bold questioner. "You will have the assistance you require to accomplish your mission, Krannock, though I thought you were of greater mettle. As for the information you seek, that too will be provided - if you return successfully with ur-Venite's skull. For now, my brothers, listen closely - and I will tell you what is known of Rogues' Roost..."

* * * * *

In this adventure, the players will attempt to execute the daring robbery just outlined by Father Marco. To do so, they must first conceive a strategy for gaining entry into the Guild's sanctum sanctorum. Once within the walls of the Roost, the agents of the Black Hand must quickly locate the object of their mission, all the while avoiding the guardians of the Guild's headquarters, and the clever snares for the unwary (and unauthorized) that the Guildmaster uses to protect his environs.

If the traditional scenario format is used, the GM will have the responsibility of playing the various Guild thieves and officers present at Rogues' Roost, as well as any NPCs encountered in the vicinity of the house. Alternatively, the scenario can be run with a second group of players portraying 3-4 members of the Guild who are actively engaged in the Roost's defense. These players will act in the roles of trusted underlings to the Guildmaster.

(GM's Note: If this scenario is played with Guild player-characters, the GM may find it necessary to adjust play balance by somewhat reducing the total number of guards and traps located around the Roost.)

THE BLACK HAND THIEVES

Although the GM may at his discretion allow the players assuming the roles of the Black Hand infiltrators to use their own characters, we recommend instead that they portray the pre-rolled thieves described below, and be allowed to transfer any experience points earned on this mission to their other characters (this trio of thieves has been designed to provide a mix of the skills most likely to prove useful on this mission, and drastic alterations of this line-up may greatly change the play balance of the scenario).

Jayonge - (6th Level Male Human Thief)

Sense Traps	30%
Opening Locks	50%
Locating Traps	25%
Disarming Traps	40%
Pocketpicking	70%
Silent Motion	35%
Hide in Cover	45%
Climb	92%
Hear Noise	30%
Sense Ambush	15%
Spot Hidden	20%

Jayonge is a fearless young second story burglar with great agility and quickness. He has a 92% chance of climbing 10' of vertical surface without falling, and a +5 Dodge Bonus (which when added to his cloth armor, gives him an effective armor class of 7). He is ambidextrous, a very accurate marksman with a throwing knife, and unafraid to take on a man in hand-to-hand combat if the going gets rough. On the negative side, Jayonge's exuberant self-confidence sometimes goes too far, and leads him to act rashly (without thinking of the possible consequences). He also remains a product of a rather barbarian upbringing, and has trouble impersonating anyone of station. He has done very well for himself financially in his relatively few years as a criminal, but is fanatically loyal to the Black Hand cause and completely willing to lay his life on the line to see this mission successfully completed. He has survived some very close scrapes with death in the past, causing some to say that the gods smile on him (a not unreasonable conclusion; the GM should at least treat him as having considerably above average luck when interpreting the possible consequences of a set of actions).

Sevye Bureem (7th Level Male Orc Thief)

Sense Traps	35%
Opening Locks	75%
Locating Traps	45%
Disarming Traps	60%
Pocketpicking	90%
Silent Motion	40%
Hide in Cover	45%
Climb	87%
Hear Noise	40%
Sense Ambush	30%
Spot Hidden	27%

Sevye normally makes his living as a highway robber or mugger rather than as a second story man, for his greatest skill lies in his potent physical strength; however, he is also a highly trained picklock with a surprisingly delicate touch for a fellow of his physical bulk. Sevye keeps mainly to himself, and has few close comrades in the Hand; he is fairly even-tempered for an orc, but a dangerous enemy when angered (as two former tormentors, now lying on the bottom of the River Dorian, could truly attest). Like many of his ancestral kindred, Sevye has a weakness for desecrating symbolic treasures that his foes hold dear; he will find it difficult to keep these emotions in check while in the halls of the despised enemy. As a trained locksmith, he has a 60% chance of disarming traps, and a 75% chance of picking locks; he is also a 90% pickpocket, and has basic First Aid skills. He says little, and is not very successful at disguise (unless he is portraying a beggar or physical laborer). Of the three, he is the most likely to try and save his own skin if the mission appears endangered.

Krannock (7th Level Male Human Thief)

Sense Traps	37%
Opening Locks	55%
Locating Traps	50%
Disarming Traps	40%
Pocketpicking	75%
Silent Motion	35%
Hide in Cover	35%
Climb	85%
Hear Noise	40%
Sense Ambush	53%
Spot Hidden	51%

Krannock, now in his forties, is no longer as nimble as he was in his youth, and wears spectacles on most occasions. The years have only added to his greatest assets, however - a very intelligent, inquisitive mind, and a crafty tongue. Krannock is incredibly well read on hundreds of subjects, from history to herpetology and religion to real estate. He is a master of disguise, able to impersonate men of all stations (Krannock is of Guild social background himself) and, except for warriors, all walks of life (including priests and mages). He is an excellent mimic, who after one listening can duplicate most voices (80% chance); he also is a practiced ventriloquist, who can throw his voice up to 50 feet. He is an expert on the derivation and use of slow-acting contact poisons (all his weapons are coated with a substance that induces temporary catatonia within 5-10 minutes after its entry into the bloodstream). Krannock is a confidence man by trade, working his swindles throughout Haven under a dozen faces and aliases; he prefers this sort of crime, for he is not fond of killing, and believes his scams are a fair game of wits that the public is too stupid to win. Krannock is a cynical man, with a dim view of human nature and the intelligence of the average individual. He is disliked by many of the Hand's men (Jayonge among them) as standoffish and elitist, and is often quite blunt (as shown in the opening vignette) about the organization's flaws; nonetheless, he believes at bottom in doing a job well, and will not forsake this mission unless all hope is lost (despite his obvious self-protectiveness about life and limb). He prefers guile to force in all instances, and is not a particularly proficient fighter despite his experience level (for he makes use of these skills very infrequently). He has a weakness for women, and they are one of the subjects on which he does not act sensibly.

"The Insider"

There is a fourth Black Hand figure who may become a factor in the course of this scenario, a thief who has infiltrated the ranks of the Guild and become a highly placed official in that organization, with free access to all parts of the Roost. This person is described by Father Marco only as "the insider", and is to be contacted by Jayonge, Sevye and Krannock only if they can figure out no other way to gain entrance to the Roost. Marco (i.e., the GM) should emphasize strongly to the Hand players in setting up the mission that "the insider" represents a very, very valuable conduit of information about the Guild's activities, and that any active intervention by that party in this adventure could well jeopardize that person's position of influence (by placing him on the scene of the crime at the time of its commission, and subjecting him to continuing suspicion).

If the Black Hand players decide that they must use the insider, they are instructed to leave a message at Caddis Fly's Rooming House (room 2B), indicating their desire for a meeting. When the message is received (a process which may take several days), a coded reply will be left at Caddis' front desk (the code an agreed-upon one given to both parties by Marco); the reply will set up a meeting in a barroom several blocks away from the Roost, near the perimeter of the Labyrinth.

At that meeting, the insider will be revealed to be a female, although she will be hiding her true identity (wearing the garb she uses as Areesha, the common trollop who rents room 2B at Caddis Fly's). She can provide help of several types, ranging from providing the thieves with a relatively secret starting place for their assault (the insider has a working relationship with Karla, the kind hearted whore at Grubb's Meals and Massage, and the latter will agree to let "Areesha" use her upstairs bedroom at Grubb's for an evening), to entering the Roost and providing a point of entry (unlocking one of the balcony doors, for example), to actively producing a diversion within the Roost to cover the activities of the trio. Of course, the greater the insider's direct involvement becomes, the greater becomes the likelihood that she will be revealed as an infiltrator, so that she will fight vociferously to keep her participation to a minimum. (If the GM feels that the players are callously risking this major resource in order to insure that their mission is completed, he should feel free to reduce any EP awards the players receive at the end of the scenario, to reflect the hidden costs of their actions).

Special Resources of the Hand Thieves

It should be assumed that the trio of thieves making the assault on Rogues Roost have complete access to any sort of basic equipment they might wish to carry (ropes, grappling hooks, lock picks or cutting tools, etc.). The Black Hand players should, however, each identify the items they are carrying with them, so that the GM can determine whether a character's freedom of movement will be inhibited by the weight or bulkiness of his equipment. In addition to these basic items, the Hand thieves are also permitted to select a limited number of items from the organization's jealously guarded stockpile of magical gadgetry. We recommend that the Black Hand players be permitted to select 3-5 items from the list below (divided up between the individual characters in any way they see fit).

1) An emerald amulet containing three charges of a Sleep spell (MR saving roll -2 or sleep 1D6 hours, affects up to 100 HTK of individuals within its 30 degree spell cone)

2) A belt of Giant Strength (doubles the effective strength of the wearer for 10mr; 5 uses)

3) Climbing boots with a Glue spell within their soles; when activated, give the wearer 96% climbing skill for 10mr (2 uses)

4) A ring of Haste (doubles wearer's normal movement allowance for a time period equal to character STM + 2 mr; 1 use

5) Spectacles of far vision that enable the wearer to see through any solid objects, up to a range of 50 feet (5 uses)

6) Small silver mirror that emits a Freeze ray (victim must make a MR saving roll or be rendered completely immobile for 3D20 minutes, duration cut in half if STM saving roll is made; 3 uses.(Note: If affected individual is struck a damaging blow while frozen, he receives another saving roll against STM to awaken)

7) A set of three glass balls (red, yellow and black in color) - when shattered, they release the following magical energies: Red - sheet of flame, 10' cubic area (any person or object caught within its boundaries takes 2D6 damage per mr until extinguished). Yellow - Blaze of Noon spell; all looking in its direction make STM saving roll -4 or blinded 2D6 melee rounds (kobolds, dwarves, and other predominantly underground dwelling races make their STM saving roll at -8). Black - Hurls surrounding area (50' diameter, 10' high) into total darkness; infravision functions at half normal ability.

8) Small tablets which, when swallowed, will temporarily Shrink the swallower (and everything he holds) to 1/10 his normal height - effect lasts 8+1D8mr. While in shrunken state, character retains his normal strength, but not his normal mass (4 tablets)

9) Cloak of Stealth - While worn, always adds 20% to wearers ability to Hide in Shadows; a spell embedded in the neck clasp can also be activated to almost completely (95% chance) silence the movement of the wearer (Note: the spell does not muffle the voice of the wearer, or the sounds made by any objects he comes into contact with - like the falling vase he just knocked over). Duration - 10mr; 3 uses

10) Dust of Befuddlement - A pouch contains three small vials filled with a fine powder; the powder may either be ingested, or used as a thrown weapon with short/medium/long range limits of 10/30/60 feet, base HACØ of 3/8/13 (defender receives no adjustment for armor, but does receive any Dodge bonus he possesses if not surprised). If struck, victim must make MR saving roll -5, or become confused for 1D20 minutes; while confused, victim will believe and do almost anything (including taking orders from his assailant), provided the statement or action does not directly jeopardize his personal well-being (in cases where the individual is extremely loyal to a cause or another person, this restriction would extend to actions harming those third parties as well).

11) Pair of matched throwing knives - If thrown simultaneously, the blades will act as a unit, striking or missing the target at exactly the same spot (thus only one die roll is made for the 2 attacks) - on a successful hit, they will each do double damage (2D4), and there is a 40% chance of a critical hit. If thrown by a character who is not ambidextrous, subtract 4 from the player's normal hit probability, to reflect his unfamiliarity with 2 weapon attacks.

12) Headband with a Missile Repulsor spell -will deflect up to 8 "points" of thrown objects per mr (arrow, rock, bolo = 1 pt, quarrel, thrown axe or hammer = 2 pts, spear or javelin = 4 pts). Spell lasts 1mr; 7 uses

13) Glass container filled with oil of slipperiness - if broken, will render the 10' area surrounding it virtually impassable on foot (anyone running across this area has a 90% chance of falling; walking 60% chance; once fallen, there is only a 25% chance per mr of regaining one's feet). Duration of slipperiness is 1D20 minutes

14) Ring of Levitation - When activated, will raise the wearer off the ground at the rate of up to 20' per mr. Newton's Laws apply if the character is free-floating (5 uses)

15) Healing potion - Will heal 2D6 points of damage per draught taken (3 draughts in bottle). Cannot heal damage taken from critical wounds.

16) Bronze gauntlet containing Bash spell - will deliver a blow equivalent to the blow of a battering ram to any specified door, or object. If a living being is struck, the blow does 3D10 damage, or nothing if the victim makes a saving roll versus MR (5 uses)

17) Scrolls - The three Hand thieves may each use these scrolls to cast magic spells. Krannock has a base 0% chance of having a spell misfire, Jayonge has a base 10% chance of misfire, and Sevye Bureem a base 30% chance. Misfire chances may increase if the spell being read is very complex, as indicated below. The number in parentheses after the name of each spell represents the number of mr it takes to read (and hence activate) the scroll. If a spell backfires, it may either have no effect or produce a completely opposite effect (for example, a Detect Traps spell might set off any traps in the immediate vicinity).

a) Hold Portal (3) - Will cause a door or other barrier to be held as if barred by a 1'X1' cross-section of oaken beam. To break the spell, a

group of assailants must roll under their combined STR rating on 10D12 (normally, no more than 3 individuals can effectively participate in such an attack unless some sort of ram is being used). Lasts until broken.
b) Detect Traps (2) - Will reveal if there are any traps within a 10' radius of the caster.
c) Full Invisibility (5) - Will render the caster invisible; he may move normally, but any attack will render him visible again. Lasts 20mr. Increased chances of backfire - Jayonge +10%, Sevye +20%
d) Lightning Bolt (2) - Will fire a lightning bolt (3' diameter, 60' length) up to 300' away in direct line of sight. Does 4D10 damage to anything struck (1/2 damage if MR saving roll is made). Increased chances of backfire - Krannock +10%, Jayonge +30%, Sevye +40%
e) Silence (2) - Creates a mobile sphere of silence in the 15' radius around the caster. Lasts 8mr.
f) Heal Serious Wounds (6) - Can heal 2D20 points of damage sustained by a single person, including critical wound damage (reduces recovery time for sprained or broken limbs by 1/2). Increased chances of backfire - same as for Lightning Bolt (d)
g) Shape Seeming (4) - Allows caster to assume the shape of any living creature of approximately the same size, but does not change his actual physical abilities. Duration - 10+STM mr. Increased chances of backfire - same as for Full Invisibility (c)

THE SCENE OF THE CRIME

The Labyrinth

Rogues' Roost lies in the southern end of the city, in the midst of a maze of narrow streets and alleyways commonly known to Haveners as "the Labyrinth". Virtually all the buildings and roadways in this neighborhood are in a sorry state of disrepair; trash and refuse litter the streets. The inhabitants are little better than their surroundings, a rancid collection of ragged children, liquor-breathed derelicts, alleybashers, and cutthroats. The City Guard seldom traverse the perimeter of the Labyrinth (they tend to keep the inhabitants in, and advise outsiders to stay out). The only law that is obeyed within the quarter is the law of cold steel; the mere flash of gold in an outsider's purse is sufficient to arouse unwanted and unwelcome interest. The buildings in the area are an unsightly mix of tenement housing, second-hand shops (where the best goods in stock are stolen, and the rest are of dubious quality), and grimy taverns; nearly all the buildings are constructed of wood and brick. Because of the general lawlessness of the area, nearly all the commercial establishments in the Labyrinth close well before dusk, the only exceptions being the taverns. Traffic along the streets is rather sparse at all times, for not even the most adventurous tourist's guide to Haven would call the Labyrinth a place worth visiting.

The headquarters of the Thieves' Guild is housed in a nondescript four-story building that sits on Cust Way (in the secret argot of rogues known as Thieves' Cant, "cust" means the successful execution of a snatch-and-grab larceny, a purse-snatching), and its exterior appears as run down as any in the immediate vicinity. The buildings on either side of the Roost are two-story brick-and-wooden structures, with flat roofs; directly across the street is a row of small one-man shops, a long strip of frame rowhouses that have badly deteriorated. The area looks as villainous as any portion of the Labyrinth, and is, in a sense, both deadlier and safer than these other sections.

The Immediate Neighborhood

The various buildings that lie in the immediate vicinity, and hence might enter into the play of the scenario, are briefly described (along with any inhabitants of interest) and identified by letter code on the map below.



a) Brodamer's Apothecary - is run by a shabbily dressed quack physician named (appropriately) Brodamer. His potions, powders, and salves are as likely to hurt a patient (35% chance of 1D4 internal damage per day of ingesting a medication prepared by Brodamer) as to help him. The shop also carries a variety of miscellaneous notions (needles and thread, hair brushes, twine, etc.) of mediocre quality.

b) A small one-story home - usually inhabited by Somnor the Strangler, Lightfingered Likka, and Somnor's "lady love", Moreena. At present, Somnor is serving a one-year term in the Gray Halls, and Likka and Moreena are rumored to be getting very close.

c) Amber Gree's Rooming House - is a three-story flophouse of the lowest order, vermin infested and reeking with stenches. There are two "rooms" (small areas partitioned off by thin boards) vacant here, one of which is on the third floor and has a window-opening which faces the side of the Roost.

d) Grubb's Meals and Massage - serves fast, reasonably edible meals on the first floor, while his stable of four rather washed-out middle-aged women serve up a variety of sexual services in the rooms upstairs. Karla, a kind-spirited, droopy-chested blonde, is somewhat of a local favorite; she is known to have helped out a number of men when they were down on their luck, and she appears willing to let a fellow she likes (saving roll against MAG) spend the night for free.

e) Rogues' Roost - is described in extensive detail below.

f) The home of Mr. Rasputin - occupied by the unofficial boss (first name unknown) of the Labyrinth; he is often called upon to settle disputes between residents. He owns and operates a cut-rate building supply store near the South Docks, and is said to be heavily involved in Haven's smuggling traffic. The house is in decidedly better upkeep than its neighbors, and Mr. Rasputin employs a squad of half-a-dozen bully boys as guards.

g) Crotofiran Mission - is one of several streetside missions maintained by the monks of Crotofiros (child carriers) in and around the Labyrinth. Here they offer food and shelter to the homeless children of the area (known as "street rats" by those with less reverence). The friars beg daily in the wealthier sections of the city for money to carry on their work. Most native Haveners (including the denizens of the Labyrinth) consider it extremely unlucky to hurt one of these monks, or to steal from them, even though the Crotofiros are totally pacifistic in their creed.

h) Emmettik, Greengrocer - has an open-air market which carries day-old bakery products, slightly overripe fruit, wilted produce, etc., all procured through the hustling enterprise of his two sons. The boys make daily rounds of the more illustrious marketplaces to retrieve (scavenge) these modest gems.

i) Tiropodus, Wheelwright - is a former pickpocket of moderate repute; he was forced to seek another profession when his last conviction in court led to the loss of his right hand. He makes only a modest amount from his small business in repairing hand- and pony-carts, and it is rumored that he earns most of his living fencing stolen gems (making use of his underworld contacts). Tiropodus is a frequent visitor to the Silver Penny (k), and is quite an unpleasant lout when drunk.

j) Caddis Fly's Rooming House - is an establishment which is a bare cut above Amber Gree's; it's not that there's less dirt - it's just been pushed under the beds and threadbare carpets more recently. There are no current vacancies - at least there won't be any until someone enters 4-C to investigate the aroma and discovers the deteriorating corpse of its former tenant, a victim of a murderous quarrel.

k) The Silver Penny - is a rowdy - and occasionally fatal - drinking establishment frequented by many of the Guild thieves. The proprietor, Varkin Jelas, has a rare malady afflicting his vision, and has not seen a single criminal act take place in his tavern for over thirty years; the dried bloodstains on the barroom floor and in the dark corridors which lead to the other rooms tell quite a different story. The Penny is the only business establishment on Cust Way which is open after dark; it remains open til 1:00am.

l) Cacodyl, the Potioner - operates a vile smelling shop, with many tables filled with laboratory apparatus in which steaming liquids bubble, belch, and fizz. Cacodyl is a master craftsman at synthetically producing poisons of many types and strengths; in the practice of his art, he has inhaled so much of these substances that he is virtually immune to poison himself. He rents a room at Amber Gree's, but is frequently found sleeping on a cot at the back of the shop (particularly when he has a batch brewing).

m) Flicker's Pawn Shop - buys and sells a wide variety of items, from jewelry to weapons to musical instruments. Flicker takes the time to carefully examine each new acquisition, and he seldom (10%) misses noticing when an item possesses concealed properties (magical enhancement, secret compartments, etc.) - the better items are taken to Thieves' Market, and there sold (after unenhanced duplicates have been fabricated to serve as replacements). His living quarters are behind the shop; Flicker is a very light sleeper, and will arise to investigate any noise he hears inside or outside the shop.

n) Roah the Tailor - mends and sells used clothing, and occasionally produces some new garments to order (his stitchery and styling are above average, but he uses cheap and poorly dyed fabrics, so clothing made by him looks old after just a few wearings). Roah has been known to indulge in a bit of second-story work in his off hours, and is a member of the Thieves' Guild.

o) Madame Zanwig, Oracle - is, by day, one of the most over-theatrical astrologer/palm readers in all of Haven. By night, the lady is a rather fearsome contract killer (an expert at disguise); she is currently on assignment for the Guild. There is a 20% chance she will complete the mission on the night the Black Hand thieves make their assault; if so, she will enter Rogues' Roost to make a report.

p) The Bargain Barn - is a cornucopia of the unsightly and the barely functional. The shop's primary stock is furniture and "objets d'art", with a few trays of smaller items (mostly costume jewelry, old spectacles, and an interesting collection of old insigniae, medals, and awards). Koltrak Tanady, the shop's proprietor, has rescued the majority of his wares from various refuse piles around the city; in most cases, this retrieval is a bad idea.

q) The house of Shala-Beth val Prado - an unemployed alcoholic, is a ramshackle pile of unrepaired planks, which appears in imminent danger of complete collapse. The old man shares his home with two of the local street rats, who bring in sufficient coppers with their petty schemings and small larcenies to keep him besotted on cheap rotgut.

r) An empty house - whose windows are currently boarded up, has a handwritten "For Rent" sign hung upon the front door. Koltrak Tanady will rent the place out, though he does not actually own it (he did hang the sign, however); the owner has not been seen for over a year, and his whereabouts are unknown. There is a cache of stolen money (700 GP in gold coins) stashed in a concealed compartment at the back of the fireplace in the main room, but no one (other than the owner) knows about it.

s) Fandral's Weapon Shop - specializes in the types of weaponry favored by those of roguish bent - short (concealable) blades, blowguns, small throwing weapons, saps, garrotes, etc. None of the weaponry is magically enhanced, but the quality of Fandral's wares is surprisingly good, and his prices are reasonable (almost everything in the shop is "hot"; if the buyer does not indicate that he is carefully scrutinizing the item before completing purchase, there is a 20% chance that it will have some distinguishing feature which will make it recognizable to those familiar with the previous owner).

t) A glass- and trash-strewn vacant lot - has become the "hangout" for the street rats in this part of the Labyrinth. For a few coppers, the rats will volunteer to perform any number of helpful functions, including spying, message delivery, and supplying information. They are generally reliable and useful little scum, as long as one bears in mind two restrictions:

1) they will always exaggerate a story, and 50% of the information they pass along is either rumor or sheer fabrication; and,

2) there is a 60% chance they will not complete the task they've agreed to do if their "employer" has been foolish enough to pay them the entire sum agreed on, in advance.

Within these restrictions, the urchins will co-operate at least half-heartedly for whatever money they can get.



ROGUES' ROOST

EXTERIOR

As has been previously noted, the Roost is four stories tall, with a full attic floor and two basement levels. The ground floor is windowless, and can be accessed only by the large, heavily scarred but unadorned, oaken front door (it bears no identifying marks of any kind). There are abundant windows on the upper levels, spaced at about 8' to 12' intervals along the outside of the second, third, and fourth floors. All of these openings are barred, a not uncommon practice in a neighborhood where the most common professions are larcenous in nature (buildings g, i, l, m, & t are similarly protected); the bars on the Guild windows are about 1" thick, and are maintained in excellent condition. There are fifteen smaller windows in dormers scattered around the attic floor; these are covered by a wire mesh for protection. The roof of the building is of slate, and is flat on top but peaks at a 45° angle along the sides; at the rear of the building is a rather large chimney comprised of a double layer of brick. At the front, in a line up from the main entrance, can be seen three stonework balconies, one above the other; each is guarded with an iron railing, and the double doors leading onto the balconies are of heavy wood with glass panels (they are locked from the inside when not in use). In addition to the front entrance, there is a covered passage that runs along the east wall of the building and descends to a basement landing, leading to a set of double doors; these doors are open from 7:00am to 9:00pm daily, but are locked at other times.

INTERIOR

There are over ninety rooms in Rogues' Roost; consequently, the room descriptions given will highlight the most important areas of the building, and those where the Black Hand or Guild players are most likely to find themselves. Detailed plans of the various floors are provided to give the GM a schematic view of the relationship between various rooms and corridors, and to give him a playing surface to run the adventure on. If the scenario is being run with a team of players representing each of the two sides, it is suggested that the GM reproduce an extra copy of these plans so that each team can deploy its forces secretly until a face-to-face confrontation occurs.

SUBBASEMENT

There are two areas here - a beer and wine storage cellar (a), cool and well stocked, and the master vault (b), where the Guild's greatest treasures are kept. Both these areas are accessible only by elevator - the storage cellar via a huge, plainly visible dumbwaiter in the kitchen, one floor up, and the other by an arcane device hidden behind a secret panel in the office of the Keeper of the Records on the ground floor. Neither room all likely to come into play, except possibly in an attempt by the Black Hand thieves to escape from the Roost. Two passageways at the north and south ends of the wine cellar lead into the sprawling system of catacombs that underlie much of Kurgan's Hill (the southern portion of the city, where

the Labyrinth lies). Anyone entering the catacombs without a map (see Library - 3rd Floor) is indeed likely to lose his pursuers in the twisting passages; however, he is also quite likely to wander in circles for days, before finding a path that leads to the surface (assuming the sewer rats don't wind up feasting on him).

BASEMENT

c) Kitchen - A common commissary, which serves meals at noon, and from 6:00-8:00pm. A dumb-waiter in the southwest corner leads down to the beer cellar. The ramp in the northwest corner leads up to the alley behind the Roost, where all the kitchen refuse is thrown out (after hours, a metal plate slides down from the ceiling to shut off this access). In the north wall, there is an enormous fireplace with bread ovens on either side - baking is done almost continuously from 8:00am to 8:00pm; after 8:00pm the fire is left to die down for the night. Anyone climbing down the inside of the chimney can only exit at this level of the building (although the Guild Master can enter the shaft through a secret panel in his rooms that only opens from the outside).

d) Refectory - Long tables and benches provide seating for up to 200 people. The novices taking training at the Roost eat here twice a day, as do some of the in-house staff (while others leave the building in search of more appetizing fare). For the evening meal, a number of the Guild's beggars also come in through the passageway (f) to dine.

e) Various food and utensil storage areas.

f) Basement entryway - The King of the Beggars and 1-2 of his lieutenants oversee the comings and goings through this entryway. Anyone coming to the door must give the current password (spread to the beggars each dawn as they congregate in the stone passageway, known as "Beggars Walk"), and announce his day's take, handing over the Guild's 25% share to the doorkeeper. Once both are accomplished, he is permitted in the refectory. Anyone suspicious is hauled upstairs to the Office of the Master of Novices, and locked in to await interrogators from among the on-duty sentries.

GROUND FLOOR

g) Ground Floor Entryway - The front door opens outward, revealing a short flight of steps up to a fairly long landing (1) which ends at another locked door. A knock or call will bring the sentry stationed in the second anteroom (2) to the door. He will open a panel set at eye-level, and demand the day's password, or a display of the Guild's mark (in the olden days, the mark was tattooed onto the individual's person, as the Black Hand still prefers to do in most cases. Now, the symbol of a thief's allegiance may be placed by an invisible enchantment, or be attached to some article of his clothing. In whatever manner it appears, he must reveal it at this checkpoint to proceed further, or give the password). If a satisfactory indication is given, the door to (2) will be opened. Those giving the password are permitted only to pass through doors on the east or west walls which access the two large dormitories, in rare cases, if they claim they have information of critical importance to deliver, they will be admitted to the waiting room, and permitted to speak with the "duty officer". Those with the mark of the Guild may pass through the north door into the sentry room, and on about their business. The north door is locked from the sentry room side, and unlocked only if the guard at (2) gives the OK (a special password sequence between the guards is set up to alert the sentry room men if the guard at (2) is acting under duress (i.e., at swordpoint)

h) Dormitories - Two large rooms filled with bunks arranged three high. Beggars and other Guild thieves without accommodations can sleep in these rooms on a first come-first served basis; no one is admitted to the dorms after 11:00pm (upon which time the doors from (2) are locked by the guard stationed there). Each dorm also has a door in the north wall leading to the main Sentry Room; these doors are kept locked from the Sentry Room side, and are unlocked only when there is a disturbance in one of the dorms that the sentries investigate.

i) Main Sentry Room - A sparsely furnished room, outfitted with a small armory. There are 3-5 guards on duty here at any given time. One of the doors in the western wall of the room leads to the guards' sleeping quarters, where 4-10 additional guards are usually resting or relaxing (and can be quickly summoned to arms in the event of an emergency).

j) Waiting Room - During the day, Guild thieves waiting to see the Keeper of the Records (to report their recent activities, and present the Guild with its share of the take) are seated here. In the evening, a moderate level Guild functionary acting as "officer of the day" sits in this paneled office, and handles emergency requests for assistance, or settles disputes between Guildsmen. An elevator in the corner of the room is used in emergency situations to transport thieves to the Guild Healer's Surgery on the third floor.

k) Office of the Keeper of Records - In this plushly furnished, soundproofed inner sanctum, the ledgers of the Guild's operations are maintained by Arquephus, the Keeper of Records. The records of the Guild's transactions fill many massive volumes, which line bookshelves along all four walls. One of these bookcases pivots around to reveal a short passageway leading into the elevator to the Vault. Both doors to this room are kept locked from the inside while Arquephus is present, and are locked from the outside between 6:00pm and 9:00am.

l) Office of the Master of Novices - Should not enter into the play of this scenario, unless the Hand players should rouse the suspicions of the guards and be hauled in for questioning.

m) Trophy Room - Velvet-lined cases filled with memorabilia from the Guild's greatest criminal ventures. The cases include personal effects of the master thieves who committed these crimes (weapons, clothing, burglars tools, etc.), replicas of the famous items of booty that were captured, and pictures and diagrams illustrating how the crime was committed. One wall is lined with statuary depicting long-standing nemeses of the Guild.

n) The Masters Lounge - A room used by Guild members for quiet contemplation; many thieves swear they have gotten inspiration from communing with their ancestral counterparts here. Niches have been carved out of the marble walls of this room, each filled with the preserved skull and hands of the former Masters of the Guild. This room is the Black Hand's target.

o) The Great Hall - A large, two-story high ballroom used for large meetings and formal celebrations. A staircase along the west wall leads up to a balcony lined with the portraits of illustrious archfiends of the past. The chimney at this level has several small (6" square) vents which allow heat from the fireplace below to escape and warm the room.

p) Private accomodations - Small private bed-chambers available to Guild thieves of 4th or higher level who wish to spend the night at the Roost. 1D6 of these rooms will be occupied on the evening that the Black Hand makes it's assault.

SECOND FLOOR

q) Balcony (Rogues Gallery) - The walls of the balcony are lined with a dozen portraits depicting the most notorious thieves who ever belonged to the Guild. The spirits of three of these master thieves still reside in Rogues Roost, and keep a watchful eye over

its security (even though they are confined to the Great Hall in terms of active movement). The spirits will sense the presence of evil if the bones of the Guild Masters in the Masters' Lounge are disturbed - they will create a disturbance of their own in the Great Hall (by knocking something over, emitting a high-pitched cry, etc.), to attempt to make the Guildsmen in the Roost aware of the threat. If the Black Hand thieves should enter the Great Hall after disturbing the bones of the ur-Venite, the spirits will physically attack them (treat the spiirits as wraiths for purposes of determining combat abilities and special attacks).

r,s) Quarters of the Master of Novices, Instructors Quarters - The seven individuals charged with indoctrinating novice Guild candidates in the thiefly arts are semi-permanent residents of Rogues Roost. See the Random Encounters section of this adventure below for an explanation of procedures for determining the whereabouts of these individuals during the course of the scenario.

t) Novices Dormitory - At any given time, there will be 6+3D10 novice thieves undergoing training at the Roost. After 9:00pm, all novices are supposed to be in their quarters with lights out (with no exceptions, unless indicated by a Random Encounter result).

u) Classrooms - These rooms are locked at night when not in use.

THIRD FLOOR

v,w,x) Healer's Office, Surgery and Recovery Room, Patient Bedchambers - The private province of Dradd Plen-or, the Guild's Healer. Dradd's surgery room is equipped with the most recent innovations in medical technology, and his supply cabinets are filled with potent salves, ointments, and antitoxins. Though there are six curtained bedchambers outfitted as temporary patient bedrooms, it is seldom that more than one or two of these are in use.

y,z) Salle D'Armes, Weapons Master's Quarters - The Weapons Master, Pocheffski, teaches a variety of weapon skills in the salle D'Armes. A system of filtered lamps is used to simulate nighttime fighting maneuvers, and the western portion of the room has been built up with rock and sand into a rough terrain replica. The Salle D'Armes will be locked at night. Pocheffski, though now in his late fifties, is still cat-quick on his feet, and able to move with great stealth across the familiar terrain of the Roost. He has excellent hearing, and is very likely to hear and investigate any sort of disturbance in the gymnasium or hall outside his quarters.

aa) Gymnasium - Another impressively outfitted facility, lined with tumbling mats, balance beams, ropes, and a mechanical, 15' tall, climbing apparatus which changes its surface characteristics (1,457,769 combinations in all) every time it is scaled. The facility is frequently used by non-resident Guild thieves in the mood for a good hard workout (or feeling stale after a period of inactivity, like prison).

bb) Armory - A large weapon storage area, replete with short stabbing blades of all types, a variety of thrown missile weapons, and other specialized tools of thievish assault (brass knuckles, saps, garrotes, etc.). The door is always locked unless the Weapons Master or Quartermaster is inside; they have the only keys.

cc,dd) Quartermaster's Office, Supply Room - Brindle Bakker, the Guild's quartermaster, keeps track of the flow of the organization's basic supplies (food, equipment, etc.) at a desk piled high with papers. Brindle takes herself and her job very seriously, and is a chronic worrier who gets intensely upset if even a single ball of twine is unaccounted for; she often works late into the night, totally oblivious to her surroundings, filling in page after page of elaborate accounting ledgers. Brindle has the only key to the main supply room (complexity 3 lock), which contains a cornucopia of equipment, both common (blankets, packs, ropes, lights, etc.) and specialized (lock picks, safecracking tools, a wide selection of poisons and other drugs).

ee,ff,gg) Healer's, Quartermaster's, Librarian's Personal Quarters - The private bedchambers of these three Guild functionaries are filled with their personal effects, and contain little that is out of the ordinary. The Random Encounters procedure described in the next section is used to determine whether these NPCs are present in their rooms at any given time.

hh) "Board Room" - Special planning meetings involving the highest level Guild officials are held in this plushly furnished chamber, which has a well-stocked liquor cabinet, and a detailed city map along one wall (the map is dotted with pins of various colors, and a variety of pen-marked circles and arrows. There is a 5% chance that such a meeting is being held on the night of the Hand's assault (if this is the case, all the special quarters on the 4th floor will be filled for the night); otherwise the room is kept locked (complexity 4 lock).

ii, jj, kk) Librarian's Office, Record Storage, Maps and Plans Room - The office of Rasoom, the librarian, is filled with unruly piles of books stacked on every chair, table and other flat surface in the room. Although Resoom's predecessors had set up an elaborate filing system to keep track of the Guild's many reference materials, he is hopelessly lazy about such matters, and relies heavily on his photographic memory to locate the books and maps that Guild members request. The record storage room contains the historical records of the Guild's activities, and several shelves of reference books on various aspects of the thiefly arts. The Guild's collection of maps and building plans is extraordinary in its depth; the Guild has complete (though not always up-to-date) floor plans for some 35% to 40% of all the buildings in Haven (annotated, with markings detailing sentry routes, traps, and secret panels and passages), and for many other major structures located outside the city (including the country estates of many of Haven's leading nobles, a number of large temples, a few of the older castles, etc.). These rooms remain open until midnight to 1:00am each night, and are often full of Guild members planning break-ins or burglaries. Resoom feels the Roost's guards can worry about the safety of the library's materials; he spends the majority of his evenings gambling and wenching at one or another of the many sleazy bars dotting the Labyrinth.

FOURTH FLOOR

ll) Hideout Quarters - Rooms used by fugitive Guild thieves being sought by the authorities, or by others seeking revenge. On a roll of 01-20 on a D100, these rooms are totally unoccupied; 21-80, 1D6 rooms are occupied; 81-00, 2D8 rooms occupied. Occupants of these rooms are very likely to notice noises outside their quarters, but very unlikely to investigate such sounds by openly revealing themselves (talk about paranoid!).

mm) Special Quarters - These lushly furnished chambers are maintained for the use of high ranking Guild officials from other parts of the city (and from out of the city) who wish temporary accommodations when they are called to the Roost to confer on Guild business, or when they come to advance their own personal inquiries. Under normal circumstances, there is a 40% chance that 1D3 of these rooms are occupied; all these rooms will be full if a meeting has been scheduled for the "Board Room" (see room description hh).

nn) Guildmaster's Quarters - A 3 room suite consisting of living room, study, and bedroom. Two large gorilloid bodyguards accompany the Guildmaster at virtually all times. A secret passage in the wall of the study

provides the Guildmaster with an access to the flue of the chimney, to provide him with an escape route in the event of an attack.

Points of Entry

One of the most critical problems the Black Hand players must surmount in this scenario is figuring out a way to get inside the building itself. The following paragraphs are intended to provide the GMs with additional information about the various points of entry into the Roost.

1) Beggar's Walk - The ranks of those who make their living by crying their tale of woe in the streets of Haven are constantly changing, so that the appearance of a new face in the crowd of beggars coming to the Roost for a meal and a bed will not greatly disturb anyone (unless that newcomer acts very suspiciously or does not know the password, which can almost always be picked up on the streets for the price of a copper). Unless the Black Hand thieves truly come up with a brilliant strategem, however, any character entering the Roost in the guise of a beggar should find it verrry difficult to get beyond the four walls of the refectory or the dormitory room, for there are several sentries around to ensure that the beggars do not overstep the bounds placed on where they are allowed to go and what they are allowed to do. Possible plans that might work (depending on how realistically they are carried out) would be pretending to have an illness requiring the Healer's surgical attentions; claiming one had obtained important information from a conversation taking place nearby (which might get you an audience with the duty officer); or starting a verbal or physical ruckus within the dorm room after "lights out" (which could get you pulled out of the dorm and brought to the Master of Novices' office for interrogation). The doors here are locked for the night at 9:00pm; there is a sentry on duty after hours, to direct stragglers upstairs.

2) Front Entrance - If entering as a beggar, the same strengths and weaknesses of this approach listed under the Beggar's Walk heading apply. The front door also offers a thief the chance to gain a much less restricted form of entry if he can successfully impersonate a Guild figure. To do so, one must accomplish all of the following: a) Find a Guild thief who wears the "mark" of the Guild in the form of an external insignia (20% of total membership); b) Capture that thief and snatch his insignia; c) Successfully convince the guards of his "identity" (If the thief grabbed by the Hand is from another part of the city, and does not often visit the Roost, the successfulness of the impersonation will depend solely on the Disguise ability of the character assuming the role. Alternatively, if the thief grabbed is a native of the Labyrinth, and not very similar in physical appearance to one of the thieves, there is a 30% chance that he is personally known by the on-duty sentries so that the disguised character will be immediately revealed as an impostor).

3) 2nd-4th Floor Windows - It would take all night to cut through one of the window bars by hand, and the noise would be certain to rouse anyone inside the room (50% chance of awakening people in adjacent rooms as well). If a character uses some sort of acid to prime the bars, the same operation would take 1/2 hour per bar (but the acid would likely play havoc with the saw blades as well, necessitating their frequent replacement). If the Hand thieves select the Belt of Giant Strength as one of their magic items, there is a chance that its wearer can bend these bars sufficiently to squeeze a human-sized figure through them (85% chance if worn by Sevye; 25% if Jayonge; 15% if Krannock). The windows which adjoin the Guildmasters Quarters, Special 4th Floor Quarters, and the Third Floor supply room are all trapped with alarms (see Traps below) in addition to the protection provided by the bars.

4) Attic windows - Any thief with a good pair of wire cutters should be able to create an access hole into the attic in about 15-30 minutes, provided he can reach the rooftop and keep his footing on its slick slate surface. The interior of the attic is, of course, completely dark and anyone without infravision or a light source is likely to crash about the assorted debris extensively before he can find the stairs to the 4th floor.

5) Chimney - A two-piece iron covering must be removed to provide access to the shaft of the chimney. Players must make Climbing ability rolls to safely negotiate the first 20 feet down the shaft; thereafter, they will find that a set of hand and footholds seem to be regularly set into the shaft (part of the Guildmaster's emergency escape route). Anyone entering through the chimney must exit through the basement fireplace, unless they have brought along the magical Shrink pills, and squeeze their temporarily reduced bodies through the hot air vents into the Great Hall.

6) Balconies - A tempting red herring. Unless the "insider" or one of the thief characters already inside the building deactivates the elaborate complex of traps surrounding these points of entry (see below), anyone attempting to pass through the balcony's doors will hardly catch the occupants of the Roost unawares, if indeed they are able to pass through these doors at all. A Detect Traps scroll used here would probably register 10 on the Richter scale.

Traps and Alarms

It should come as no surprise to any rogue to learn that the Roost is well protected by a variety of mechanical and arcane snares designed to detect, delay and/or disable any intruders to this supposedly inviolable sanctuary. These various traps and alarms are described below, and identified by number so that they can be located on the floor plans presented at the end of this book (traps marked with an * may be eliminated at the GM's discretion to adjust play balance, particularly if there are active Guild players participating in the scenario).

T1 (Vault Room) - The handle to the vault is protected by a Noose of Flesh spell; if turned, a 10' diameter circle of living protoplasm appears before the vault door; the Noose contracts at a rate of 1' per mr and consumes all organic matter (including flesh) that it contacts (MR saving roll at a penalty of 8 or death if touched; CDN saving roll at -5 to dodge free of its clutches if within its circle but not yet in contact). T1 can only be deactivated by turning the proper key in the niche located along the opposite wall of the corridor; only the Guildmaster and Keeper of Records have copies of this key.

T2 * - The stairwells leading between the basement and 1st floor, 1st and 2nd floor, and the 2nd and 3rd floors are monitored by a tracking system. Anyone breaking the plane of the tracking beam activates the system, which records a picture of the passerby and stores it (in miniature) in one of the six large jewels inset into the weapons rack in the Main Sentry Room. When a picture has been so recorded, the jewel housing the image glows with an unnatural light until the image is summoned. If a character makes a successful Detect Traps roll in the vicinity of these stairwells, he should readily discover the location of the beams, and should be able to figure out how to climb the stairs without activating these rays.

T3 (Keeper of Records Office) - The concealed door leading to the vault elevator is Wizard Locked (STR saving roll on 7D12 to physically shatter the spell, no more than two persons can exert force against the door at the same time). The lock may also be temporarily deactivated by a Word of Command, known by the Guildmaster, the Keeper of Records, the Librarian and the most trusted Guild lieutenants (including the "Insider").

T4 * - The display cases in the Trophey Room are trapped; breaking into any of these cases without a proper key will both set off an alarm, and release a poison gas from the base of the case (STM saving roll at a bonus of 6 or death; second STM roll or unconscious 1D6 hours; REF saving roll at -4 to avoid inhaling the gas at all). Trap is activated and deactivated from a panel housed in the Sentry Room, and is always set at night.

T5 - All balcony entrances are protected by a three-pronged trap: a) an electrified blast, released whenever the outside handle is touched (3D8 damage, STM saving roll at -4 or immobile for 2D12 mr from system shock); b) a Tanglefield spell blanketing the entire 10' of hallway just inside the balcony - activated whenever the door is opened from the outside (MR saving roll -3 or trapped for 10 mr); and c) an alarm bell (located on the ceiling of the hallway) that is activated whether the balcony door is opened in either direction. These three traps are all activated and deactivated by seperate toggle switches located behind a hidden wall panel on each hallway (GM's Note: If the rolls for random encounters have previously indicated that a novice has illegally left the premises, then the second floor balcony traps will be deactivated).

T6 - The exterior door handle to the Healer's Supply Room is trapped with a Sleep spell (10' radius, MR saving roll -2 or sleep 2D6 hours).

T7 - The door to the Main Supply Room is trapped with a charm of Befuddlement (STM saving roll at a penalty of 5 or operate at 1/2 normal mental capacity for 1 hour).

T8 - The windows outside the Supply Room, Master's Chamber, and 4th Floor Special Rooms are all trapped with alarms.

T9 - The area directly before the inner door to the Guildmaster's bedchamber is protected by a double blade trap (swords emerge from floor and sidewall, doing 2D10 damage each, HACØ = 3).

INHABITANTS OF THE ROOST

Guild Players

If the GM and his players wish to run this adventure as a competition between the teams, the second group of players will assume the roles of 2-4 loyal Guild members called upon by the Guildmaster to assist in keeping the hold secure. The Guild players may choose to portray any of the following characters:

1) Rank and file Guild thieves, with temporary quarters among the 1st floor private rooms. Rank and filers will have their movements warily scrutinized (and perhaps somewhat inhibited) by the regular on-duty sentries; they have a 5% chance of knowing the rumors about the spirit forms inhabiting the Great Hall's gallery.

2) Resident instructors, normally charged with teaching novice thieves the various roguish arts. They have virtually complete freedom of movement anywhere in the Roost except the 4th floor, and have a 30% chance of knowing the spirit rumors. Their permanent quarters are on the 2nd floor.

3) Guild lieutenants, housed in the 4th floor special quarters. They have complete run of the premises, and unquestioned authority to command the sentries to action in an emergency situation. They have a 25% chance of knowing the spirit rumors.

Regardless of whom the players portray, the information they receive at the outset of the scenario will be essentially the same. Guild informants are said to have heard rumors that the Black Hand is planning some sort of direct assault on the Roost. The objective of this attack is not known, and neither is the size of the group charged with making the assault (though it is assumed that the numbers involved are small, due to the very fact that the informants have been unable to learn anything about the attackers). The players are assigned to lend their help to the regular protective forces, but are told not to inform the sentries of the assault threat (in order to prevent an outbreak of chaos in the lower ranks).

All Guild players are assumed to be familiar with the basic layout of the Roost, though only lieutenants would be aware of the building's secret passages. The players will be urged by the Guildmaster to subdue and capture the Hand intruders if possible, so that the latter may be questioned.

Sentries

1) Front Gate - Between the hours of 6:00pm-6:00am, there are three guards continuously on duty at the Roost's front entrance. These guards are never derelict in their duties, and will never desert their posts (except to rouse reinforcements from the adjoining guard sleeping quarters.

2) Beggar's Walk entrance - One guard is on duty from 9:00pm until morning. There is a small eye-level panel set into the door in this entranceway which the guard can use when he hears a knock or other disturbance outside. After midnight, there is a 20% chance that this guard will be asleep at his station, because disturbances occur so infrequently.

3) Guildmaster's Quarters - The Guildmaster always travels with a pair of personal bodyguards. If the Master is gone from the Roost, these guards are also absent; when he has retired for the evening, one of the two stands watch outside the door to these quarters, while the other one rests on the couch within. As befits such important guardians, both are extremely light sleepers (85% chance of waking if there is a disturbance outside the Master's bedchambers).

4) General - Normally, there are two guards charged with the responsibility of patrolling the entire Roost on a half-hourly basis. These patrols take 10-12 minutes to complete; between rounds, the patrollers wait in either the Main Sentry Room (70%), the office of the Keeper of Records (20%), or the main room of the Library (10%). There is a 15% chance each patrol that the guards are delayed 2D6 minutes investigating some sort of disturbance. There is also a 10% chance that one of the guards will remain behind on a given patrol, to catch a quick nap. (GM's Note: If this scenario is being run with active Guild players, the GM may wish to remove these wandering sentries from the action to adjust the competitive balance of the adventure).

Random Encounters

The various other transient and permanent residents of the Roost may become involved in the play of the scenario, for their normal movements may chance to bring them in contact with the Hand intruders. Before beginning the scenario, the GM must determine the Starting Location of each of the Guild NPCs present in the building using the following procedure.

1) Make the appropriate die rolls indicated in the Roost room descriptions, to determine the number of NPCs (if any) occupying the 1st floor private rooms and 4th floor special quarters.

2) Locate each of the above individuals, and the following permanent residents of the Roost: the Guild Master, the Quartermaster, the Librarian, the Weapons Master, the Master of Novices, the six instructors, and the ten off-duty guards. Roll a D100 and consult the table below (subtract 10 from the base die roll result when rolling for guards; add 20 when rolling for the Quartermaster, Weapons Master, or Master of Novices; add 35 when rolling for the Guild Master).

01-15	Character out of building; will not return during the course of the evening.
15-40	Character out of building; will return during the course of the evening.
41-65	In building, but in room other than one's own (roll D10 for exact room determination: 1 library, 2 gymnasium, 3 surgery, 4-6 one of 1st floor private rooms, 7-9 room of permanent staff member, 10 4th floor quarters).
66-00	In building, in own room.

Modified die roll results of 0 or less are treated as 01's; results of greater than 100 as 00.

3) The Healer, any fugitives using the hideout quarters, and the Novices are all assumed to begin the scenario in their respective rooms. GMs should note the locations of every NPC on a copy of the floor plan, so that he can correctly inform the Hand and/or Guild players of potential encounter situations.

4) Once play begins, the GM will make periodic checks to see if these NPCs are changing location. If there are no Guild player characters, these checks should be made once every 10 game turns; if there are active Guild PCs, movement rolls should be made less frequently (every 20 or 30 mr). Checks are made using a D6; on a 5 or 6, NPC movement occurs, and a further D20 is rolled on the Random Event Table below to determine the exact action taking place.

RANDOM EVENT TABLE

1) Minor disturbance in one of the 1st floor dormitory rooms (squabble between two or more beggars). Two sentries enter the dorm to investigate; there is a 50% chance the instigators will be taken to the Office of the Master of Novices for questioning, and a 20% chance they will be ejected from the premises.

2) A badly bloodied Guild thief is led through the front entryway by two of his compatriots, and is immediately passed through to the Healer's Surgery.

3) A Guild thief enters with an urgent report concerning a man being kept under surveillance by the Guild. He is taken to the Waiting Room, where the Duty Officer decides that his news requires a high level decision, and summons either one of the in-house Lieutenants (if any are on the premises) or the Guildmaster himself.

4) One of the Novices slips out of the Novice dorm after curfew, and leaves the Roost via the second floor balcony (deactivating all traps and alarms in that area) to keep a rendesvous with a lady love.

5) The Quartermaster, troubled by a series of small thefts from the Guild's supply stores, goes to the Masters' Lounge to ponder her possible courses of action.

6) One of the thieves staying on the 1st floor becomes restless, and goes up to the Gymnasium for an after hours workout. If the Weapons Master is in his rooms, he is roused by this disturbance, and looks in on the workout for a few moments before returning to bed.

7-11) An NPC identified as being "outside the Roost" at the start of the scenario returns to the building, entering by the front doors and going directly to his room:

7) Thief staying in first floor private room
8) Guild lieutenant staying on 4th floor
9) Resident Guild official (Master of Novices, Weapons Master, Quartermaster, Librarian, or Guildmaster)
10) Instructor
11) Off-duty guard

12-16) An NPC identified as being "inside the building, but in a room other than his own", returns to his quarters.

12) Thief staying in 1st floor private room
13) Guild lieutenant staying on 4th floor
14) Resident Guild official(see list above)
15) Instructor
16) Off-duty guard

17-19) One of the Roost's inhabitants is roused by a noise outside his room, and opens his door to look for its source. For the next 20 minutes, the individual in question will be extremely aware of sounds around him, and likely to investigate any new noises he hears outside the room.

20) The Librarian develops a craving for a midnight snack, and goes down to the kitchen to find bread and cheese, returning 15 minutes later with a full plate in hand.

(GM's Note: if an instruction cannot be carried out because no character in that category of individuals is in a location where he can fulfill the directions given, the instruction is ignored and it is assumed that nothing happens during that game turn.)

SWITCHING THE HEAD

If the Hand thieves manage to make their way into the Masters' Lounge, they will find the room unlit (unless the Quartermaster is present - see Random Encounters List). If the thieves work by torchlight or lantern, it should take them several moments to locate the skull of their target among the 50-60 niches spread about the room. As soon as any one of these sacred skulls is touched by the hands of an outsider, there is an 85% chance that the spirits residing in the Great Hall Gallery will rise and begin making a great commotion, hoping to bring guards onto the scene of this desecration. The spirits cannot leave the confines of the Great Hall; they can, however, render themselves partially tangible and attack the Hand agents if the latter enter the Great Hall after the spirits have been aroused.

During evening hours the following rooms are unlit when unoccupied: Offices of resident Officials, Kitchen and Refectory, Masters' Lounge, Great Hall, Gymnasium and Salle d'Armes, and Conference Room. The Trophy Room, Library, corridors and stairwells are all dimly lit (equivalent of a Moonlight spell). Living quarters are left lit or unlit according to the GM's discretion. All other areas are brightly lit at all times.

If the sentries and/or Guild players become alerted to the Hand intruders, and pursuit begins, the GM should bear in mind that the Guild characters have a thorough knowledge of the Roost's layout, and that the Hand players do not. Hence, unless the Hand players retrace their steps exactly in making their retreat,



they will have to spend some amount of time getting their bearings in each new room or corridor (thus making it possible for the Guild sentries to close on their quarry, even though their normal movement speeds may be the same or worse). Conversely, if the sentries have lost sight of their quarry and come to an intersection, they may attempt to make a Hearing roll (40% chance per sentry) to determine the position of their foes; if this fails, a random die roll is made to determine the direction in which they continue "pursuit".

SCORING THE SCENARIO

For the Hand thieves, of course, successful completion of the mission is the only way to accomplish a complete victory. Groups which make little or no use of the services of the "insider", and who take the minimum number of magic items necessary to accomplish their objective, should be ranked more highly than those who over use (or overtly abuse) these resources. The second most desirable objective (though Father Marco would doubtless disagree) is for the thieves to escape capture, because the capture or death of the intruders is likely to increase the Guild's morale, even if the thieves have penetrated far enough to make the switch before they are apprehended. The least satisfactory results are, in order of preference: a) capture or death after the successful switch has been made, b) capture or death within the Roost, before the snatch, and c) the lowest ignominy, capture or death before the group has even gained entry to the Roost.

If there are active Guild players, their order of preferred outcomes is of course the reverse of that listed above. Like the Hand thieves, the Guild characters will be ranked more highly if they accomplish their objectives with a lesser number of advantages (players portraying rank and file thieves would receive higher ratings for a given outcome than instructors, who in turn would be more highly rated than those playing Lieutenants). If the Guild players make heavy use of specialized character skills, or magic weapons or artifacts, their rating should also be reduced. Both sides should be penalized for attempting to kill their foes, except in self-defense. Individual players on either side may also be awarded bonus points if they conceive and execute a particularly innovative strategy.

CHARACTER DESCRIPTIONS FOR INTO THE DRAGON'S JAWS

Name	Character Notes	Class	Requisites ST	CO	RF	SM	IQ	MR	Weapon	Combat HACØ	Damage	Armor Class	HTK
Jayonge		VET HU THF	10	16	19	16	13	14	ThKNFe	1/5/10	1D5	CLO 7	26
									KNF	10	1D4		
									MACE	7	2D4		
Sevye Bureem		VET OR THF	17	16	10	8	8	11	KNF	9	1D4	LTH 6	28
									MAULe	5	4D6		
									Thrn	3/9/15	1D6		
Krannock	(1)	VET HU THF	9	12	8	12	16	9	DGRe	7	1D6*	CLO 3	26
									BOLO	2/7/12	1D5		
									SMAXE	8	2D3*		
"the insider"	*	EL HU THF	5	15	17	12	16	14	RAPRe	5	1D12	CLO 7	23
									ThKNFe	-1/3/8	1D5		
GUILD SENTRIES (roll D6)													
Sentry 1		INT HU THF	6	10	10	14	9	11	ThKNF	3/7/12	1D4	LTH 5	17
									KNIFE	10	1D4		
Sentry 2		VET /E THF	14	14	11	11	11	18	CLUB	6	2D4	CLO 4	32
									SLINGe	0/5/10	1D6		
Sentry 3	*	VET HU THF	10	14	15	12	12	7	RAPRe	3	1D12	CLO 5	22
									MNGCHe	5	1D8		
Sentry 4	(2)	INT HU THF	15	12	13	13	16	13	BDSWD	6	4D4	LTH 8	24
Sentry 5		INT OR THF	11	8	13	14	14	11	SMAXE	7	2D3	LTH 5	22
									DGR	10	1D4		
Sentry 6		VET DW THF	12	12	12	10	10	19	MGSTR	9	2D8	LTH 6	25
									BOLOe	1/6/11	1D6/t		
INHABITANTS OF ROOST													
Instructor A		INT HU THF	17	12	10	16	11	6	BDSWD	6	4D4	CLO 3	32
Instructor B	*	INT HU THF	10	11	18	10	14	14	DGR	10	1D4	NON 4	22
									SLING	1/6/10	1D4		
Thief A		INT EL THF	14	13	11	14	10	12	KNIFE	8	1D4	NON 2	21
Thief B		VET HU THF	14	15	13	10	13	5	MACE	6	3D4	CLO 5	29
									BOLOe	0/5/10	1D6/t		
Lieutenant A		EL HU THF	8	17	16	14	11	14	RAPRe	2	1D12	CLO 6	23
Lieutenant B	(3)	EL HU THF	17	13	13	7	14	12	WRHMRe	5	4D6	CHN 6	29
									LBOWe	1/5/8	1D6		
Arquephus	(4)	INT HU THF	10	15	16	9	17	11	DGR	8	1D4	CLO 2	15
Dradd Plen-or	(5)	VET /E HLR	8	17	13	15	13	7	HYPOe	5		NON 0	21
Potcheffski	(6)	VET HU FTR	12	16	16	8	12	11	RAPRe	1	1D12	CLO 6	24
									HMRe	7	4D4		
									ThKNFe	3/7/12	1D5		
Brindle	*	INT HU THF	7	13	11	10	14	14	DGR	9	1D4	NON 0	17
Resoom		VET HU SCH	11	13	12	8	17	6	None			NON 0	18
Azimuth		EL HU THF	16	12	19	11	16	15	SMAXEe	4	3D5	CHN 12	44
									Thrne	2/7/11	1D8		
Bodyguard 1,2	(2)	VET HU FTR	16	14	11	14	8	19	WRHMRe	5	4D6	SCA 12	46
									FLAILe	5	3D8		

NOTES:
(1) Krannock's blades (marked *) are coated with a poison that induces a catatonic state in the victim within 5 - 10 mr. STM saving roll at -4.
(2) Armor magically enchanted to +2 protection.
(3) Armor is shirt only.
(4) Armor has Shield spell embedded - when activated, increases AC by 5 for 10 mr.
(5) If he hits successfully, victim must make a STM saving roll at a penalty of 6 or fall unconscious (after 1D6 mr). Fumble means that he hit himself.
(6) +2 to Hit Probability (non-magical).
* - indicates character is female.
t - indicates the weapon will tangle the target as well as damaging it.

D. THE HOUSE OF POTIPHAR THE PHAT

Introduction

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

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

* * * * *

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

Potiphar the Phat

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

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

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

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



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

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

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

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

Potiphar's Equipment

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

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

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

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

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

Potiphar also has the power of Moruss, the religious item which is the object of the thieves' attack, as long as Potiphar is within 5 miles of his home, he may call upon any felines in the vicinity to give him aid. An average 'cat-calling', should manage to bring in anywhere between 1 to 60 snarling, ferocious cats ([1D6 - 1] * 10 + 1D10 -1). See the section on cats to determine the ensuing battle.

House of Potiphar

First Floor:

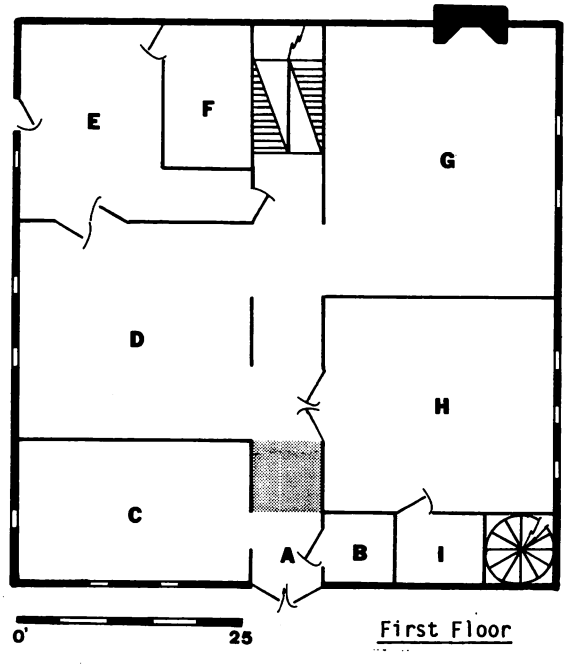
a) Entrance Hall - The large, iron bound double doors lead from the Street of Silk Veils to a wide, warmly accoutred hallway running the length of the house. There are many beautiful, as well as expensive, wall hangings, tapestries, rugs, etc. which adorn the entire lower floor. There is a marked absence of paintings and mirrors throughout this level, as well as an obvious lack of functionability; everything appears to have been designed entirely to please the eye, and toward that end, no small error has been overlooked.
Occupants: 1D6 + 1 Cats

b) Cloak Closet - Just what it says; Potiphar keeps most of his extensive wardrobe of cloaks in this small room. It smells of mothballs and old fur.
Occupants: 20% a female cat with 2D4 kittens

c) Waiting Room - A richly furnished room with many priceless items in it. The room is rather dimly lit, and the several windows are heavily draped.
Occupants: 1D5 + 1 Cats
8:00am-4:00pm 20% 1D4 people waiting to see Potiphar

d) Main Dining Room - There is a large U-shaped table in this room (the opening of the U is toward the kitchen). A huge chandelier, constructed of green and white crystals (no, not diamonds and emeralds, although it may appear so to someone with a greedy eye) hangs from the ceiling, and is the only source of light in the room. The chandelier is specially constructed to send a shaft of greenish light to strike at the point on the table where Potiphar usually sits. The silverware used in this room is normally stored in a small chest in the northwest corner of the room. The chest is not locked, but is trapped (see Traps and Alarms). The silverware is of above average quality, but is not particularly old, or rare (approximately 1000 GP for the full set).
Occupants: 1D8 + 4 Cats

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



First Floor

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

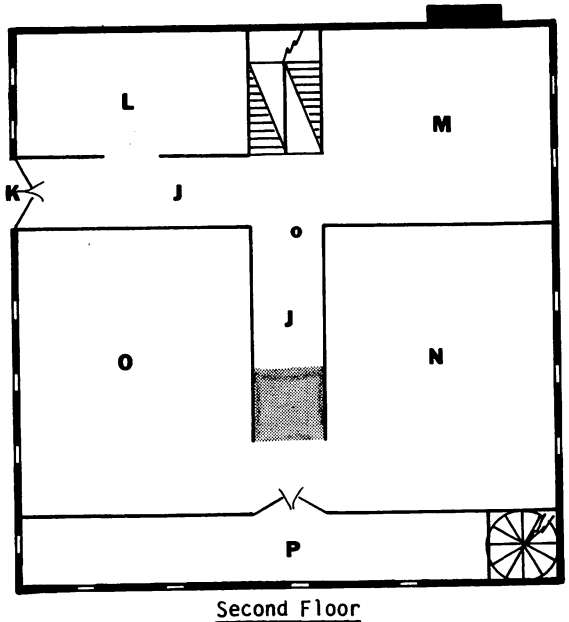
Potiphar has had installed a sort of magical dumb-waiter. In the southwest corner of the kitchen, there is a small chest-like box with 12 buttons on it. The buttons are not marked, and only Trice knows what all the buttons do. The purpose is: a tray of food is put into the box, the lid is closed, and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

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

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

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

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



Second Floor

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

Occupants: 2D6 + 10 Cats

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

Occupants: 1D6 Cats

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

Occupants: 1D3 - 1 Cats

Second Floor:

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

Occupants: 1D6 + 1 Cats

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

Occupants: see Hall

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

Occupants: 1D6 + 1 Cats

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

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

Occupants: 1D6 + 1 Cats

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

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

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

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

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

Occupants: 2D6 + 2 Cats

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

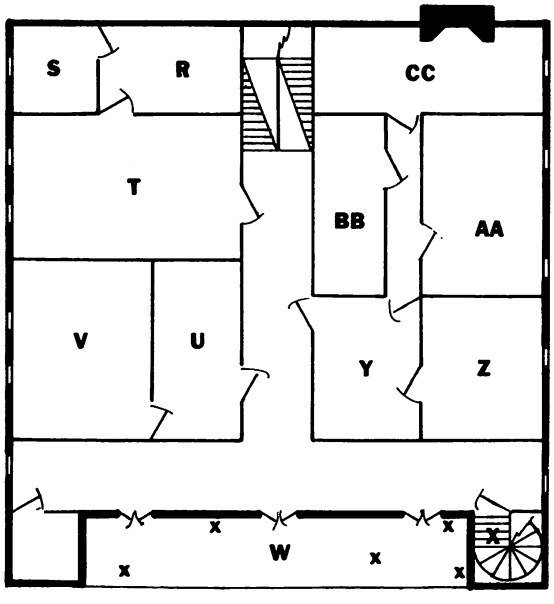
Occupants: 1D6 + 1 Cats

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

1) The medusa head is enchanted so that the snakes move, hiss and try to bite (although they will stop short of actually biting anyone), and occasionally the eyes will open, staring with hatred at anyone in front of it; there is no danger of being stoned. This item is of worth only to Potiphar, and anyone else with a similarly wierd sense of humor.

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

Occupants: 1D6 + 1 Cats



Third Floor

Third Floor:

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

Occupants: 1D6 +2 Cats

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

Occupants: 1D6 - 1 Cats

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

Occupants: 1D6 Cats

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

Occupants: 10% Guest

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

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

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

Occupants: None

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

Occupants: 1D12 Cats
8:00am-5:00pm 80% secretary

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

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

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

Occupants: 1D10 Cats

bb) Potiphar's Wardrobe - In this room is kept most of Potiphar's clothing. There is little of interest to a non-tailor.
Occupants: 25% a female cat with 2D5 kittens

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

Against the north wall, there is a fireplace and on the mantle of the fireplace is the object of the thieves' mission: an 18" tall emerald statue of a yawning cat. This statue's origins are magical, and it gives the bearer empathic control over felines within 50 feet. It takes at least a week of concentration to become attuned to the statue, at which time one may be at a distance of five miles from the statue and still command its power.
Occupants: 45 + 1D20 Cats
12:00mid-7:00am 90% Potiphar

Basement:

In the basement, there are essentially only two rooms: the wine cellar/storage area and Potiphar's vault (they are totally isolated from each other). There is nothing of interest to the thieves in either room, and they should not come into play in this scenario.
Occupants: None.

Roof:

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

Attic:

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

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

Points of Entry

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

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

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

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

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

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

D100

01-10	Drunk staggers down alleyway singing loudly and (surprisingly) on key. 20% attracts attention from the Silken Chain. Will do just about anything if the thieves attempt to shut him up, but is quite likely to pass out at any time.
11-35	Courtesan from (50%) the Silken Chain, or (35%) the rear boardinghouses, or (15%) a streetwalker comes within seeing range of the thieves. She is alone.
36-70	Same as above, except she is with 1D3 customer(s).
71-95	Well dressed young man walks past alleyway and sees the thieves. There is a 10% chance that he will ask to join the thieves.
96-00	Guardsmen (1D3) walk past alleyway and see the thieves, they will immediately investigate.

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

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

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

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

GMs Notes:

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

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

GMs Notes:

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

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

Traps

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

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

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

Back Door: - The back door, if opened while the alarm is still on, not only trips off an alarm, it also sets off the following trap. As soon as the doorknob is turned, then a double-strength Glue spell is activated on the doorknob. This spell will hold fast anything touching the knob (unless a MR saving roll at a penalty of 4 is made), and it requires a STR saving roll on 6D12 to get the stuck object free. If this is part of a body, then the character also recieves 4D6 damage and there is a 30% chance of breaking a bone (STM saving roll at a penalty of 4 cuts both damage received and breakage percentage in half). The spell is inactivated by the same switch which turns off the alarm (see Points of Entry).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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

NPCs

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

Potiphar - Should players attempt to join Potiphar's growing mercenary force, he will be very congenial and will gladly accept the aid of the thieves. He will tell them of his harrowing younger days, of the deaths of his parents, etc. He will then relate to the thieves the fact that he has finally discovered the whereabouts of the band, and is now mounting a force to wipe them out entirely. The band numbers about 80, and he wants to amass a force of 200 or more. He will have already gathered 100, and is anxiously awaiting the day of his revenge.

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

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

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

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

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

Random Encounters

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

7:00am to 9:00am

D10
1-6 Large group (40 + 1D20) of cats ranging through the house pass by the thieves. There is a 15% chance of 1D6 cats stopping to investigate the thieves.
7-9 If on the first floor, the thieves run into Trice, who will immediately question their reason for being. If on the upper floors, then one of the thieves has stepped on a cat toy, which makes a loud "squeek", calling 2D12 cats who "want to play."
10 The thieves run headlong into Potiphar.

9:00am to 12:00noon

D10
1-4 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 4D5 minutes before wandering off.
5-7 1D2 House Staff
8-9 Cat toy
10 Potiphar

12:00noon to 4:00pm

D10
1-5 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 3D10 minutes before wandering off.
6-8 1D2 House Staff
9-10 Cat toy

4:00pm to 7:30pm

D10
1-4 Large group (20 + 1D12) of cats ranging through the house pass by the thieves. There is a 30% chance of 2D4 cats stopping to investigate the thieves.
5-9 Potiphar (20% with 2D6 guests)
10 Cat toy

7:30pm to 7:00am

D10
1-8 1D3+1 cats decide to follow thieves, meowing loudly and persistently. They will follow the thieves for 2D6 minutes before wandering off.
9 Cat toy
10 Large crash sounds as cats knock over display case in 1D4: 1) Coin Room; 2) Arms Room; 3) Feline Room; 4) Emerald Room is knocked over. There is a 75% chance that Potiphar has heard the crash, and he will investigate in 2D3 minutes.

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

Potiphar's Schedule

7:00am - 8:00am

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

8:00am - 9:00am

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

9:00am - 12:00noon

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

12:00noon - 12:30pm

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

12:30pm - 4:00pm

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

4:00pm - 6:00pm

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

6:00pm - 7:30pm

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

7:30pm - 12:00mid

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

12:00mid - 7:00am

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

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

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

Cats

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

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

The general statistics for cats are as follows:

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



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

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

With claws, cats do 1D3 points of damage, and with their bite, they do 1D3 the first round, and they can then elect to gnaw for 1D2 (no armor absorption) for each melee round thereafter (until victim either attempts to knock cat off, or in some way cat rid of it; at which point, the cat must make a STR saving roll).

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

* * ALLERGIC TO CATS? * *

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

D10

1-6 The character will begin feeling stuffy-headed, have a runny nose, and will begin sneezing uncontrollably. This will not affect combat unless he sneezes (20% chance, roll at the beginning of each mr) at which point he may attack at a penalty of 8 during that round (once someone begins sneezing, he must make a STM saving roll each round, or continue sneezing). The sneezing may be held quiet as long as he is not attempting to do anything else; if he is trying to climb surfaces, he is in serious trouble!

7-9 The character will begin to feel itchy, armor will begin to chafe, and a rash will develop. This type of reaction will cause the person to lose 1 point of both CDN and REF. In addition, the person will suffer a general 15% decrease in thieving abilities due to serious itching.

10 This is the most serious type of reaction; the person will start to feel ill, and his throat will begin to feel very tight. In the space of 10 minutes, breathing will become very difficult. This reaction causes a loss in CDN and REF of 4, and the person will become semi-conscious from lack of air in STM+10 minutes.

CHARACTER DESCRIPTIONS FOR POTIPHAR'S HOUSE

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

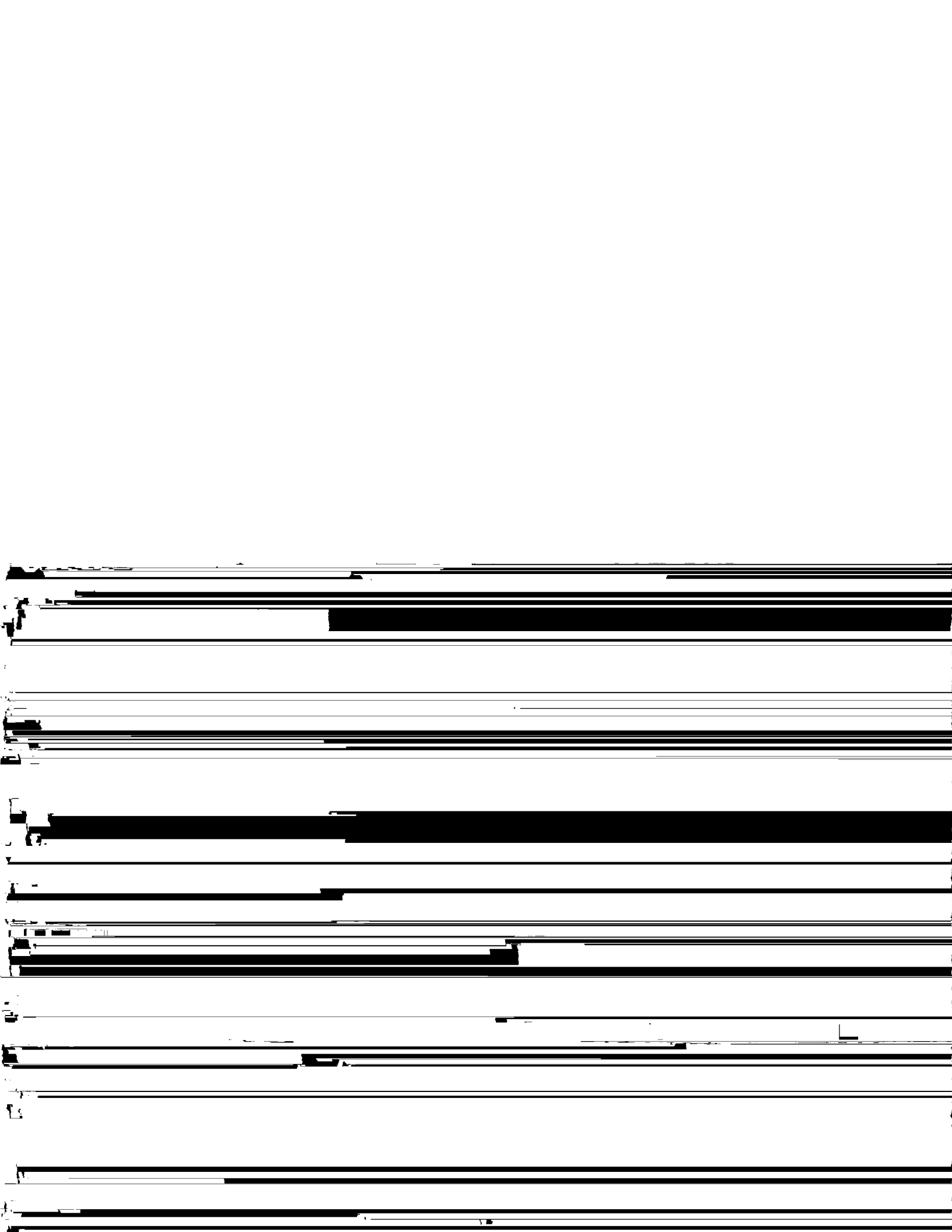
Character Notes:

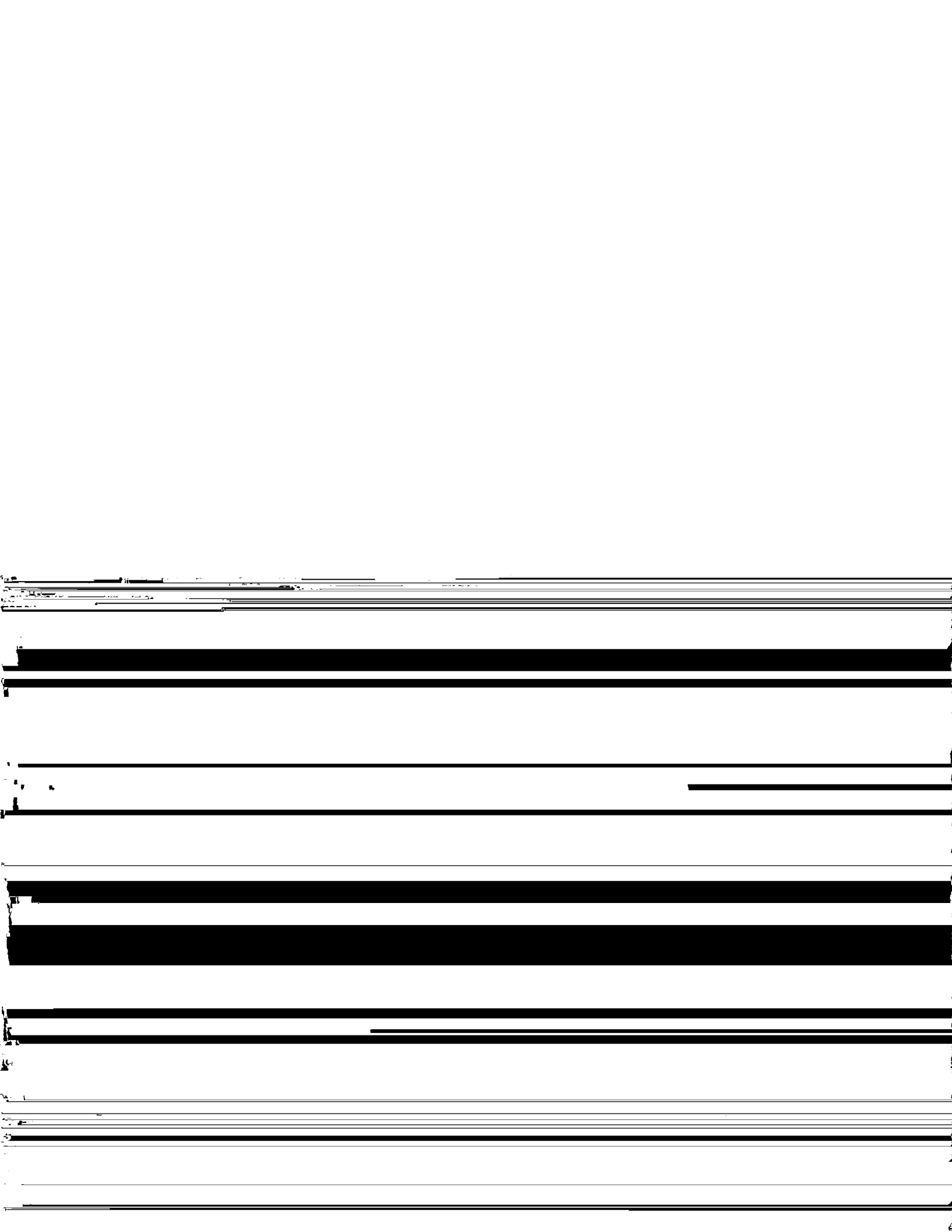
a) For description of Potiphar's private arsenal and defenses, see his character description.

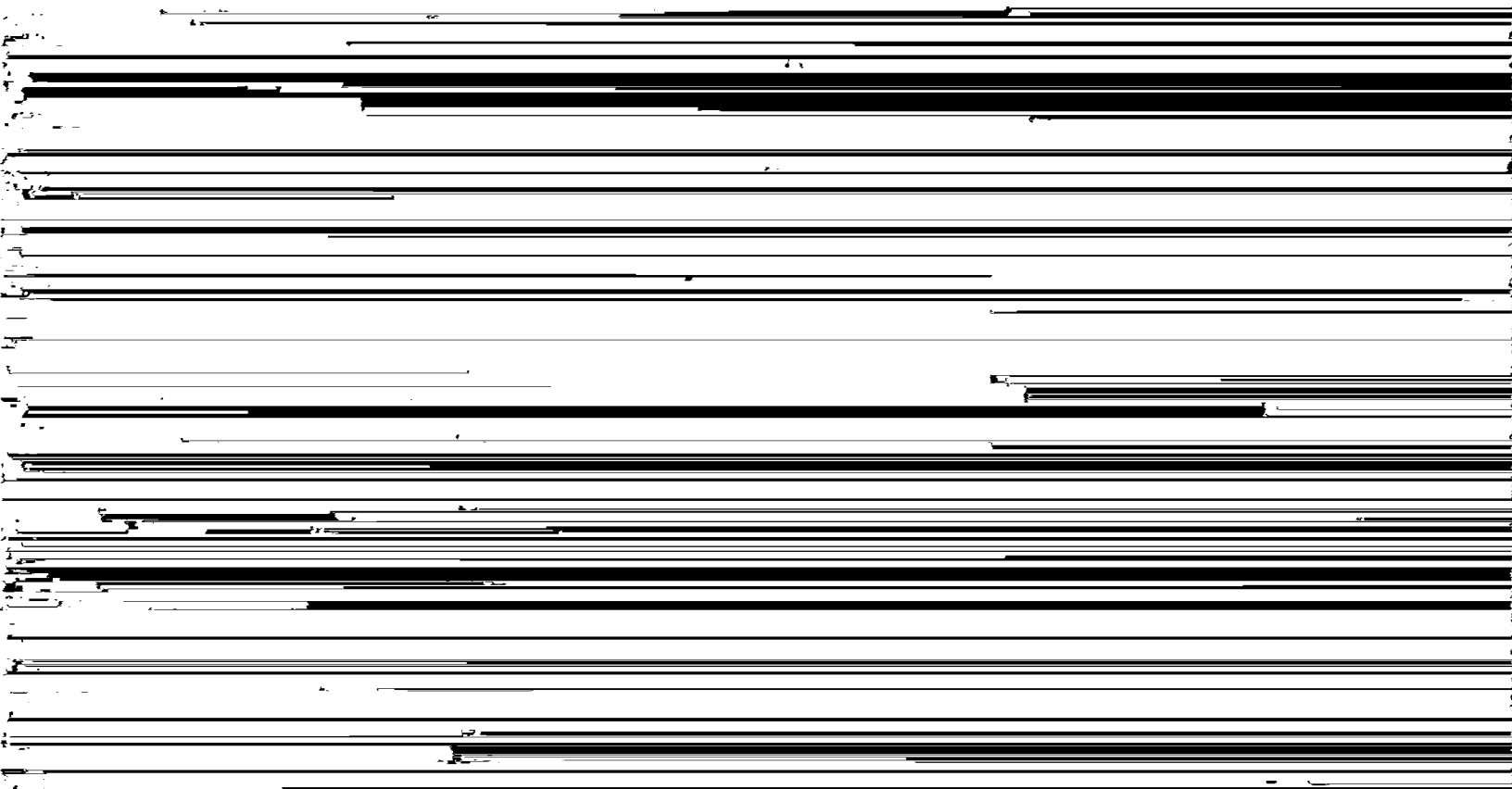
b) The ratings for this NPC are given for the time at which he is drunk. Should the player-thieves manage to meet him in a sober state, he has the following changes: STR 14, CDN 16, REF 10.

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

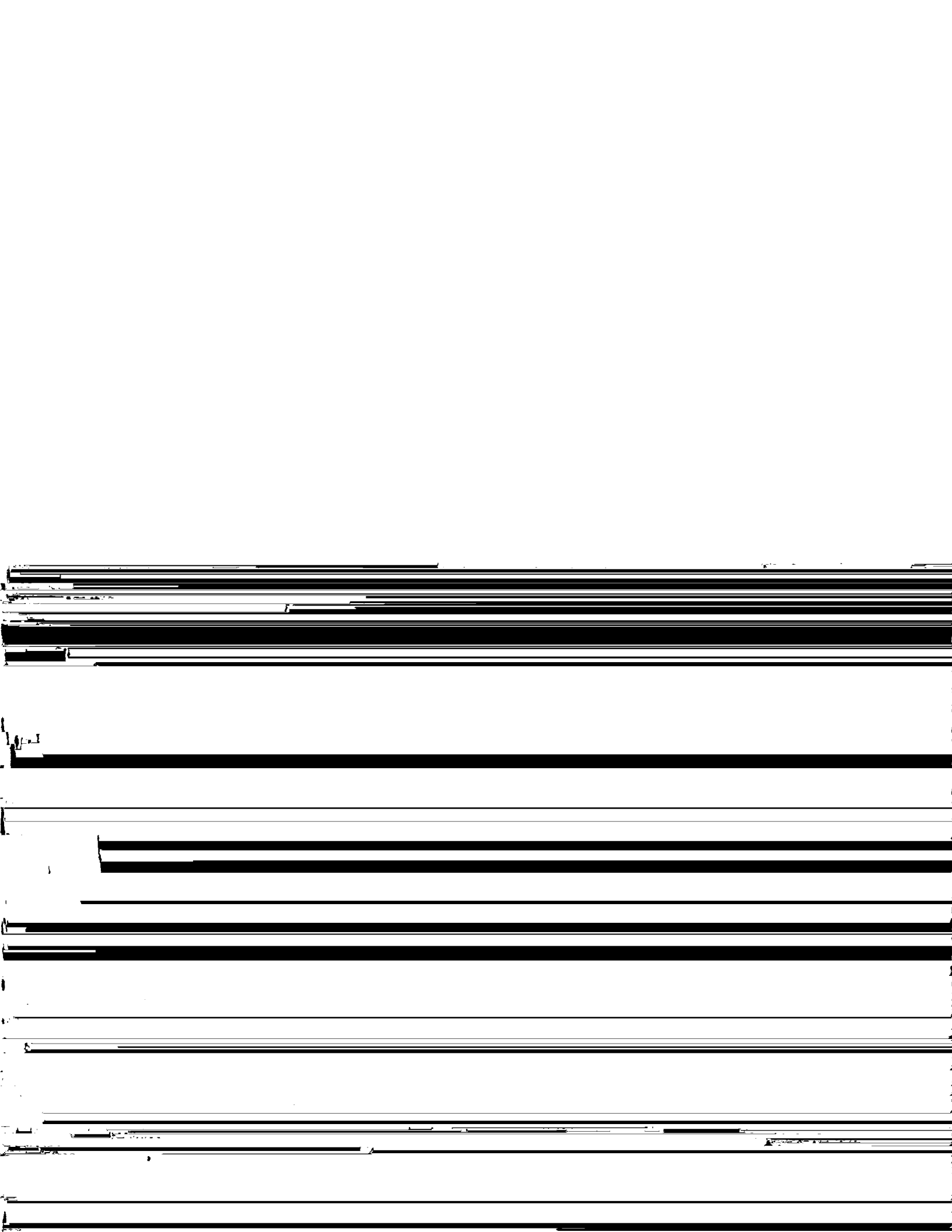
* indicates character is female

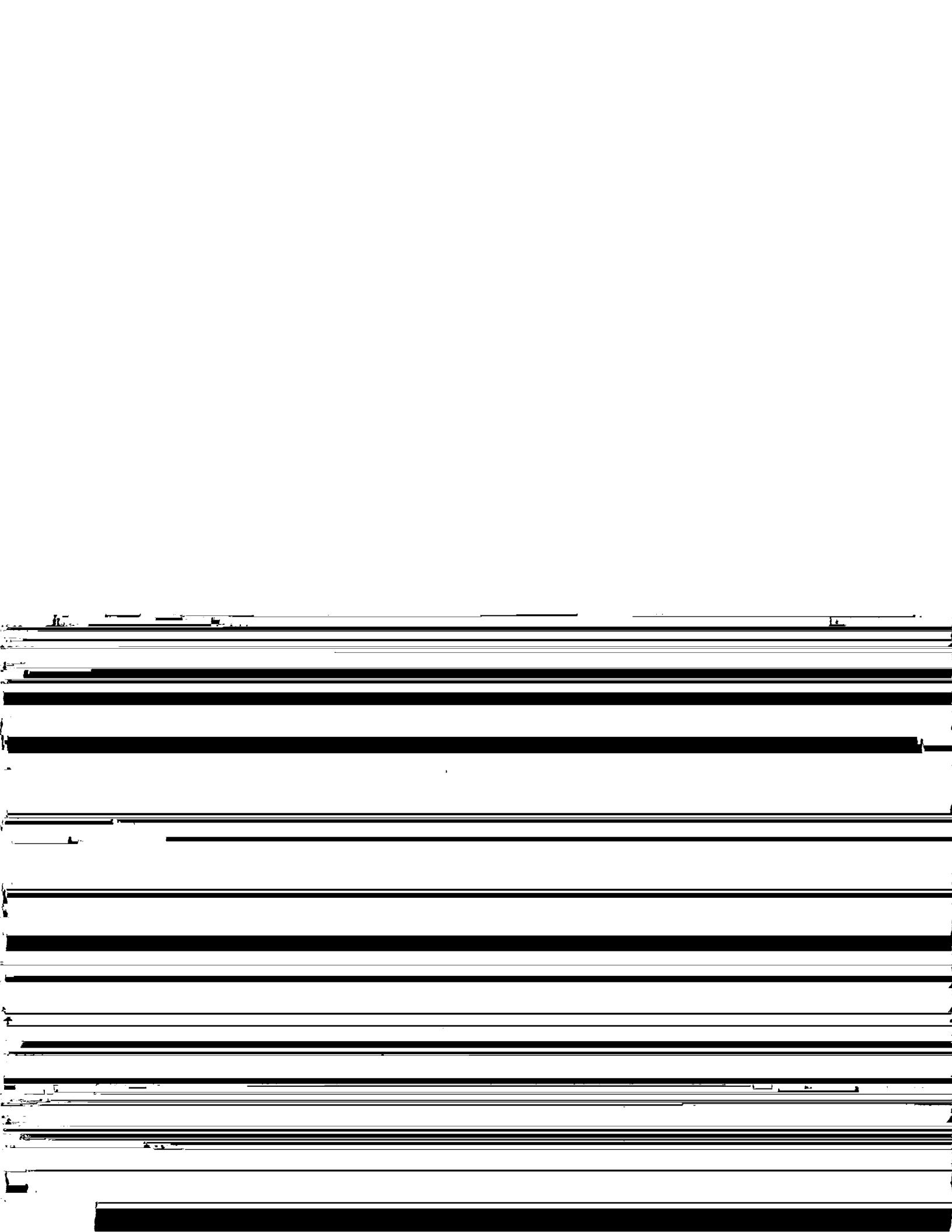






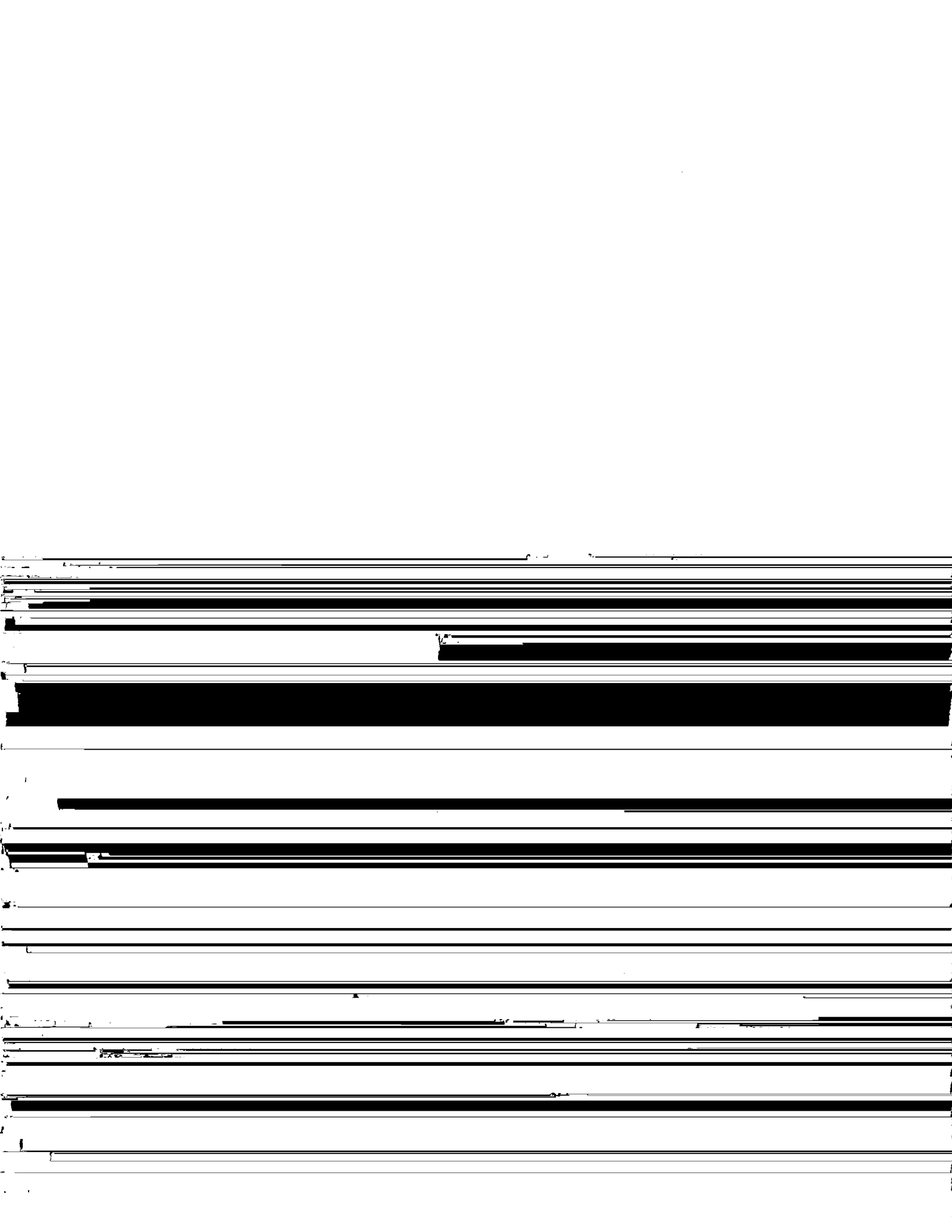


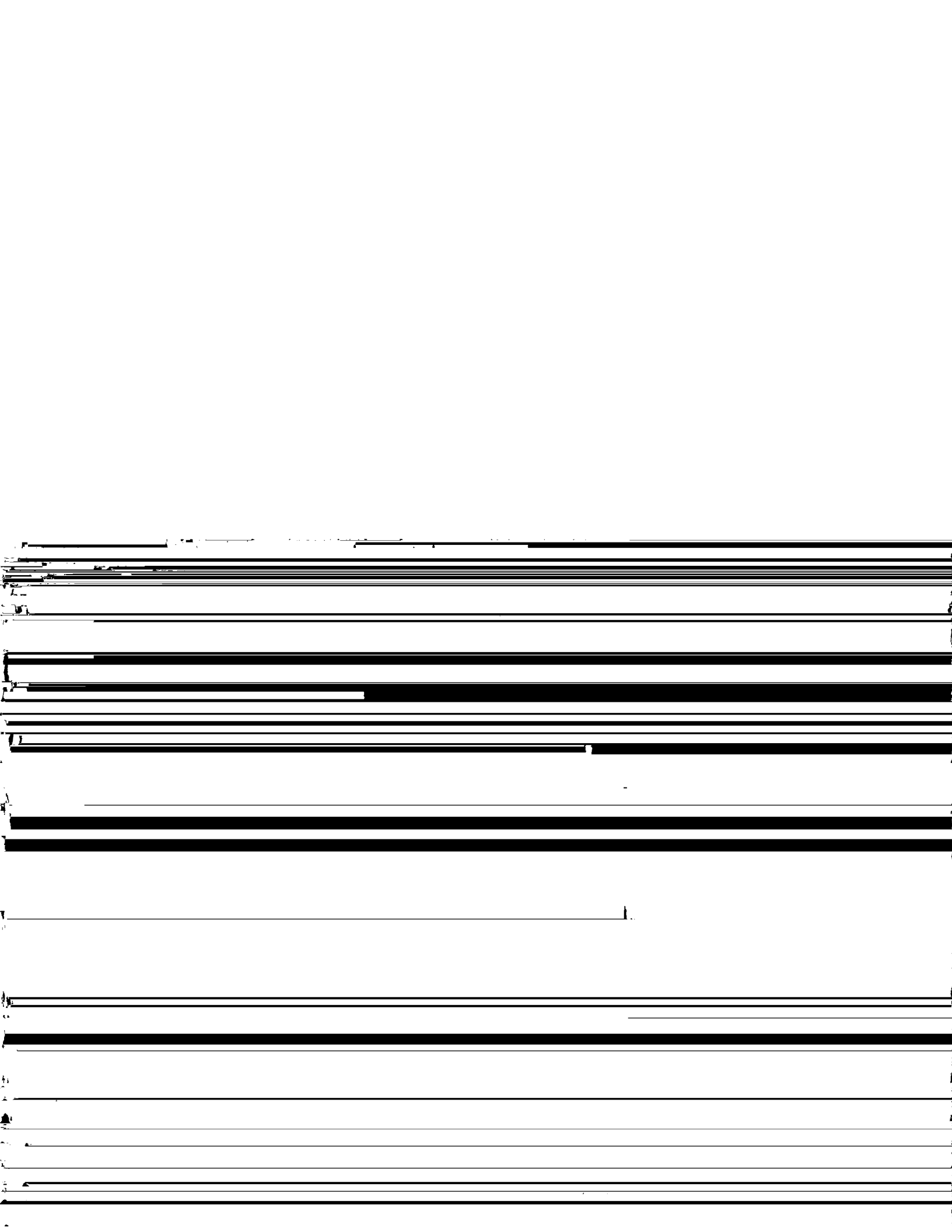


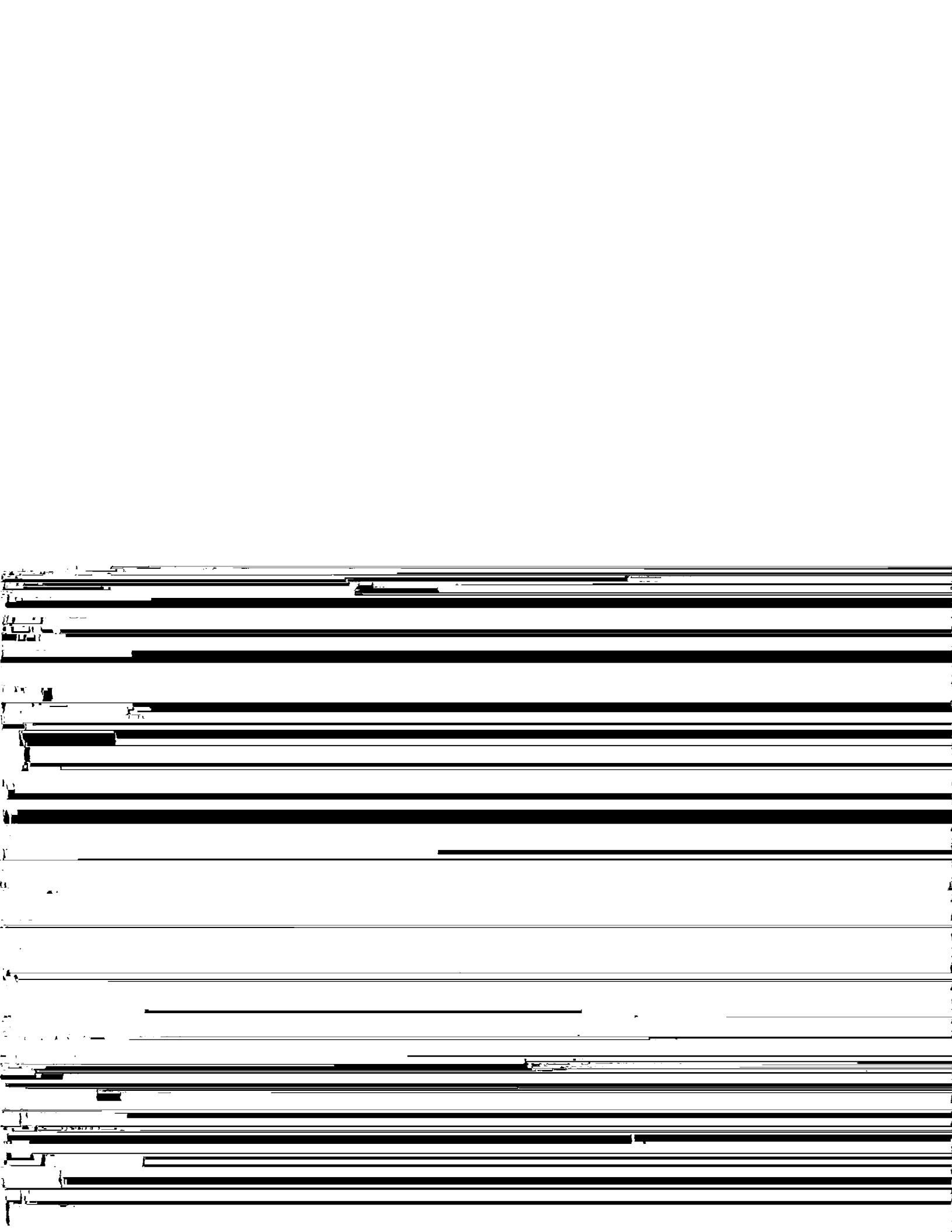


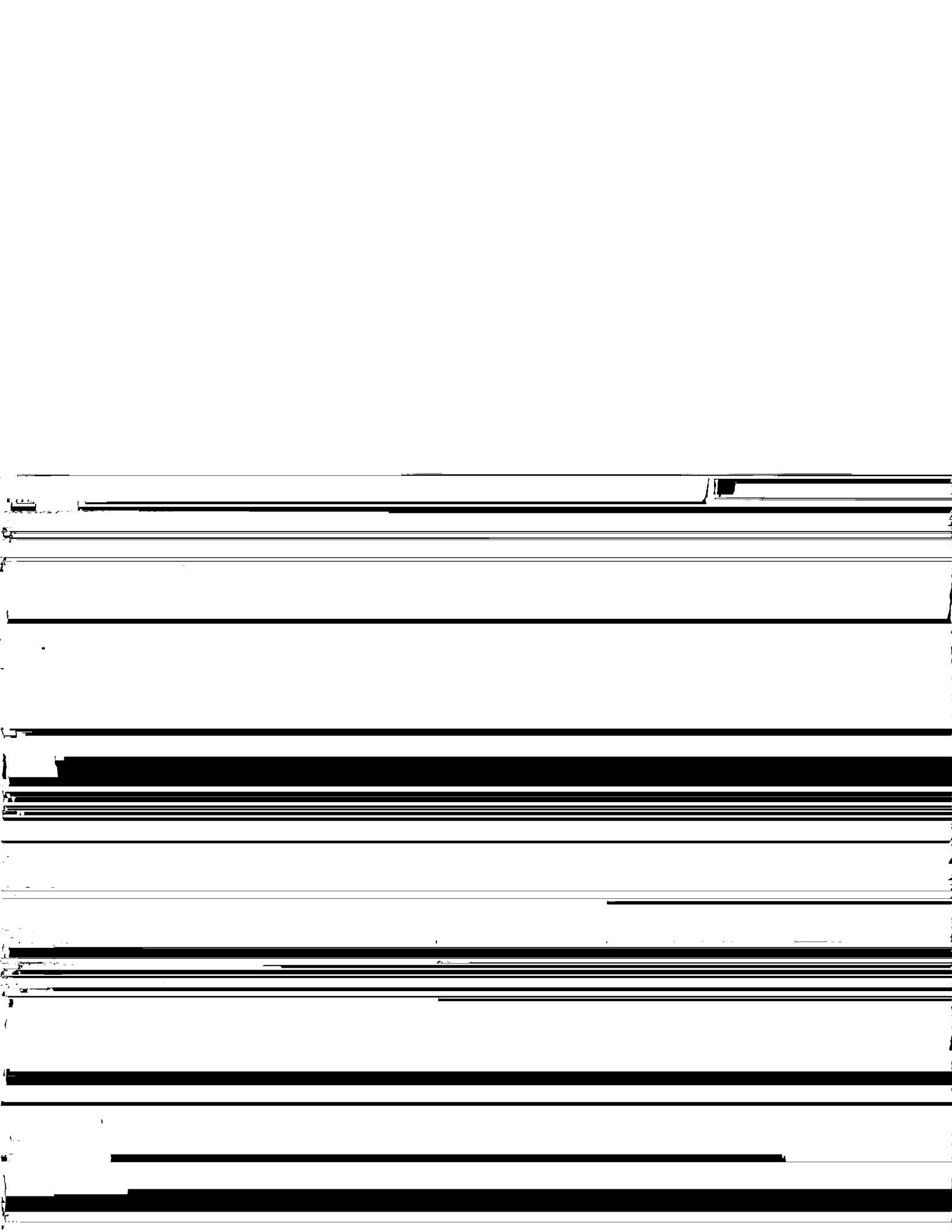


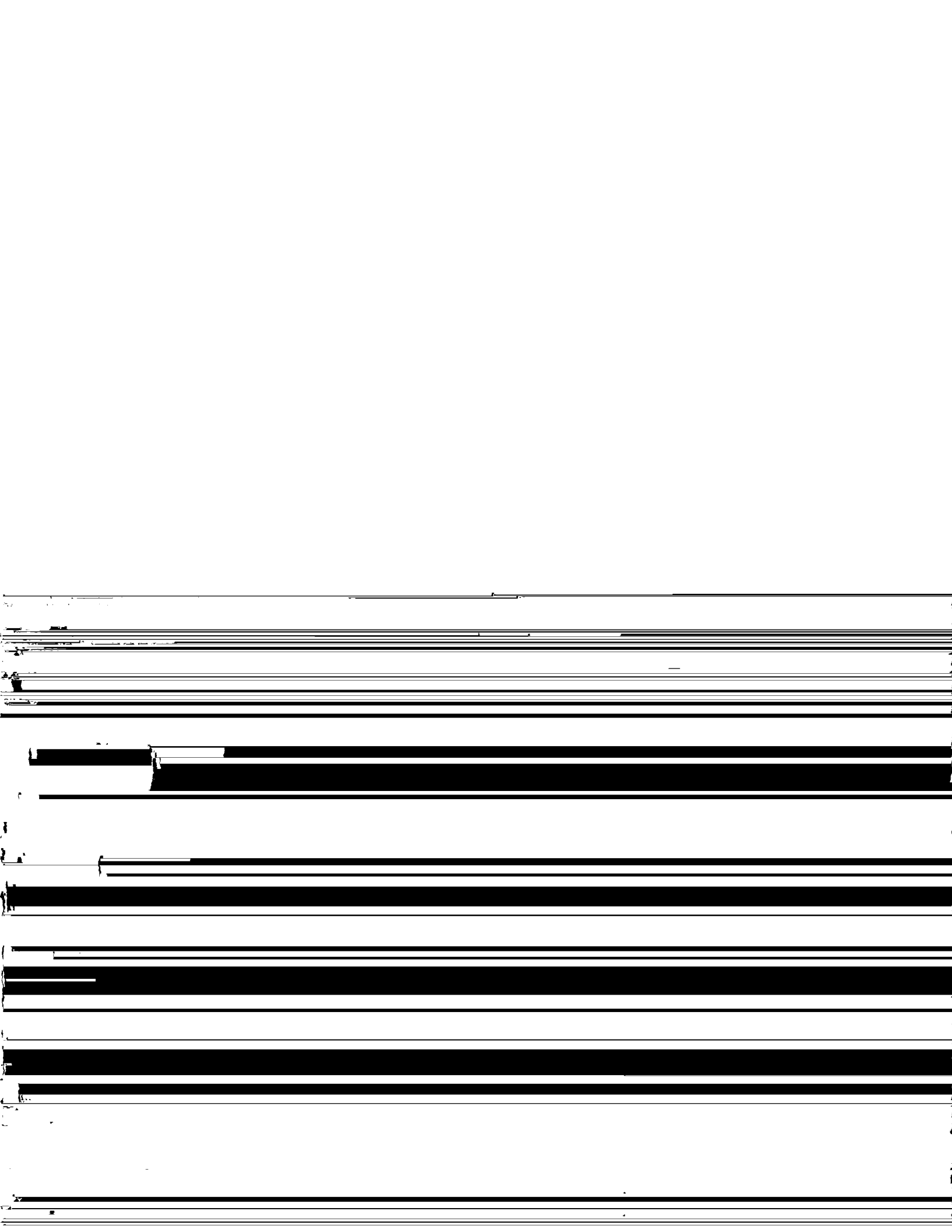


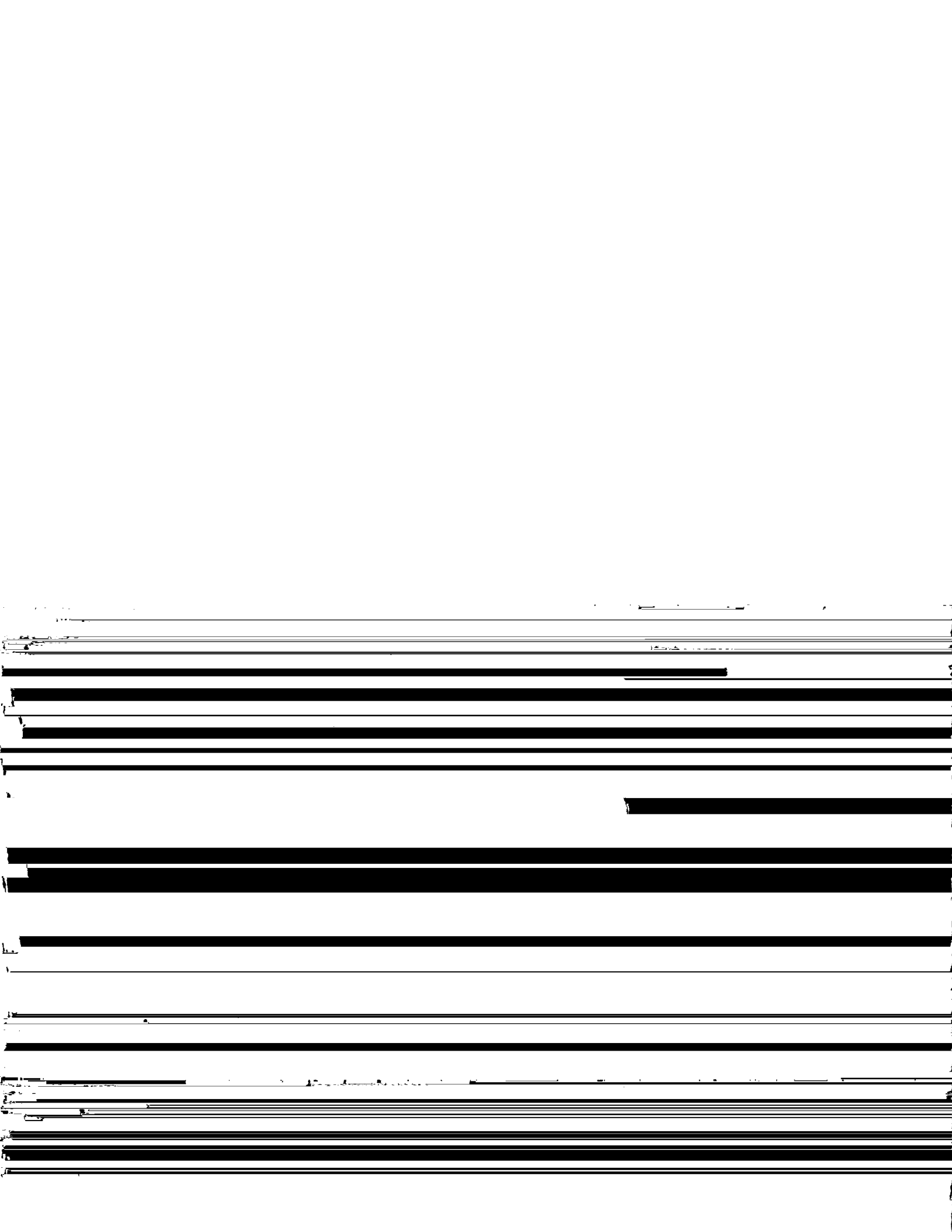


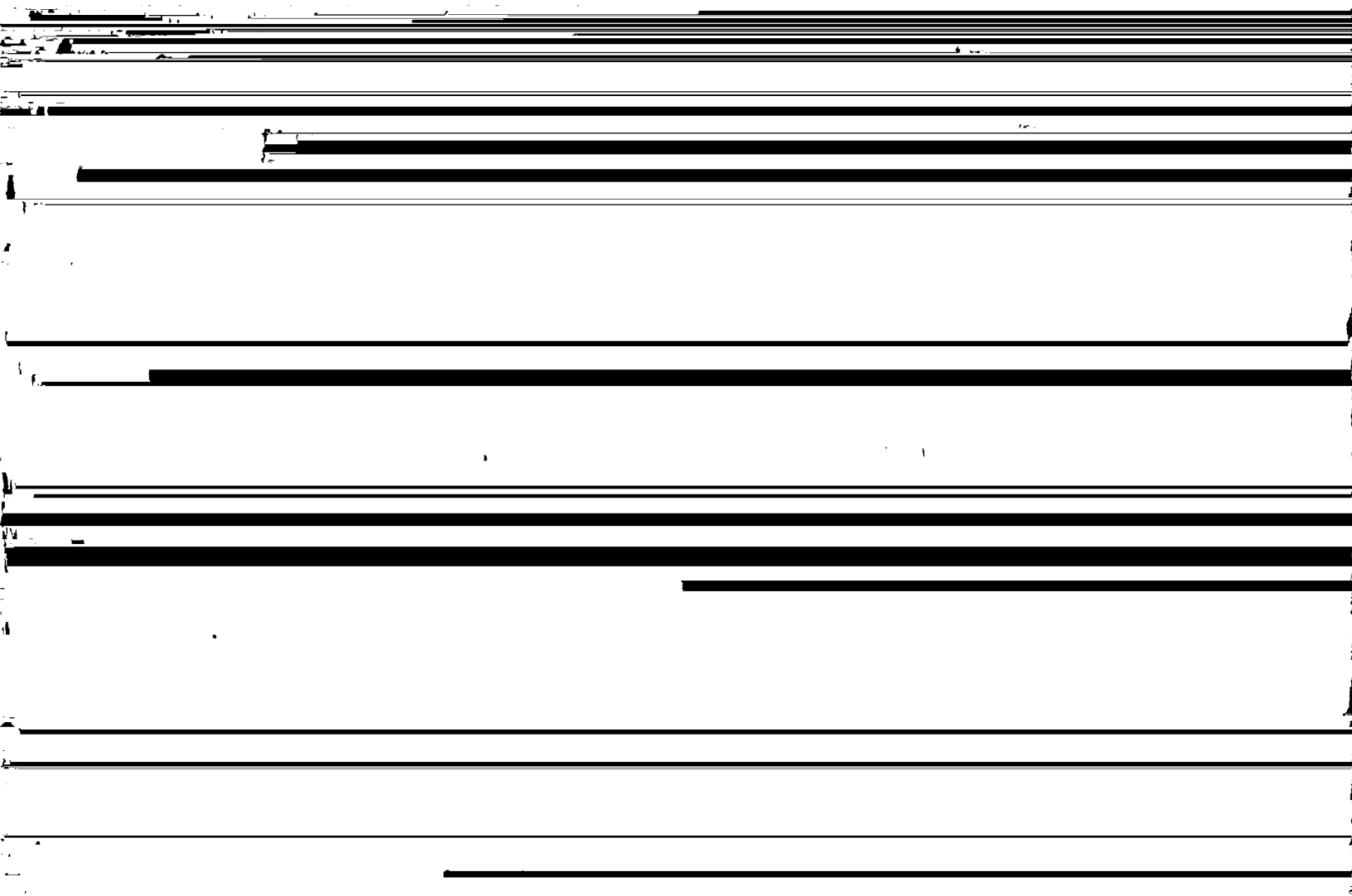


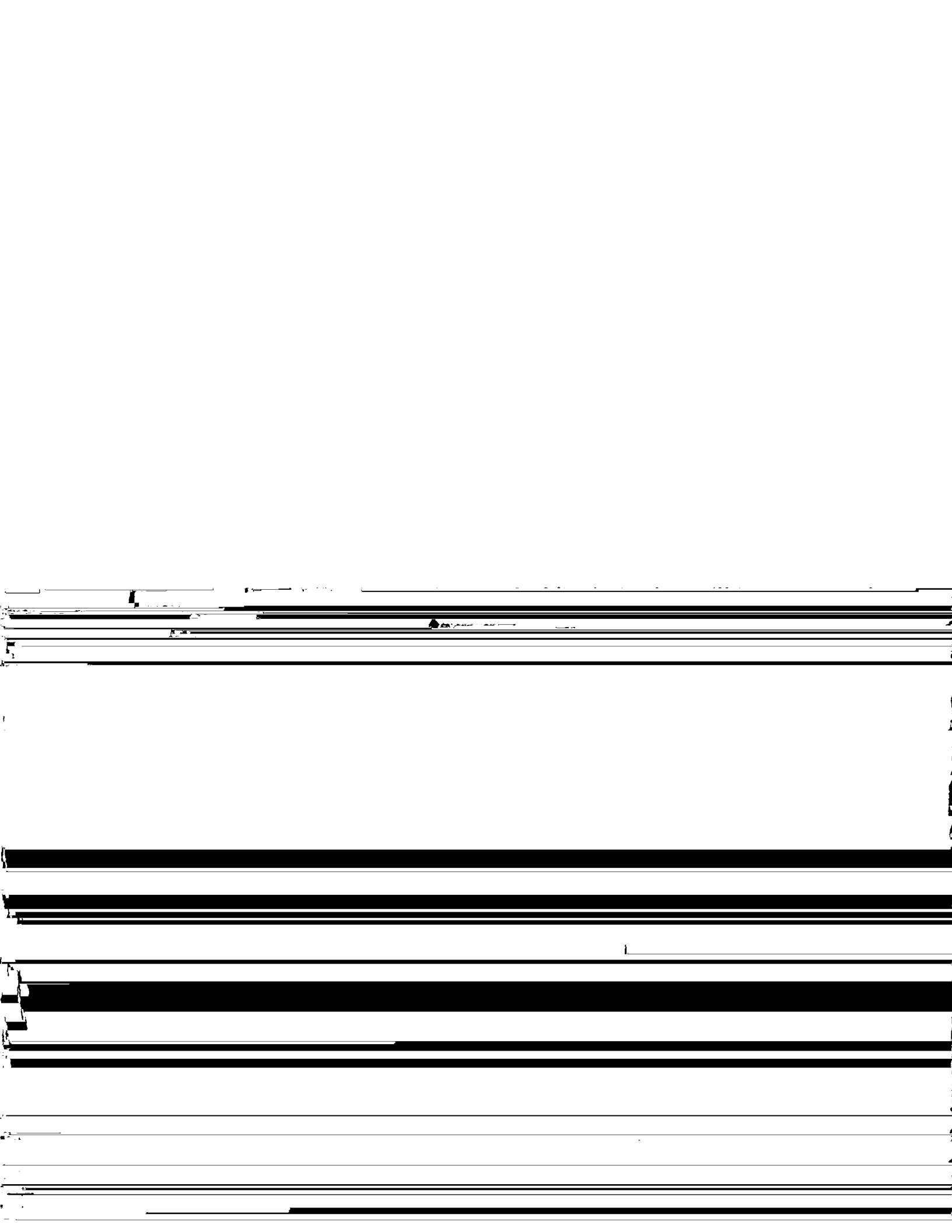


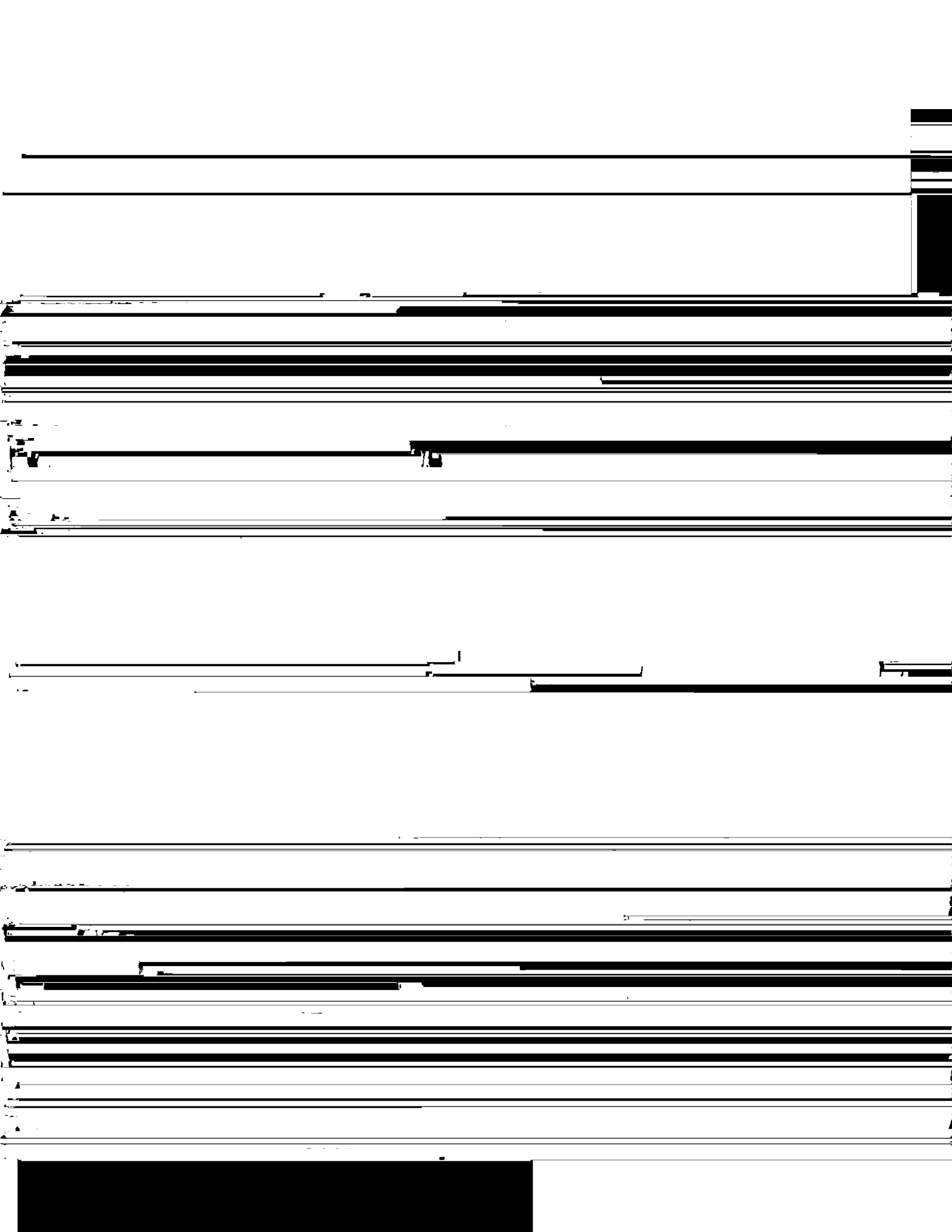


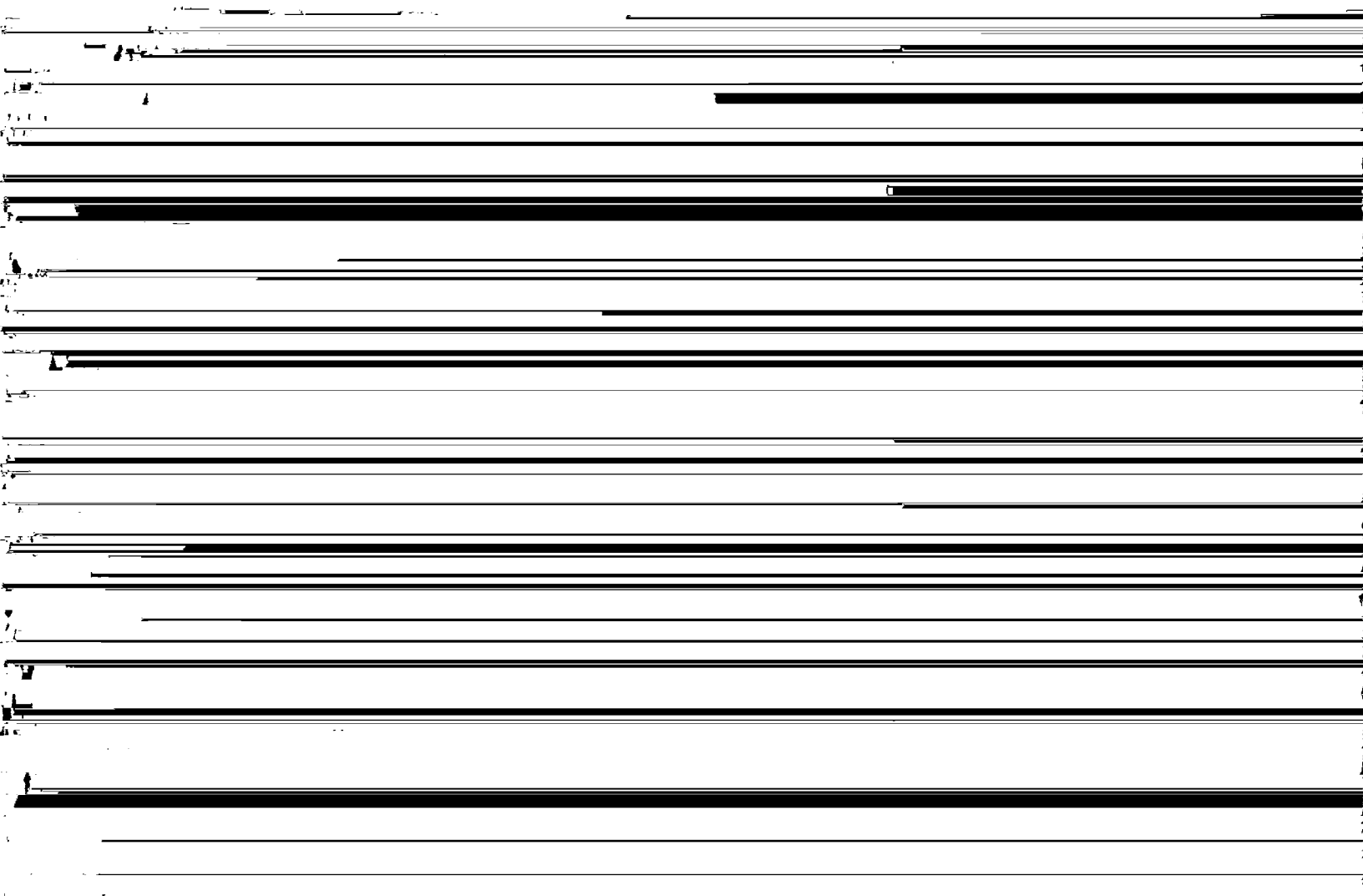


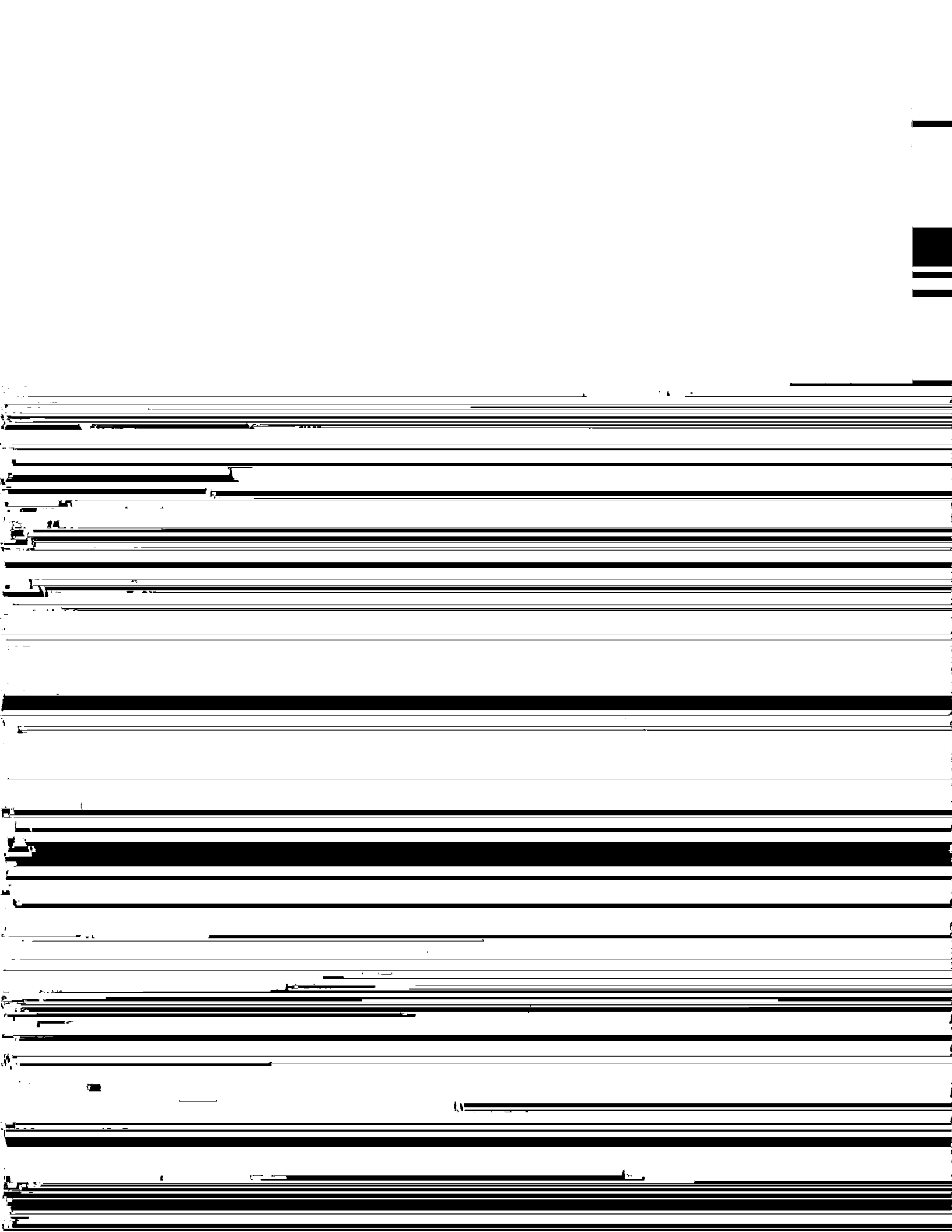


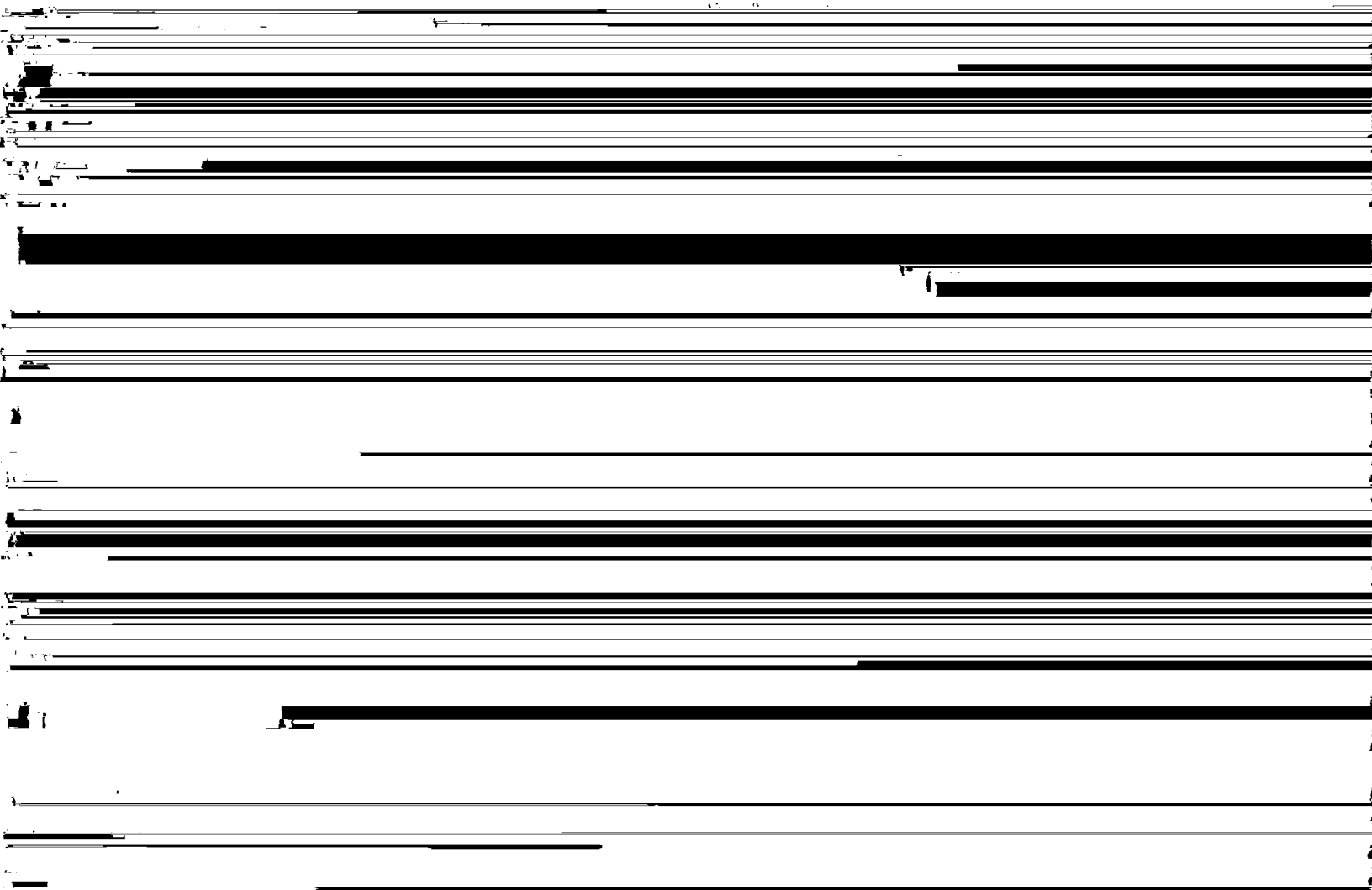


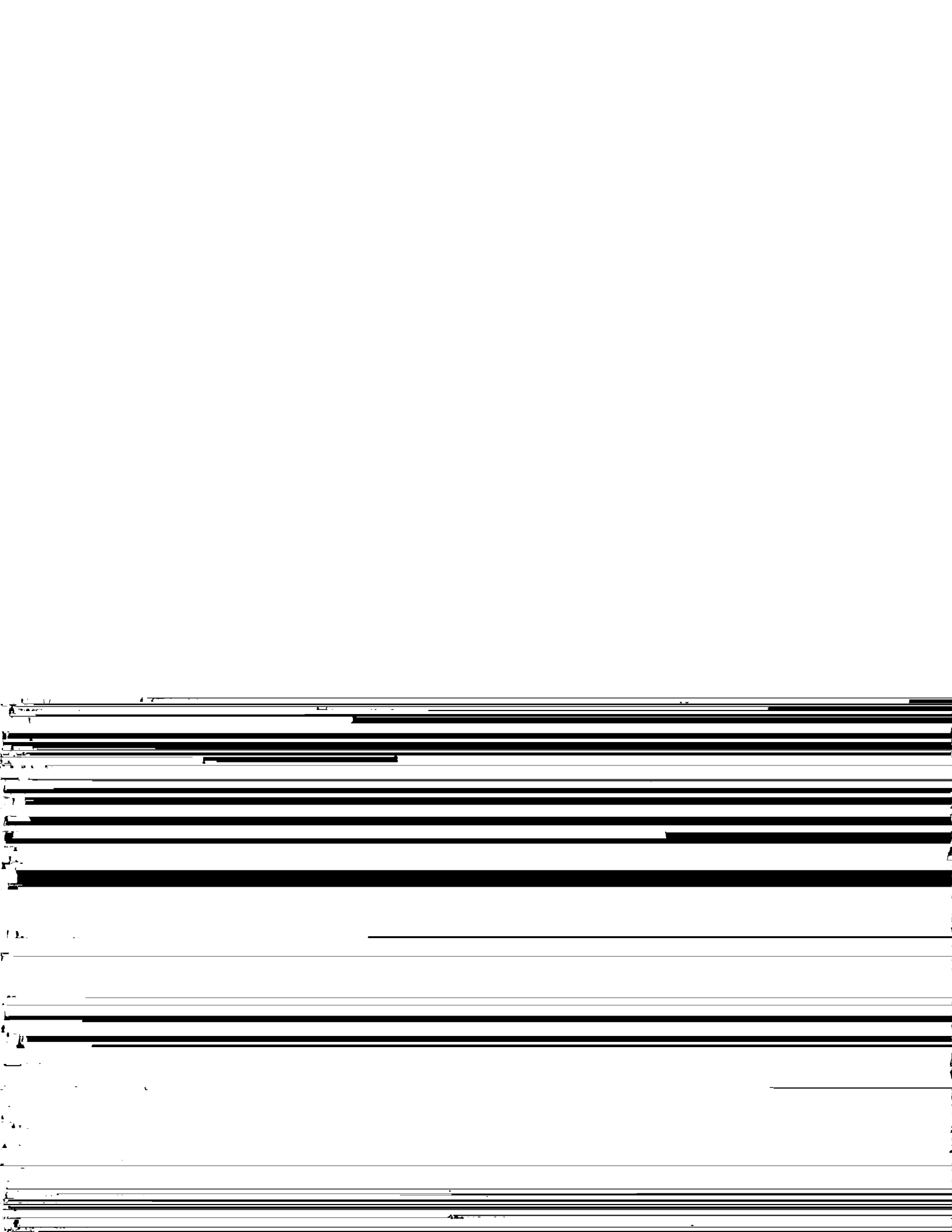




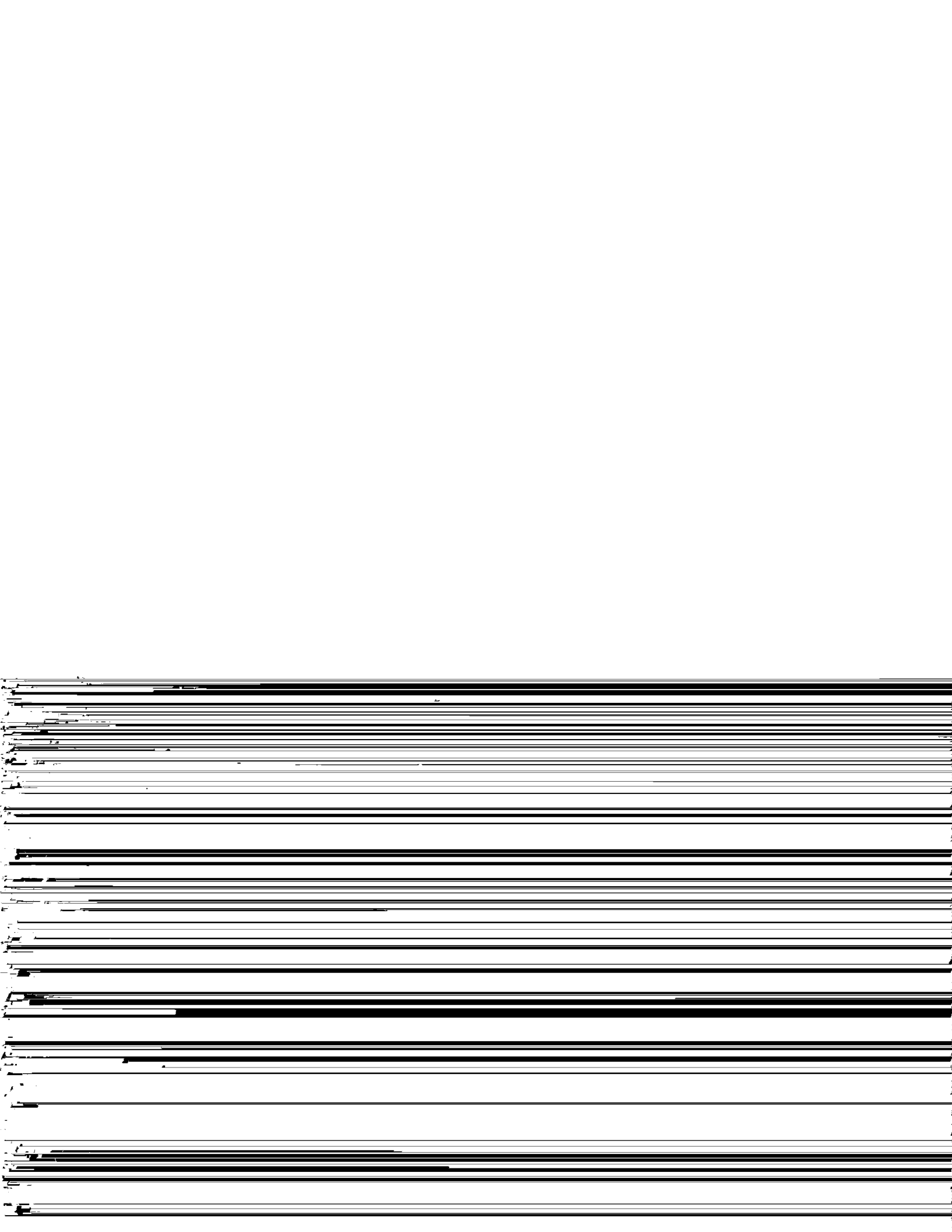


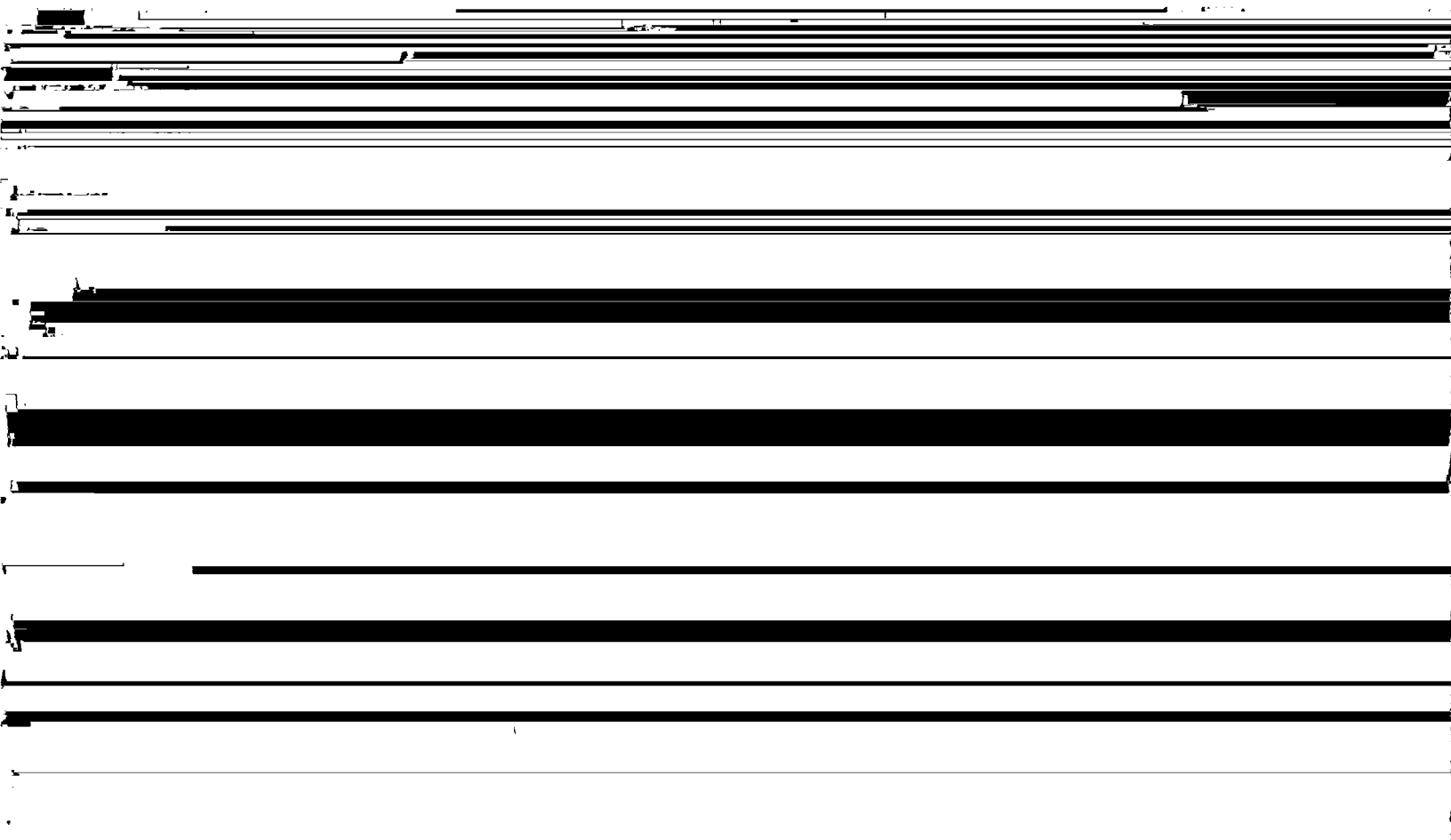


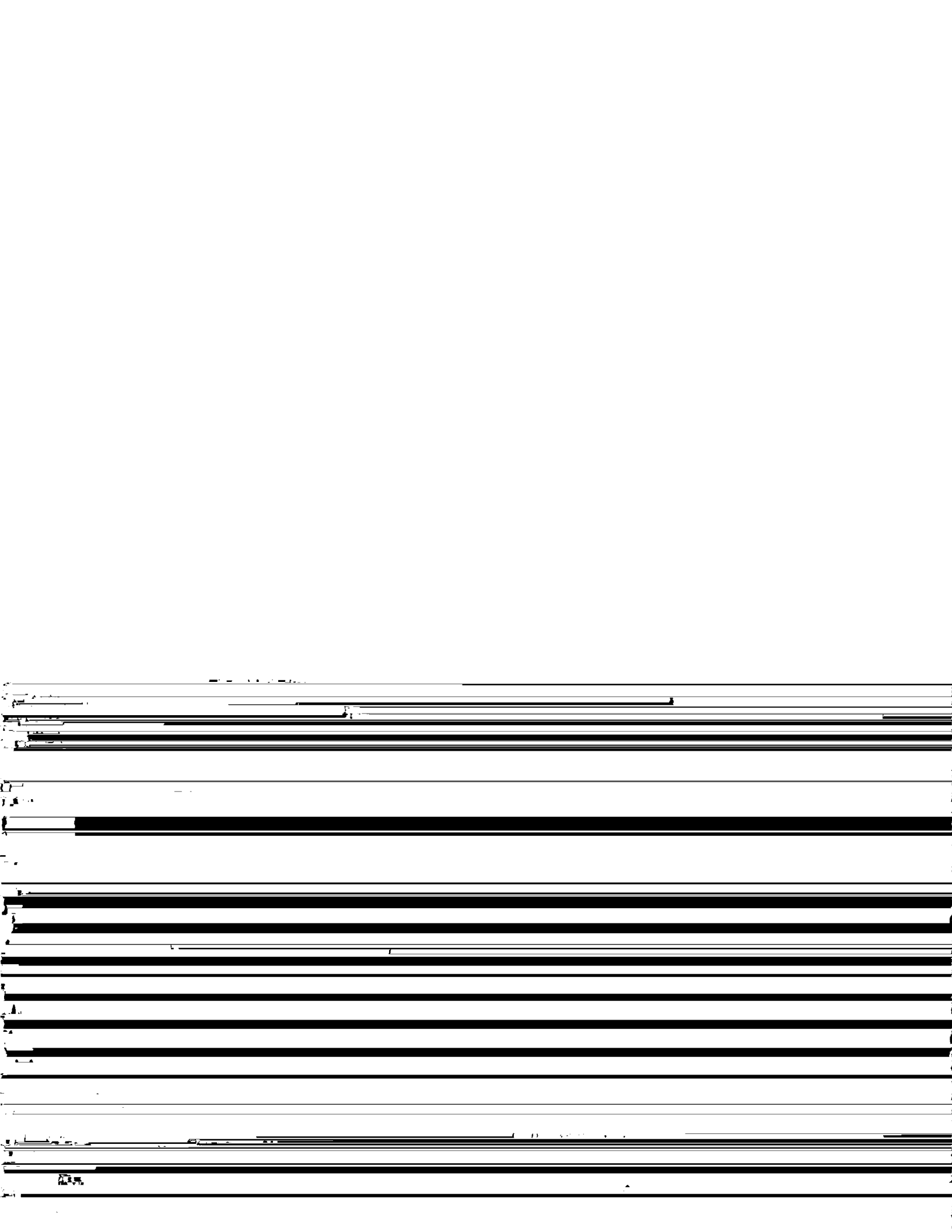


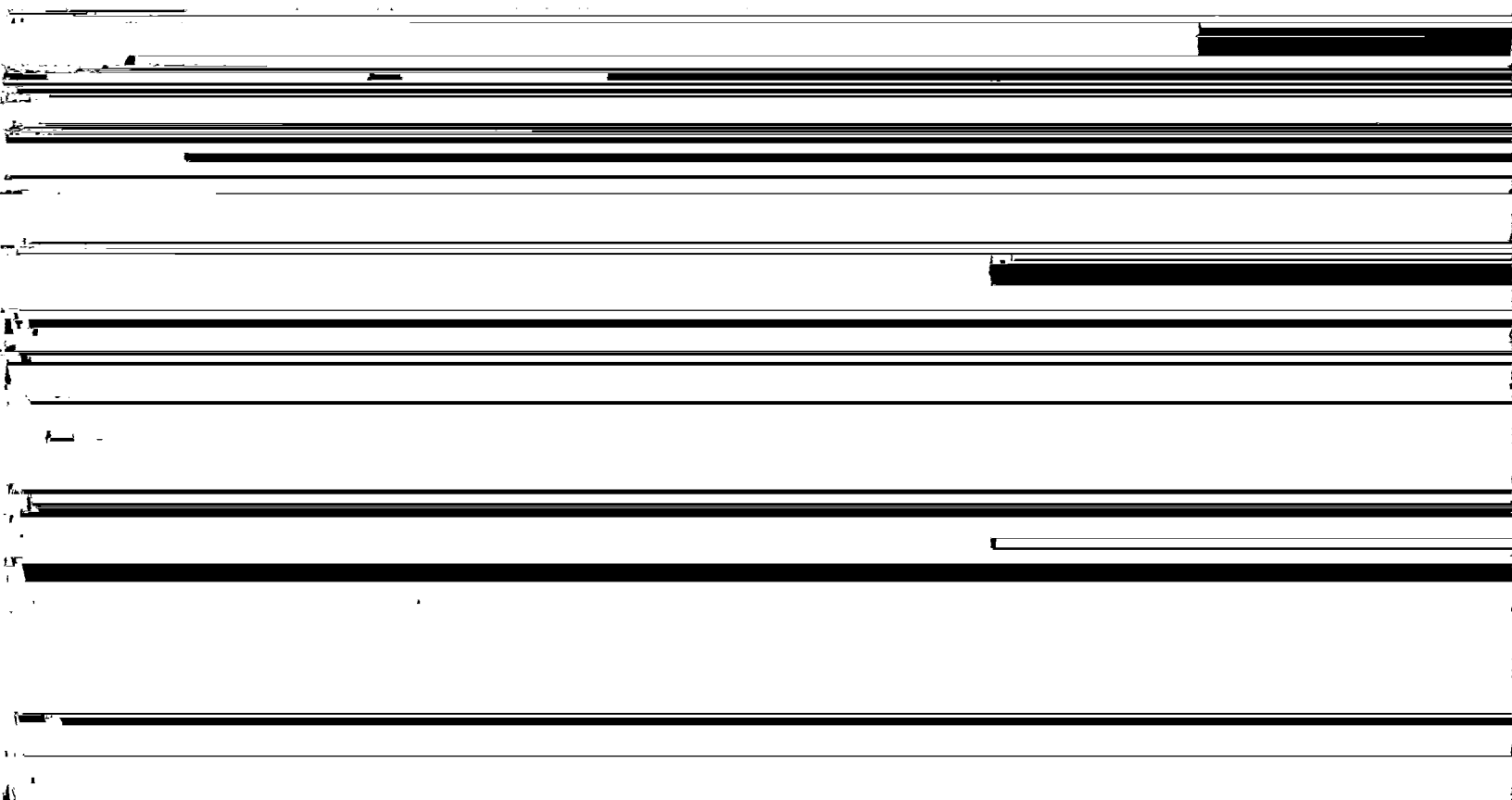














ARMED ROBBERY SCENARIOS

AND

PURSUIT ADVENTURES

A. WAYLAYING THE COURIERS

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

In this scenario, the player's objectives are:

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

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

To the GamesMaster:

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

THE COURIERS

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

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

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

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

In addition to the spells embedded in the cart, each of the couriers is outfitted with some useful devices. Flanagan wears a leather helm that contains 20 charges of a Missile Repulsor spell (while activated, blocks up to 6 missile weapons per melee round). He also wears boots of Haste, which can be activated to double his movement allowance for a period of 10 melee rounds. The dwarven helms each contain a Shield spell that adds +5 to their effective armor class whenever activated. The dwarves also carry non-magical battleaxes of superior sharpness (add +2 to normal hit probability).

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



CHARACTER DESCRIPTIONS FOR THE COURIERS

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

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

THE COURIERS' ROUNDS

The weekly rounds made by the couriers include seven stops and involve travel along fourteen different streets. Consequently, it is to be expected that tracing the complete route of the couriers will likely be an exhaustive (and exhausting) enterprise, requiring several game weeks. Since the thieves must attempt to follow the couriers at a respectful distance, there are plenty of opportunities to introduce random encounters with various NPC groups; some suggestions are provided later in this scenario.

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

1) Couriers arrive at 10am at Owen's home, located on the corner of Northgate and Jewel Streets. They pick up their cargo and depart 5 - 15 minutes later traveling down Northgate to the Street of Caravans.

2) Turning right, they follow the main caravan route across the Dorian River, passing over the two Stone Bridges and through the

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

3) Crossing through the Plaza, the couriers enter the Street of Silk Veils, stopping at Heligor's retail jewelery shop (a) for a pick-up and delivery. At the next intersection, Rouge Street, they turn right and follow Rouge until it intersects Cheshire Street.

4) At Cheshire, the couriers turn right and return to Caravan Street, turning left. After proceeding about one block, they enter the Silver Trumpet Tavern (b) for a lunch break.

5) Emerging from lunch, they continue left along Caravan for a short way, and then turn right onto Magic Street. On this street, they make two deliveries - at Enchantments, Ltd. (c) and the Magic Books and Scrolls shop (d).

6) The couriers proceed on up Magic Street to its other end, at Dwarrow Square in the center of the dwarven community. They cross through the Square to Iron Gate Street, travel one block and turn left onto the Street of Jewels (Gliss Street). Halfway up the Street, they stop at Malakki Master-Jewelsmith's (e) to pick-up cut gems.

7) Again, the couriers proceed up Gliss to its end at Southbank Street. The dwarves remain at this intersection while the human courier walks down to the waterfront area (called Trod Dhum, or Fool's Walk, in dwarvish), stopping at the warehouse of Gurodon, ship's chandler (f). The human makes a delivery, and then returns to Southbank Street, rejoining the dwarves.

8) From the corner of Gliss and Southbank, the couriers travel right along Southbank, passing through the elvish section of the city. Finally, they turn back onto Caravan Street, returning over the bridge to the north side. At Believer's Lane, they turn right and enter the Temple of the Emerald God,(g) where they make an offering in Owen's behalf.

9) Their stops completed, the couriers walk a short way further down the Lane, turn left at Worthy Street, and then left at Northgate. They return to Owen's house at about 3pm with the cut gems and cash received.

ALONG THE ROUTE

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

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

ENCOUNTER CHANCES: 10%
(each 15 minutes)
LIKELY ENCOUNTERS: 3, 6, 7, 8, 11, 19

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

ENCOUNTER CHANCES: 60%
LIKELY ENCOUNTERS: ALL

3. Trade Island
24 hours a day, the island is a floating flea market where virtually anything can be bought and sold. The atmosphere here is hectic and bustling; passersby will often be actively solicited by those with items to sell. The merchants on Trade Island are mostly transient and will not tend to notice or remember new faces in the crowd. However, this very fact tends to make the area a popular hangout for pickpockets and cutpurses. The bridges close at dusk, so that anyone on the island or on either side of the river must remain there until the bridges open again at dawn.

ENCOUNTER CHANCES: 40%
LIKELY ENCOUNTERS: 1, 2, 6, 8, 9, 12, 13, 16, 17, 20

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

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



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

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

ENCOUNTER CHANCES: 40%
LIKELY ENCOUNTERS: 1, 2, 5, 7, 9, 12, 13, 16, 17, 18, 19, 20

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

ENCOUNTER CHANCES: 25%
LIKELY ENCOUNTERS: 1, 4, 8, 17, 18

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

ENCOUNTER CHANCES: 10%
LIKELY ENCOUNTERS: 3, 4, 11, 14, 15, 20

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

ENCOUNTER CHANCES: 30%
LIKELY ENCOUNTERS: 2, 6, 9, 10, 13, 16

9. Dwarrow Square
Serves as a central gathering place for the dwarven community of Haven. The base of the square is set completely in stone; in the square there are many stone monuments to dwarven heroes of legend, former community leaders, etc. The atmosphere here is staid and rather formal; non-dwarven traffic is viewed with some suspicion, although most dwarves recognize the wisdom of doing business with outsiders.

ENCOUNTER CHANCES: 15%
LIKELY ENCOUNTERS: 1, 2, 6, 7, 10, 11, 12,19

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

ENCOUNTER CHANCES: 10%
LIKELY ENCOUNTERS: 3, 6, 9, 13, 15, 18



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

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

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

ENCOUNTER CHANCES: 25%
LIKELY ENCOUNTERS: 1, 2, 9, 12, 17, 20

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

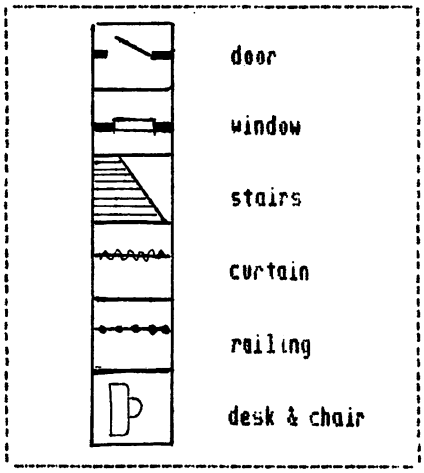
ENCOUNTER CHANCES: 10%
LIKELY ENCOUNTERS: 7, 10, 11, 14, 17, 19

STOPS ON THE COURIERS' ROUTE

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

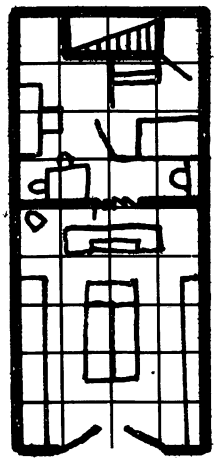
A small diagram of the areas of each stop likely to be visited by the thieves during their tailing and surveillance is included with the description of each of the seven stops. The scale used is 1/4" = 5'; the location of some of the major furnishings is included.

KEY TO MAP SYMBOLS



a.) Heligor's

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



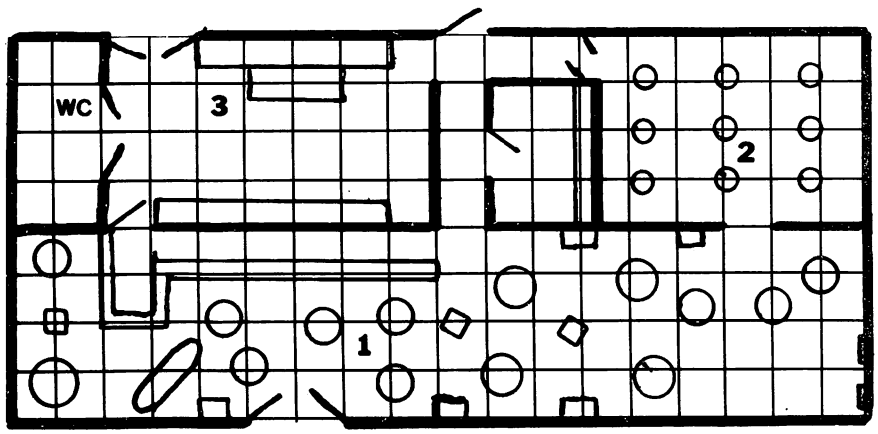
In addition to the dwarves, Heligor's assistant, Fergus, will be in the main sales area; there is a 25% chance that the other assistant, Halley, will also be present. If players try to enter the back room from the sales area, Fergus and the dwarves will attempt to refuse them access. There is a 10% chance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

b.) The Silver Trumpet

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

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

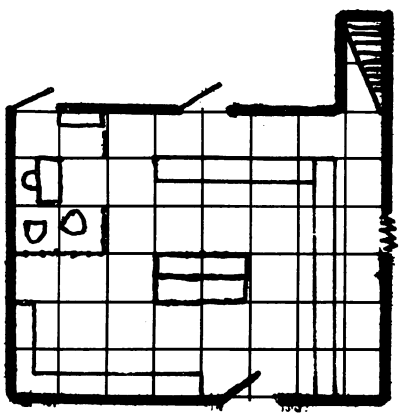
2) Dining area.
Those wishing to purchase a meal take seats at one of the four tables in this room. Food choices run the gamut from a thick meat and potato stew (1 SP) to broiled fowl served with fresh garden vegetables (5 GP); the quality of the food prepared here is good. On the north wall of this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



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

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

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



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

SPECIAL ITEMS

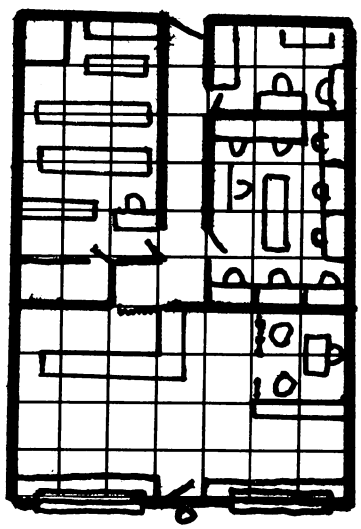
Pre-enchanted Items
(roll D6, reroll duplicates)

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

Jewelry Items
(roll D10, allow duplicates)

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

d.) Magic Books and Scrolls
Complete room descriptions for this shop are presented in the Cat Burglary scenario; only the main service area comes into play.

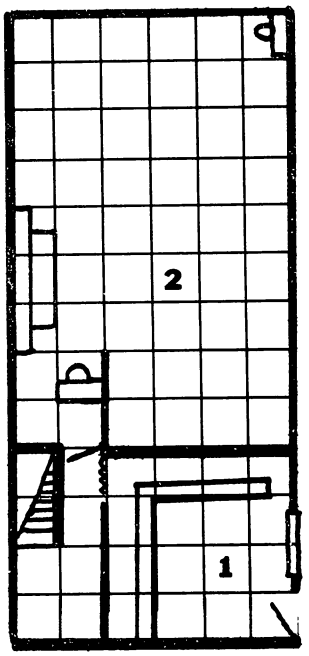


The couriers wait in the main service area until Alarkon is available. They will then give the Master Scribe 1D2 extensively adorned spell coverings (book covers or scroll cases). Each item is worth 1D20 x 150 GP. Alarkon will pay the couriers 50% of the value of these items in cash from his cash box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

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

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

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



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

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

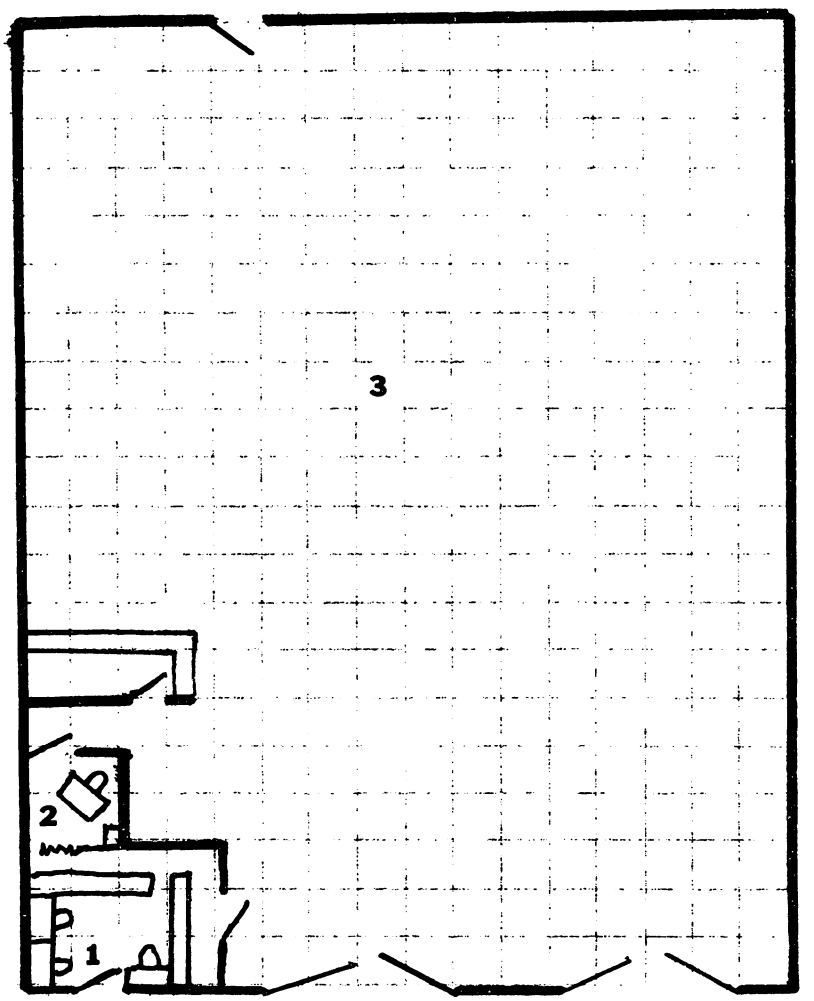
f.) Gurodon, Chandler

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

1) Sales area.
This is a relatively small room with a sales counter, and several cubicles used by customers filling out or waiting for orders. A rather plain-looking female, Doreena, works behind the counter. She has a salty tongue, and a quick wit, and is well-liked by the customers. Flanagan (remember, the dwarves do not accompany him on this part of the route) enters and exits through the doorway here, and goes through to Gurodon's office. There is only a 20% chance that 1D3 other customers will be in the room when the courier enters. If customers are present, they will usually (75%) be experienced seamen with good fighting skills, who will join in a fray on Gurodon's side if the waylaying is attempted here.

2) Gurodon's office.
Behind the sales area is a small room used by Gurodon for private business meetings and storage of important property. Flanagan will deliver 1D6 jewelery items for shipment. Roll up the specific items delivered from the Special Items chart provided on the previous page in the Enchantments, Ltd., shop description; however, double the cash values rolled for these items (since the items shipped abroad represent Owen's highest quality product). Gurodon will place these items in the safe in his office (which is protected by a Level 4 lock). There is only a 20% chance that Gurodon will have payments to remit to the couriers; however, if he does, calculate the cash value of 2D8 jewelery items, rolled-up as outlined above. All payment made will be 50% cash and the rest in letters of credit.

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



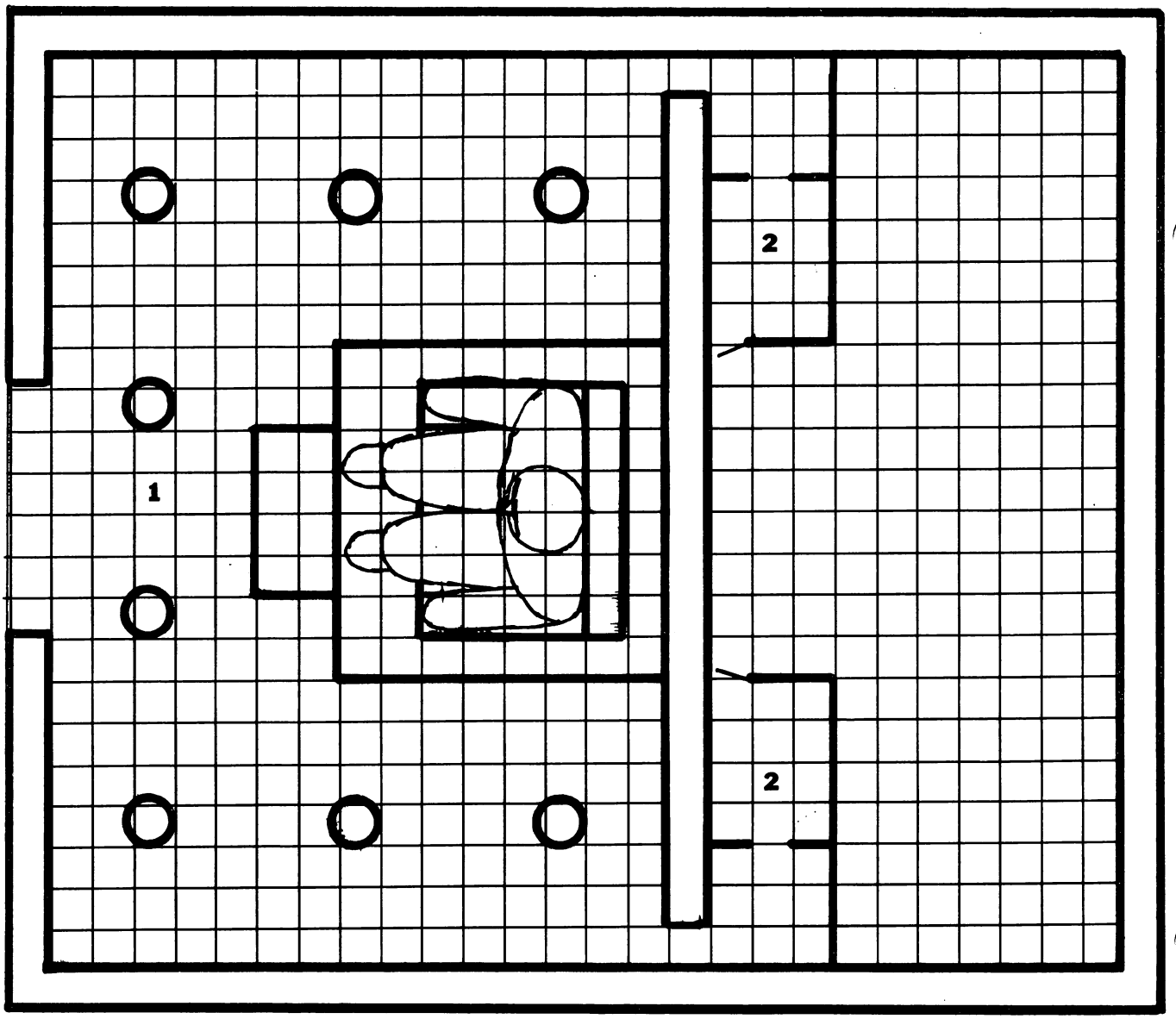
There are two pairs of large sliding doors across the front entrance, and a small door in the rear; all doors are usually (90%) unlocked during the day. A head warehouseman, Ferli, supervises the activities of three other human males - Banjor, Dominicos, and Crandall. There is an 80% likelihood that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

g.) Temple of the Emerald God

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

1) Main sanctuary.

The ceiling in this room is 60' high, supported by eight thick stone pillars. The floors are made of polished marble; along the walls are murals depicting various miracles performed by the Emerald God. The primary focus of attention in the room, however, is a massive statue of the god, seated on a highbacked throne. The eyes of the statue are made of huge emeralds that seem to glow unnaturally in the flickering lamplight. At the foot of the throne, an open 10' deep stone vault is set into the floor of the temple, its top rim about two feet above floor level. The vault is nearly filled with coins, gems, and jewelery, given to the God as tithes. The couriers will drop 5% of the day's take into the vault, to honor Owen's pledge of fealty. While they are inside, there will also be 2D6 other citizens engaged in similar activities. There is a 60% chance that 1D3 priests of the cult will be in the room, monitoring the flow of worshippers. Should anyone try



CHARACTER DESCRIPTIONS FOR OCCUPANTS AT THE COURIERS' STOPS

CHARACTER NAME	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
A. Meligor's													
Meligor	VET HU TRD	10	11	8	13	16	12	MUG	12	1D2		NON 0	22
Fergus	INT HU TRD	14	11	11	9	12	12	CLUB	7	1D8		CLO 2	23
Halley	GR HU TRD	11	9	7	10	7	14	CLUB	8	1D6		NON 0	19
B. The Blue Harper													
Aintree	INT HU FTR	15	13	9	12	10	8	CUDGEL	5	1D6	(1)	CLO 2	29
Demko	GR HU NON	11	6	8	12	7	10	FISTS	10	1D3		NON 0	15
Buckminster	INT HO NON	7	17	16	11	9	13	DISHES	0/6/14	1D3		CLO 2	17
D. Magic Books and Scrolls													
Alarkon	EL HU SCR	6	15	10	8	15	6	FAINT	Yes	1D3	(2)	NON 0	20
Joban	GR HU TRD	10	9	8	14	8	12	DGR	11	1D4		NON 0	18
Mikal	GR HU TRD	8	12	12	12	9	8	DGR	11	1D4		NON 0	14
E. Malakki Jewelsmith													
Muunik	VET DW FTR	16	13	13	12	13	10	2BBAXe	4	2D8	(3)	CHN 6	28
								LXBOW	2/7/11	1D8			
Bayern	VET DW FTR	16	11	14	13	11	17	HMR	5	3D4		CHN 6	34
Furt	INT DW FTR	12	12	10	14	8	15	1BBAX	4	1D10		CHN 6	25
								S BOW	5/8/12	1D6			
Malakki	VET DW TRD	12	17	15	13	13	13	RAPR	4	1D12		NON 1	32
Cutters 1-4	INT DW NON	10	16	16	12	12	14	FISTS	8	1d6		NON 1	19
F. Gurodon, Chandler													
Gurodon	EL /E TRD	8	14	11	12	15	11	DGR	10	1D4		LTH 4	21
Forli	INT HU FTR	14	15	12	19	10	8	CTLSSe	3	1D8		LTH 4	29
Warehousemen 1-3	INT HU NON	16	10	10	16	8	9	CLUB	6	2D5		CLO 2	26
G. The Temple of the Emerald God													
Priests 1-3	INT HX PRI	8	6	12	14	10	8	MACE	9	1D4		CLO 2	17
Other Assorted Occupants													
Fighter 1	INT HU FTR	14	14	11	16	10	10	BDSWD	3	2D6		L/S 5	36
Fighter 2	VET EL ARC	11	17	15	9	12	11	L BOW	-1/4/7	1D6	(4)	CLO 5	24
Fighter 3	VET HU FTR	15	8	9	17	5	16	2HHMRe	6	3D6	(5)	CHN 9	38
Fighter 4	EL DW FTR	18	11	12	10	9	15	GRSWDe	2	4D8		CHN12	42
Spellcaster 1	VET HU MAG	9	13	15	13	14	12	SPELLS			(6)	CLO 3	22
								DGR	8	1D5			
Spellcaster 2	VET KO MAG	13	10	11	11	16	11	SPELLS			(6)	NON 0	26
								DGR	8	1D5			
Thief 1	INT EL THF	5	12	9	10	7	6	DGR	9	1D4		NON 0	12
Thief 2	EL HO THF	9	16	18	9	13	9	SHSWDe	6	1D8		CLO 4	21
Bard 1	INT HU BRD	7	13	13	11	15	15	MUSIC			(7)	LTH 4	18
								RAPR	6	1D10			
Bard 2	VET /E BRD	10	11	12	7	13	6	MUSIC			(7)	NON 0	22
								S BOWe	2/6/10	1D6			

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

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

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

RANDOM ENCOUNTERS ON THE STREETS OF HAVEN

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

(18) A huge barroom brawl floods out into the street, engulfing the couriers (and the thieves, if following less than 100' behind) in a wild free-for-all. All those involved in the melee must make two separate STM saving rolls or take 1D8 points of damage from assorted bruises, scratches, gouged eyes, etc. If the thieves are also caught in the riot, there is an 80% chance they will lose sight of the couriers; if they manage to remain outside the conflict, there is only a 40% chance of such failure.

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



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

CHARACTER DESCRIPTIONS FOR SUGGESTED RANDOM ENCOUNTERS

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

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

PURSUIT ADVENTURES

AND

ARMED ROBBERY SCENARIOS

BACKGROUND OF THE GUILD

It is fascinating, given the fastidiously careful record-keeping of the modern day Guild, that no one knows for certain how the thieves of Haven first came to bind together. There are, of course, legends that attribute this feat to the prodigious efforts of Bradamas Kurgan, the infamous and charismatic scoundrel who dominates local folklore - but there is no tangible evidence to support these assertions. Indeed, the earliest written records of Guild activities refer to its membership as a "darke Bruthirhoude", and suggest an organization bordering on anarchy, providing a sense of fellowship and occasional assistance, but little direction. Rafkulin, the first thief ever identified with the title of Master, earned the accolade by winning a challenge of thiefly prowess proposed by a rival high level thief. The title remained largely symbolic through the next four Masters, until the challenge was made and won by a brash young upstart named Del ur-Venite.

Venite was a man of great ambition, with mental capacities to match his physical dexterity. Under his guidance, the Guild thieves successfully executed a daring series of ever more daring robberies that in a single month filled the group's coffers with over a year's worth of treasure. For the next two decades, until his untimely death at the hands (Bolts of Wrath) of an angry spellcaster, Venite served his fellow thieves both as Guild Master and as chief planner - and a new tradition was born.

During the ensuing centuries, the Guild Master controlled the activities of almost every cutpurse, catburglar, confidence-man, and beggar in Haven. The Guild built up a repository of information - in the form of floor plans, records of courier routes, guard schedules, etc. - that often provide invaluable aid to a scheming thief. The beggars were used as a network of informants to keep such information fresh; and a similar network of businessmen was located, who could be counted on to pay a fair price for the purloined fruits of a thief's labor. The Guild Masters also exerted a more subtle influence on events, by cultivating (either with cold cash, or through information about a target's past indiscretions) the co-operation (however reluctant) of a number of high political and judicial officials. As the Guild's power grew, so did their hierarchy, and so too did the need for funds. All thieves operating in Haven were expected to tithe a portion of their larcenous earnings to the Guild in payment for the Guild's services, both past and future. And the Guild went to great lengths to ensure that thieves not obeying this dictum were promptly found and punished (the severity of the punishment depending on the amount withheld).

Inevitably, of course, there were thieves who became dissatisfied with the share of the spoils they were getting, and who broke away from the Guild to form their own organizations. Most of these rival groups were quickly subdued by the Guild, and the renegades (minus a few chosen to serve as examples to others with like minds) were returned to the fold. In a few cases the rebel movements were more powerful, and only succumbed after months of harassment that cost the Guild dearly in terms of the lives of its members, and in the expenditure of the precious political capital needed to obtain, if not the active co-operation of the local law enforcement community, at least their passive acceptance. But never in all those centuries did a rival organization offer so great a threat to the hegemony of the Guild as does the group, now headquartered in the Borough of the Commons of Haven, known as the "Black Hand".

As the Guild Masters and their lieutenants grew in political stature over the years, many used their influence to place themselves in responsible positions in the community. Although this aura of respectibility gave the Guild's leaders access to high level sources of information and identified new and lucrative criminal opportunities, it also seemed to change their attitudes toward their brothers in crime. Gradually, the "inner circle" of the Guild's leadership became more and more isolated, leaving their henchmen to deal with the everyday problems of the rank and file membership.

Some of the younger thieves, many of whom had turned to crime and thievery as a means of gaining the kind of power and respect their lower-class origins had denied them, perceived their access to that power to be steadily declining, and became increasingly frustrated. They did not intend to become mere foot-soldiers serving an elite clique of thieves unwilling to dirty their own hands. Moreover, the leaders of this faction had pondered well the fates of their predecessors in rebellion, and had vowed not to repeat the mistake of acting prematurely. When the most vocal of the malcontents left the Guild, they also left the city of Haven, supposedly to seek their fortunes elsewhere. The Guild fathers sighed in relief at this departure of dissidence (even as other unrevealed sympathizers recruited additional supporters).

Meanwhile, the departed thieves were busy plying their trade in the surrounding countryside, and taking every reasonable opportunity to meet surrepititiously with those city figures believed to be disenchanted with their "co-operation" with the Guild. When they did return to Haven, they had substantial monetary resources, and friends capable of exerting influence in the proper places - and when the moment of open revolt came, almost one-fifth of the Guild's membership defected to the Black Hand. The Guild leaders found, to their dismayed surprise, that their attempts to obtain political sanction for the eradication of the upstart group were largely blocked. Guild patrols sent to locate and destroy Black Hand strongholds failed to return with distressing regularity. Everything seemed to be going not-so-slowly downhill...

In part, the Guild's failures could be attributed to the skill and ruthlessness of their opponents. But it was also true that the years of high living had made many of the Guild's leaders soft, and had atrophied their once strong instincts. As time passed, there were further setbacks, and additional defections - until finally, the ablest of the old leaders found themselves forced to clean up and strengthen their house by bringing fresh blood into the Masters' Councils. The changes in leadership stemmed the tide of defections,

and, slowly but surely, the Guild's superiority in numbers allowed these new leaders to drive the forces of the Black Hand back, until the Hand was confined to the areas of their original greatest support. At that point, however, the resistance of the Black Hand stiffened and held, and an uneasy stalemate ensued.

Nine long and bloody years later, the struggle continues, unabated. Both sides continually probe each other, like prizefighters looking for openings in their opponents' defenses to exploit. In some areas the Guild rules, in others the Hand...

* * * * *

The scenarios in Thieves' Guild IV simulate three different aspects of the struggle outlined above. All, however, share a common thread that sets them apart from most other "programmed" adventures, for they pit the players against a most dangerous menace - other characters, with similar skills and abilities, and the capacity to react to the best laid plans of the players with their own fiendish counterplots. The scenarios also share another unique feature - they are designed to be played in either of two modes: first, as a traditional scenario, where the players take one side of the conflict, either Guild or Black Hand, and the GM plays the characters on the other side as well as all other NPCs in the scenario; second, as a contest between two teams of players, one group portraying the Guild thieves, the other the minions of the Black Hand, while the GM moderates the flow of the game, conducts any inter-party confrontations that result, and plays the occasional innocent by-stander (read - carefully inserted NPC, designed to produce complications) who might happen to appear.

THE CRYSTALS OF GAMBADOS

SCENARIO SET-UP

The following pages provide the details for two adventures involving the crystals of Gambados, using two completely different smuggling routes. One takes place along Haven's waterfront, as the Guild must locate the vessel being used to transport the goods and relieve it of its precious cargo. In the other, the Guild thieves must focus their attentions on the five principal organizers of a large merchant caravan, to determine which one may be acting as the Black Hand's courier. Each scenario fully details the clues which are available to the players, the activities undertaken by major NPC characters, and the knowledge available from various types of informants. Floor plans of the hiding places where the crystals are possibly being kept are also provided.

The scenarios can be run either with the GM portraying the Black Hand thieves, or with two teams of players taking on the roles of the Hand and Guild and facing off directly against one another. If the team option is selected, it is suggested that the players portraying the Hand thieves select the scenario to be used. The scenario is designed to accomodate 3 to 6 Intermediate to Veteran level thieves per side. The Guild's objective is, as stated, to recover the ten crystals of Gambados and return them to the Rands; the Hand thieves are of course dedicated to smuggling the crystals safely out of Haven to a place where they can be resold. As long as it does not jeopardize the prime success of their overall mission, the thieves from both sides have an auxiliary objective: trying to eliminate permanently the interference of any rivals they encounter, should the opportunity present itself.

INTRODUCTION

Far away from the fair city of Haven, at the south end of the vast and storm-filled Sholokith Bay, lies the port city of Solhedrin, an old and well renowned trade center in its own right. The hills behind the city are rich in the metallic ores that fuel its mighty forges, and the clay used to produce the strangely colored grey-brown brick that has withstood the erosive power of millenia. Nonetheless, the most famed of the craftsmen of the city of Solhedrin have always been the glassmakers, and their intricate works have found their way into nearly every corner of the old Namori Empire. The prestige of the Solhedrin glassblowers (and demand for their services) is so great that those wealthy enough to afford to commission a special project often patiently wait two to three years for their work to be completed.

One such work was commissioned by the archmage Gambados, a proud and petulant necromancer who was a practitioner of the ancient spellcasting art known as Runebinding (in which the magic-user harnesses magical energy through the use of tangible symbols of arcane power, the runes). Gambados had a set of ten crystal goblets produced, each engraved with a different potent runic symbol. The mage himself worked many enchantments on the raw materials, to increase their strength and flexibility well beyond normal capacity and the end products were flawlessly sculpted, and shimmered with an unnatural sparkle and clarity. Gambados proclaimed to all who saw them that the goblets were the ultimate manifestation of his arcane powers, and would last - forever.

In the centuries that passed after the death of Gambados, nothing occurred to disprove that claim, as the crystals survived individual clumsiness, wars, a consuming blaze that utterly destroyed an area of seven city blocks, and thousands of miles of travel, without so much as a nick or scratch. The crystals have changed ownership many times, and increased in value on each of these occasions. At times, they have graced the homes of many of the world's wealthiest men. Finally, they came to Haven, purchased by Zalle and Eezie Rand, the beautiful scions of two of the city's greatest banking houses. The Rands proudly and prominently displayed their new treasures, believing themselves safe from theft; for the family had long ago made its peace with the Thieves' Guild, and purchased its protection. Unfortunately, however, the thieves swearing allegiance to the Black Hand pay no heed to the Guild's agreements - so the Rands awoke one morning to find their prizes gone - and a blood-scrawled warning from the leader of the Hand in their place.

The Guild, its honor at stake, has set out to recover the crystals. They have sent their best spies and informants out into the heart of the Black Hand's strongholds, trying to find out the location of the goblets, and whatever information is available on any plans the Hand has for smuggling them out of the city. Their harvest of information has so far been scant, but they have learned one thing for certain - Time is running out!

GM'S INSTRUCTIONS

If two teams are playing against one another, we suggest that the GM place the two groups at seperate tables or even in seperate rooms. Each group should be given a xeroxed copy of the appropriate city map, and place their character pieces in a manner that will identify their current location. Members of the two groups should not be united unless and until they come in physical contact.

Since most of the action prior to a final (and likely bloody) confrontation between the Hand and the Guild will consist of information gathering, tailing, and eavesdropping on suspects, play of the scenario is best conducted in the form of ten minute turns. At the

beginning of each turn players indicate their general objectives; for example, "I go into the shops in the neighborhood of Jack's shop and question the employees about Jack's activities", or "I keep watch on the house and follow Jack if he leaves." If, during the course of these plans, NPC encounters occur, the GM will portray the NPC, and the interaction played out in the normal 15 second melee round time scale. The same is true of face-to-face encounters between the Hand and the Guild.

If a Guild or Hand player sights a foe or NPC that he wishes to follow, he may attempt to tail him, making the appropriate rolls as indicated in the rules section of this book. The GM should make all discovery rolls for the character being followed (even if it belongs to an active player) until recognition of the tail is made, and should take care not to let the latter player know he is being followed.

THE CARAVAN ROUTE

INTRODUCTION

The Long Road runs from Kura Litrin, the capital city of the Namori Empire, far, far to the east, through the Borderlands, the Free Sector, and the Mountains of Peace, through the area called the Ten Cities (Haven is one of those ten cities), and on to the western edge of the continent, to Belakor on the Turbulent Ocean. The road extends nearly 2,000 leagues (a league is approximately 3 miles) east to west, and spawns numerous side roads towards the equator to the north, and towards the Lands of Ice to the south. The Long Road has been an established trade route for 5,000 years, but the general trail has carried commerce of one sort or another since the younger races first escaped the bondage of the Elder Race.

No day goes by without at least twenty caravans passing through Haven, bound either east or west on the Long Road. Frequently, the traffic will exceed fifty of the traders' parties, filling the thoroughfare called Caravan Street with guards, drovers, pack-animals or wagons, and colorful traders, merchants, and travellers. Not infrequently, caravans are organized in Haven itself to carry the goods for which the city is famed to distant lands. The Guild's informants have learned that the crystals are going to be smuggled out of Haven on one of these caravans.

The caravan in question is being assembled by four prominent merchants of Haven for an expedition through the northwestern territories of the Ten Cities. The group is scheduled to depart in two days from the city's Horse Gate (the major gate at the southern end of Caravan Street), with over thirty wagons, and 150 men-at-arms for guards. Numerous smaller merchants, and travellers have joined the caravan, so that, the total population of the caravan will number over 500 (not including animals).

The four merchants responsible for the organization of this expedition are Trojanus Sextimus, a broker of paintings and sculpture; Dortmund, a master cabinet-maker and furniture manufacturer; Benedios Cellini, the young son of the metalworkers' fiery Guildmaster, Salvatore Cellini; and Alvarado, a wandering jewel merchant temporarily headquartered in Haven. They have banded together for this trip in order to reduce their individual costs, and to increase the amount of protection their goods are afforded in transit. The addition of the small merchants and the travellers reduces the organizers' costs even further, since they are charged a fee to join the caravan and enjoy its protection.

By unanimous consent, the four organizers have hired a fifth individual, an experienced (and reasonably renowned) caravan-master named Silva Boraggio, to organize the details of the expedition - planning the exact route, hiring guards and drivers, acquiring all the necessary provisions, etc. Boraggio has set up a base of operations in a large warehouse located near the Horse Market on Caravan Street. As departure time nears, there will be an almost constant bustle of activity around this building, as cargoes are delivered, organizational details are worked out, and last minute applications to join the expedition are processed. During this same time period, the four merchants will each be busy attending to the settlement of their own personal and business affairs for their departure, and arranging the transfers of their cargos and personal travelling equipment to Boraggio's warehouse.

At the outset of this adventure, the guild thieves know only that one of the five main figures in the caravan is to be the courier of the crystalline booty. None of the five have had any known prior connection with the Black Hand; consequently, the thieves attempting to investigate this route will find a multiplicity of trails to follow, with leads that may take them into many different corners of the city. Their task will be greatly aided if they can use their information resources and deductive powers to identify the motive that has caused one of these prominent men to serve the Black Hand's cause; for without this key, the Guild thieves can merely watch each of the suspects and wait, hoping to witness some sort of revealing action that will reveal the Black Hand's agent.

THE SUSPECTS

In the descriptions of the five potential couriers which follow, three types of information are presented:

1) General knowledge about the character - facts that would be known by the Guild and Black Hand thieves involved in this mission;
2) GM's description; and,
3) Timetable of the character's actions in the 36 hours before the caravan's departure from the city.

GMs running this scenario may want to copy the general knowledge information presented here onto file cards (we suggest 5x8's), so that the players may have easy access to this data.

A) Alvarado, the Jewel Merchant

1 - Alvarado is the only one of the four caravan organizers who does not reside permanently in Haven; however, he does make frequent (and lengthy) visits to the city, and is known and admired in the business community of Haven for his shrewd trading acumen. He has one constant travelling companion, a lovely half-elven maiden named Arielle. They are lodged at the Pendragon Inn, located on Caravan Street not far from the the warehouse being used as the staging site for the caravan. Though Alvarado claims that he has no special purpose for making the trip other than a thirst for knowledge about potential new trading opportunities, it is known that he has been involved in several meetings during the past week with prominent figures from Haven's major banking houses.

2 - Alvarado has indeed been attempting to secure additional financial backing for his enterprises during the past week, but these efforts are only peripherally related to the upcoming expedition. The jewel merchant has, of late, become obsessed with owning an awesomely beautiful work of sapphires, diamonds, and gold filligree known as the Sorcerer's Coronet. Very recently, he has been informed that the Thieves' Guild may be able to help him locate this masterpiece, which he originally believed to be lost somewhere among the many temples to the wizard-lord Skolv, now lying in ruins, which are dotted about the Ten Cities region. Consequently, Alvarado is very anxious to get in touch with the Thieves' Guild before he leaves the city. He

has dispatched Arielle to the Thieves' Market area to attempt to make such a contact.

The Coronet is currently in the Guild's vaults, part of its booty from a very successful temple looting expedition. The Guild leadership would be willing to bargain with Alvarado if contact is made - offering to sell the Coronet to Alvarado in exchange for his aid in recovering the Crystals. If such a bargain is struck, Alvarado will be willing to provide any of the following forms of assistance, if the Guild requests them:

a) hire one or two Guild thieves as his personal men-at-arms;

b) send a Guild thief to the warehouse with a package to be included in the cargo section assigned to him; and/or,

c) attempt to arrange a meeting with one or more of the other principals in the caravan, on the pretext of warning them about the possible smuggling attempt.

However, he will never voluntarily do anything that would jeopardize his beloved Arielle's life.

In the absence of news about the Coronet, Alvarado will always be interested in a possible gem sale or trade, if the goods in question are of better than average quality. He will always make time to meet with any prospective buyer or seller he encounters, if the latter seems to know what he is talking about (if the thief character is posing as such a merchant, use a Disguise Success roll as described in TG1 to determine how well this impersonation is received). Alvarado's incidental knowledge of jewelry lore is excellent, and he has an 80% base chance of recognizing a false story or a piece of fake jewelry.

3 - TIMETABLE FOR ALVARADO AND ARIELLE

Morning, Day 1 - Alvarado is a late sleeper - he and Arielle will seldom make an appearance before 9:30 or 10:00. They will breakfast in the common room of the Pendragon Inn, and, being in a cheery mood, will chat amiably with the few other (1D6) patrons lounging about the common room at that time.

10:45am - The pair stroll over to the Horse Market, and browse around the corrals. Arielle will bargain for a high spirited white filly.

11:40am - Alvarado and Arielle leave the Horse Market, and walk easterly to Borragio's rented warehouse for a noon meeting with the caravan-master and the other three principals. At that meeting, Boraggio will introduce some of the key personnel he has hired (captain of the guard, head cook, etc.), and try to establish a firm schedule for final cargo deliveries. He will also relay to the group reports he has received of brigands operating on some of the westerly highroads, and discuss possible ways to circumvent this danger. This leads to a rather heated argument between Dortmund (who believes the route of the caravan should be altered to avoid the area where raids have been reported) and Benedios Cellini (who argues that the overall size of the caravan, plus the guard complement accompanying them, will keep them safe from assault). Alvarado supports Cellini's side of the discussion when a vote is taken, but refrains from entering the debate, due to his personal distaste for Cellini's overbearing style.

1:30pm - The meeting ends; Alvarado and Arielle depart in separate directions. Arielle takes a centaur trolley (Haven's answer to public transportation) to the large plaza in the South Corridor known as Thieves' Market. She talks with the pushcart-peddlers and shopkeepers in the area, letting it be known that she is interested in contacting the Guild, and that she can be found at the Knighte Oute, a tavern located near the northwest corner of the plaza. She will remain there from 2:30 til 4:30pm. If none of the thieves involved in the adventure approach her, there is a 40% chance that another member of the Guild will learn of her inquiries and investigate; if so, there are chances for differing reactions:

01-25 - the Guild thief reports the information to his superiors immediately; they, in turn, would be likely to contact the Guild thieves assigned to the current adventure.

26-75 - the conversation is reported to the investigating thief's superiors at the end of the evening; the thieves involved in this adventure will only learn of the discussion if they initiate contact with their headquarters.

76-00 - the thief does not consider the incident of sufficient import to relay to his superiors.

Alvarado, meanwhile, returns to the Pendragon Inn to get his horse from the stables. He rides north on Caravan Street, across Stonebridge, into the North Corridor. There he will make three stops: the banking house of Kruegger Rand; the home of No-yen Drachmah, the goldsmith; and the workshop of U. N. Owen, the renowned jeweler. He will spend about half-an-hour at each place, talking to its proprietor; his conversation with Owen will be held behind closed doors, causing a slight stir among Owen's apprentices.

4:30 to 5:00pm - Arielle returns to the inn, and summons servant girls to prepare a hot bath for her. She bathes, perfumes herself, then dons a striking gown trimmed with shimmering precious stones.

5:15pm - Alvarado returns and also retires to their suite of rooms.

6:00pm - The couple emerges from the inn and hails a centaur cab. They are driven north on the Horseshoe to Lorien, then easterly on Lorien to a point near Summ Plaza, where they alight from the cab. The centaur bows as low as possible when Alvarado pays him, waving away the change. Arielle and Alvarado stroll up one of the footpaths through the wooded section, to the home of Sindra, an elven leather goods trader, and her husband, Raf Poul, an associate of Nimrodel the shipwright. Sindra and Alvarado were partners (and lovers) in his younger days; they remain close friends, and have helped one another weather times of rough fortune. At approximately 7:00, they are joined for dinner by four other neighborhood couples; at 8:30, the bard Robin O'Leary arrives (on foot) to provide some after-dinner entertainment. Alvarado and Arielle excuse themselves at 10:00, citing the morrow's journey as the reason for their early departure; Sindra gives Alvarado a large rectangular, decoratively wrapped box as he leaves (it contains a specially made pair of new riding boots, hand-tooled, and is quite light for all its apparent bulk). A passing centaur cab (fortuitous, isn't it) is hailed, and the couple returns to the inn; if no contact with the Guild has been arranged, they will retire to their rooms and prepare for bed.

11:15pm - (GM's Note: This section obtains only if no contact has been made with the Guild.) As Arielle sleeps peacefully, Alvarado gets out of bed, and walks out onto the small balcony adjoining the room. Frustrated and unable to sleep because of his unsuccessful attempts to parley with the Thieves' Guild, Alvarado is soon overcome by his restlessness. He quietly dons a tunic, cloak, and sandals, and slips out of the room. He has one quick mug in the common room downstairs, then (11:40pm) decides to walk over to the warehouse to observe the progress of the caravan's final preparations. After passing through the guards, and entering the warehouse itself, he is somewhat surprised to find Boraggio missing from the premises. Alvarado wanders across the warehouse floor, aimlessly investigating the contents of various wagonloads of boxes, crates, barrels, etc. His nosing about is interrupted by the return of some of Dortmund's employees with yet another shipment of assorted furniture. Alvarado will (if not otherwise encountered) wait in Boraggio's office until 1:00am; when Boraggio does not return, he informs the guards of the

caravan-master's continued absence, then returns to the inn.

Morning, Day 2 - As on the first day, the two arise late. They breakfast downstairs, then pack up their personal belongings (and three chests full of jewels), and arrive at the warehouse by 10:45am. They create a minor spot of excitement when Arielle, trying to select a suitable mount for the journey, spooks a rather high-spirited colt who breaks free of his handler, and gallops headlong through the crowded midday traffic on Caravan Street.

B) Benedios Cellini, Metalcrafter

1 - Benedios is the only son of Salvatore Cellini, the overbearing, but supremely talented, Master of the Metalworkers Guild. Benedios is considered to be even more obnoxious than his sire, and totally lacking his father's redeeming genius. He is extremely short, and rather pudgy in appearance; nonetheless, he is conceited about his prowess as a fighter, and is apt to make exaggerated claims about his physical abilities (particularly when under the influence). For all his shortcomings, he has shown substantial prowess in financial matters; he is a ruthless, aggressive bargainer, and has a discerning eye for quality. He lives with his new bride, Madalena (the niece of the reigning duke, Fernando di Cotillion), in an elegantly furnished townhouse just outside the Heights, in northern Haven.

Benni (as he is known to his few intimates) usually spends several nights a week in the neighborhood taverns, and will often buy a round for the house (if he is in a good mood). The family conducts most of its business out of a set of buildings, two small offices and one large workshop, located on Pewter Street in the North Corridor; Benedios appears to be quite proud that his father has chosen him to represent the family in this trading venture.

2 - Benni might not be so pleased, if he knew the real reason his father has chosen him as the family's representative. Salvatore's bitter feud with the dwarven metalworkers of Haven has reached dangerous proportions; he has received threats against his life from anonymous sources. The father hopes to protect his son from danger by sending him out of town on this six month journey. Benedios suspects nothing of this. The net may already be tightening around Salvatore, for two dwarves maintain a constant surveillance of Salvatore's movements; the elder Cellini has a small but superbly equipped workshop in his home (but a few blocks from Benedios townhouse), where he creates some of his finest masterpieces - there have been evidences of unauthorized entry in this area, and work has been ruined, possibly by Salvatore's two shadows. There is only a 5% chance that Benni will notice these observers when he is with his father; if either the Guild or the Black Hand thieves are trailing Benedios, the thieves' chances of noticing the dwarves are equal to twice their normal percentage chances of "spotting a tail" (see the expansion of Chapter 2 rules in this issue for details on how to calculate these chances - the Perceptiveness ratings of the two dwarves are 11 and 14).

If encountered at a tavern, Benni will be ebullient and talkative with any (especially ladies) who show interest in his journey; as he progresses into higher levels of intoxication, he will become less discreet in his commentary. If contacted in a business context in this frame, Benedios is likely (80%) to be quite abrupt, complaining that he is too busy; however, he will always show interest in a proposition if it sounds sufficiently lucrative (profit of 20,000 GP or more). Benni, while a good judge of items, is not a good judge of character; being susceptible to flattery, he can be foooled by a good con artist.

Benedios is far from well-liked in the community, consequently, there is a 30% chance that any information supplied about Benedios by an informant is a vicious, unsupported lie (these lies might take the form of business misconduct, rumors of illicit sexual liaisons, or even a story that Benni has Black Hand connections).

3 - TIMETABLE FOR BENEDIOS CELLINI

8:00am, Day 1 - Benni leaves his home and walks to Pewter Street. He arrives to find the packing operation progressing smoothly (within moments he has levied a veritable mountain of instructions, which, if followed, are likely to set the work back by hours), and goes inside to his private office, where he continues to organize his merchandise records for the trip.

9:00am - Salvatore Cellini arrives at the Pewter Street offices, followed closely by his dwarven shadows.

9:50am - Benedios discovers that a set of silver bowls is missing from his lists, and crosses over to the workshop to determine their whereabouts. Finding that the items have not been completed on schedule, Benni delivers a violent dressing down to the workman in charge of the project which lasts for several minutes - until Salvatore arrives on the scene and quietens things down. The dwarven shadows draw near the workshop and listen attentively to the argument.

11:40am - Benedios accompanies one of the laden freight wagons to the staging warehouse, arriving several minutes late for the noon meeting. When Boraggio delivers his warning about highwaymen on the Long Road, Benedios vituperatively disparages Dortmund's fears and strenuously argues against changing the route in any way; his argument carries the day.

1:30pm - Tremendously self-satisfied over his success, Benedios repairs to Dunk's Tavern, a drinking establishment located a few blocks from the warehouse, and buys a round for the house. There, he tells everyone in earshot the story of the argument, embellishing frequently with references to his own weapons prowess - there is a 10% chance that someone in the crowd will belittle his claims to be a fighter, and challenge him to demonstrate his skills outside (a challenge Benni will not accept, even if it means loss of face).

2:25pm - Benni runs into a casual acquaintance, a fighter named Migh Runn who mentions that he is unemployed. Benni proclaims that he can get Migh a job as a guard with the caravan. Dragging the skeptical fighter (and several other onlookers) in tow, Benni returns to the warehouse and confronts Boraggio with the request, and finally browbeats the latter into agreeing. Migh Runn is told to report for duty at nightfall; the crowd returns to Dunk's for another round.

4:20pm - By now feeling exceptionally jovial, Benedios returns to the Cellini complex to find preparations still progressing smoothly. His spirits are dampened slightly when he attempts to regale his father with details of the afternoon, and finds the latter distracted and innatentive.

5:00pm - Benedios and Salvatore leave the office together, and go to Benedios' town home for dinner with the rest of the family. The dwarves are never far behind.

7:00 to 11:00pm - Benedios goes out carousing to commemorate his last night in the city, making stops at several North Corridor bars. From 10 to 11, he is imbibing at the Aerie, where he crosses paths inadvertently with Trojanus Sextimus. There is a 40% chance that Benni has a run-in with the Young Stallions (25% additional chance the encounter leads to a fistfight - three guesses as to who winds up on the floor in such an event) while at the Aerie.

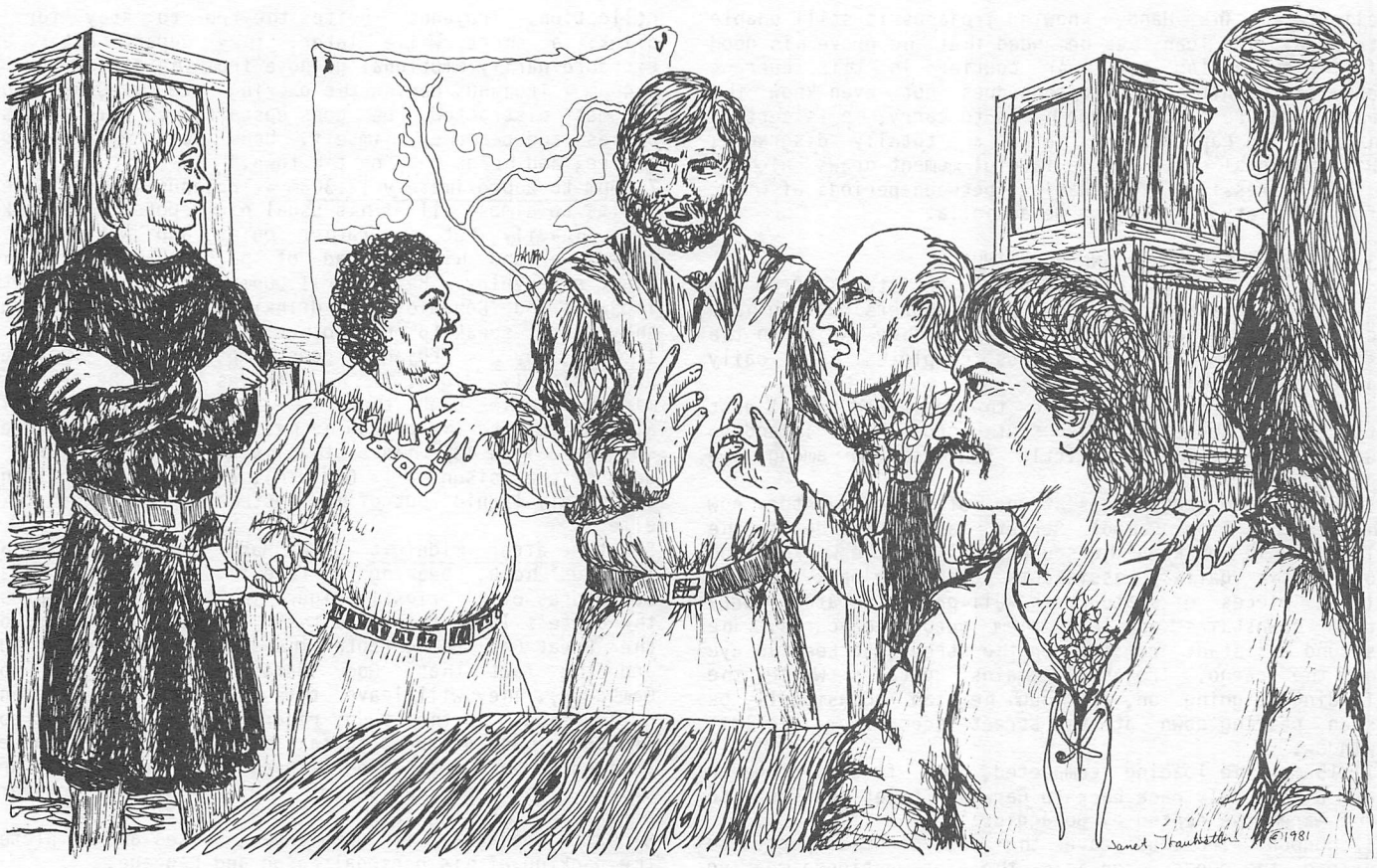
11:10pm - Benedios toddles home from the Aerie on foot, in an extremely drunken state. Upon entering his home, he pauses for a moment on the couch in his sitting

room, and immediately passes out (a turn of events that undoubtedly makes wife Madalena extremely grateful).
1:30 to 3:00am - Benni's friend Migh Runn falls asleep on guard duty, having drawn an assignment to guard one of the warehouse entrances. There is only a 15% chance that he will waken if anyone approaches or enters this doorway. If not otherwise awakened, he will be roused by Boraggio upon his return, and thoroughly chewed out for his carelessness.
4:30am, Day 2 - Benni is awakened by the sound of mice tiptoeing around the basement of the house three doors away. Before sinking back into oblivion, he stumbles about the room for a few moments, tripping over furniture and making a large amount of noise.
7:00am - Benedios awakens, badly hungover from his night's revels, and retires to a hot tub in an effort to soak out the evil humors.
9:30am - The merchant leaves his house, feeling somewhat better but still abnormally quiet and nursing a severe headache. He rides to the office, where the final portion of their cargo stands loaded and ready to go in five closed wagons. Benedios foregoes checking the bills of loading, stopping within the building just long enough to grab his ledgers and say a brief farewell to his father. The wagons are on their way to the warehouse by 10:00am.
10:20am - Upon arriving at the warehouse, Benni is upbraided by Boraggio for Migh Runn's incompetence. He accepts this abuse with uncharacteristic meekness, and retreats into the rear of one of the freight wagons, where he remains until departure time.

C) Dortmund, Master Cabinet-maker
1 - Dortmund lives and works with many of the other members of his large family; he has seven brothers and sisters, and has sired eleven children of his own. Now in his late fifties, he is a small, delicately boned man, rather frail in appearance. His health is excellent, however, a fact he attributes to the special diet of herbs and vegetables he religiously follows. He employs over 100 people in his furniture-making enterprises, many of whom live in rooms on his property; his home and workplace occupy an entire city block on the south side of the Dorian, in the neighborhood just southwest of the Plaza of troubadors. Dortmund is very devoted to his family, and rarely socializes with other prominent merchants. He has only two known pastimes outside of his work; he collects porcelain and china miniatures, and he considers himself a connoisseur of fine wines.
2 - The only thing extraordinary about Dortmund is his spectacular ordinariness. His works reflect meticulous care and steady hand, and are of excellent quality; they are, however, singularly devoid of artistic vision, and merely mirror the prevailing styles and designs. Dortmund's financial position is rock solid; nonetheless, he is a worrier, and constantly expects the worst. His caution and conservatism are so strong that he only rarely allows himself to spend money on his wines and his miniatures. He is very inhibited, and almost painfully shy around strangers, unless he is talking about furniture.

Most of Dortmund's family work with him and live similarly colorless lives. His third eldest child, Torban (a rather turbulent young red-head), was not content with this drab existence, and ran off two years ago to become an adventurer. Dortmund knows nothing of his whereabouts, and forbids the mention of his name in his household. This is the only breath of controversy surrounding the family, and the incident is so old that an area informant would be likely to remember it only if he were pressed hard by his questioner.

Dortmund is transporting a sizable number of very large, bulky pieces of furniture on this journey; consequently, groups of his workmen (led by his brothers Wurzmar and Claudill) will constantly be hauling loads of furniture from their workshops over to the warehouse staging area during the week before the caravan's scheduled departure. The brothers are not particularly quick-witted, and are inclined to interpret things very literally. Thus, when they have returned to the warehouse on several occasions to find crates disturbed (lids opened, shifted to other places, etc.) in their absence, they have formed the opinion that these are evidence of foul play, and have relayed their fears to Dortmund, who is also very susceptible to paranoia.
3 - TIMETABLE FOR MASTER DORTMUND
6:30am, Day 1 - Dortmund rises and eats his morning meal, then goes into the workshop to complete the final details on a leaf pattern being carved into a walnut table. He is continually interrupted by workmen with questions, and scuttles about the area at a brisk pace.
11:00am - Dortmund leaves his workshop, and walks around the Horseshoe to Caravan Street, then left to the warehouse being used by Boraggio. He arrives well before the scheduled noon meeting of the principals, and privately confers with Boraggio in the latter's office. Dortmund voices grave concern about warehouse security, and stoutly avers that someone will attempt to steal part of the cargo during the coming night. When pressed to reveal the reason for his concern, Dortmund remains evasive; nevertheless, Boraggio agrees to double the guard for the coming evening. Unbeknownst to Dortmund, Boraggio speaks briefly with two of his most trusted guards, and asks them to watch for any suspicious characters lurking about the premises during the meeting. If thieves of either the Guild or the Black Hand have the building under surveillance during this period, there is a 45% chance that Boraggio's men will spot the watchers, and attempt to tail them when they leave the warehouse area.
12:00noon - The scheduled organizational meeting takes place. Upon hearing the news of highwaymen along the Long Road, Dortmund immediately suggests that the caravan change its route to avoid this possible trouble spot; he is voted down by the others after a heated argument. This further convinces Dortmund that his colleagues are irresponsible, and that he must take immediate steps to protect his investment.
2:00pm - Upon returning home, the cabinetter ensconces himself at his desk, and writes furiously for a few minutes, then dispatches an apprentice to the Dwarrow (the dwarven section of Haven's Outlands Borough) to deliver these hastily scribbled pages to Balin arn Bilbur, a specialist in locks and traps.
4:20pm - The apprentice travels on to Boraggio's warehouse with Balin in tow. The dwarf carries a huge valise filled with his tools and accessories. A number of the pieces of furniture designed by Dortmund have been fitted with secret compartments of one sort or another; Balin has been requested to install booby-traps that can be set to temporarily incapacitate any unauthorized tamperer (by releasing sleep gas, a mild central nervous system poison, etc.) on the most valuable of these items (he agreed readily; he knows Dortmund from past dealings, and is planning to hold him up for a tidy little sum). The dwarf and the apprentice attempt to gain admittance to the warehouse by showing the guard a note from Dortmund; unfortunately, this guard is not literate, and a small altercation ensues. Eventually, Boraggio (who can read) is summoned, and authorizes the pair's admittance. Balin sets to work installing the traps; his efforts over the next two hours are carried out in plain sight, and could be easily identified for what they are by any witness with experience in disarming or arming traps.
5:45pm - Boraggio arrives at Dortmund's shop, and goes into the cabinet-maker's office. A few moments later, he emerges, and departs, carrying a large box under one arm (it contains a flamewood jewelry-box, inlaid with mother-of-pearl, made by Dortmund personally, which



Boraggio will present this evening as a farewell gift to his sweetheart).

6:30pm - Dortmund sits down to dinner with his family. After dinner, he indulges himself with a bottle of vintage wine from his cellar. At about 8:30, he retires for the night.

10:20pm - In the street outside Dortmund's bedroom window, a wagon heavily laden with furniture swerves abruptly to avoid a cloaked rider who has galloped out of a side street at breakneck speed. A poorly secured table is flung off the wagon, and ricochets off a wall to the ground with a shattering crash. Dortmund, wakened by the noise, looks out his window, and sees the results of the incident; he rushes immediately out into the street to survey the extent of the damage. Two of the table's legs are damaged irreparably, but the piece appears otherwise unharmed. Dortmund orders his workmen to carry it back into the workroom; he then spends most of the night (until 4:00am) toiling in the dim lamplight to make the necessary replacements and repairs.

8:00am, Day 2 - The cabinetter is roused by his wife; he appears very pale and drawn from his labors of the previous night. He breakfasts, then packs his personal gear for the trip into a large mahogany footlocker.

9:30am - Dortmund leaves the house, and walks over to the open air shop of Tracheotus, the green grocer. There, he purchases a number of somewhat exotic herbs and spices that Tracheotus stocks especially for him. Upon returning home with his purchases, he brews himself a pot of potent herb tea, and sips from a steaming mug of the brew as he moves about the shop area, making a final check that all necessary cargo has been transferred to the warehouse and that his employees understand their tasks during his absence.

11:00am - Dortmund and the four workmen (including Wurzmar) who are to accompany him on the caravan depart for Boraggio's warehouse in a wagon which also carries a number of trunks and footlockers.

D) Trojanus Sextimus, Dealer of Objects d'Art

1 - Trojanus is a rather tall, thin middle-aged man, with delicate facial features. He is sole owner and proprietor of a fairly large art gallery in the North Corridor that specializes in pottery and sculptures. Most of his clientele come from the Guild and Merchant classes, and can readily afford his extravagant fees. It is also well known that Trojanus greatly enjoys the nightlife of the city, and is an avid drinker, and gamer known in many of Haven's chic nightspots. He has never married and seldom womanizes. He lives alone, with a small staff of live-in servants, in an elegantly furnished home that lies at the very base of the Heights.

2 - Although Trojanus has not changed his rich lifestyle, his financial fortunes have faltered precipitously in the last 6-9 months. This decline is attributable to two primary causes: 1) The recent sinking of the large merchant vessel, Falmost, laden with Trojanus' art objects, off the coast of Seki, and 2) the heavy losses Trojanus has sustained from his gambling endeavors. The sinking of the Falmost is common knowledge among the city's seamen! but few (less than 20%) know the monetary value of the cargo that was lost. Similarly, almost any bartender in one of Trojanus' regular haunts will be able to recall several evenings in which the art dealer suffered large setbacks at the gaming tables; but, because Trojanus frequents several different establishments, no single barkeep is likely to know the extent of his overall losses. Thus, the Guild thieves will probably have to use a bit of deductive reasoning to determine the full extremity of Trojanus' situation, and to identify the cicumstances which drove him to seek the financial assistance of the Black Hand.

Trojanus borrowed a substantial sum from the Hand to pay off a gambling debt owed to a man who had threatened to expose his impoverished state to his

clientele. The Hand, knowing Trojanus is still unable to repay his loan, has demanded that he prove his good faith by acting as their courier in this current enterprise. Although Trojanus does not even know the exact nature of the cargo he is to carry, he is certain he will be captured in the act and totally disgraced. His emotional state as the fateful moment draws nigh is manic depressive, fluctuating between periods of wild, forced gaiety and fits of melancholia.

3 - TIMETABLE FOR TROJANUS SEXTIMUS

8:50am, Day 1 - Two of Trojanus' assistants from the galley, accompanied by two day laborers pulling hand carts, arrive at Trojanus' home. They wait in the sitting room while Trojanus completes his daily ablutions.

9:25am - The five men leave the house and travel east to Caravan Street and then south across Trade Island to Gambol Street. There is little conversation among the group.

10:05am - The group stops at one of the three-story row houses that line Gambol Street, and go inside to the loft studio of Ronn the sculptor. There the workmen and one of the gallery assistants carefully pack several large pieces of statuary in well-padded crates, carry them downstairs and load them onto the carts. The second assistant remains on the street to keep an eye on the cargo. Trojanus remains upstairs while the loading is going on, although he can occasionally be seen peering down at the street scene from the loft window.

11:15am - The loading completed, the five continue on at a leisurely pace back to Caravan Street and south to the warehouse rented by Boraggio.

12:00noon - Trojanus leaves the rest of the party to unload the goods, and joins the aforementioned meeting of the caravan organizers. He seems distracted throughout the meeting, and barely participates in the discussion about the possible change of route.

1:15pm - The meeting ended, Trojanus hails a centaur cab, and sets out on a long, erratically zig-zagging course through the south side of Haven. Trojanus occasionally stops the cab, clambers out and walks around for a few moments, then continues on.

2:05pm - During one of these stops (on Rouge Street, near Magic Street), Trojanus enters the small shop of Radri the Potioner. Within, he purchases a small bottle of very potent (Level 30) poison, which he places in his left hip pocket.

2:50pm - Up until this moment, Trojanus and his by now thoroughly confused cabbie have continued their aimless meanderings along the south bank. Suddenly, Trojanus seems to become aware of the time - the cabbie turns around from his current route, and heads off at top speed to Caravan Street, and then across the Dorian to Trojanus' gallery.

3:10pm - Trojanus rushes into the gallery, very late for an appointment with one of his best customers. Although the dealer apoligizes profusely for his absence, fabricating a story about being delayed at the warehouse, the customer stalks out of the gallery in a huff.

3:15pm to 6:00pm - Trojanus and his chief assistant Plummyrr, go over the gallery's recent correspondence, and try to get the gallery's affairs in order for his absence. During this period, the four man freight crew make two appearances to load a number of artworks from the gallery's stock. It is also possible that representatives from the Hand thieves may visit the gallery during this time, to arrange the meeting when the extra cargo will be delivered.

6:00pm - Trojanus, Plummyrr, and another gallery worker close up the gallery, and laden with a number of empty packing crates, proceed to Trojanus' home. The crates are taken inside and placed in Trojanus' study, to be packed by the dealer later with items from his personal collection. Trojanus invites the two to stay for a drink; a short while later, they depart after an extraordinarily emotional goodbye from the dealer.

6:45pm - Trojanus begins the packing exercise, but soon becomes distracted. He goes upstairs to his rooms, bathes and perfumes himself, dons some more dressy attire, and heads out "on the town."

7:30pm to approximately 12:30am - Trojanus pays brief visits to almost all of his usual nightspots. He drinks very heavily, but is rather quiet, and watches the crowds around him instead of participating in the night's revelry. Between 11:00pm and 11:30pm, both Trojanus and Benedios are drinking in the Aerie, but they do not speak to one another.

12:30am, Day 2 - Trojanus goes home, somewhat tipsy but not seriously drunk. If he arrives home before the minions of the Hand, there is a 20% chance that he will attempt to take the poison he has purchased. If he does so, there is a 40% chance that he will take too large a dose of the poison (a la Gauguin), and wind up vomiting the deadly liquid out of his system before it can take effect.

Sometime after midnight - The Hand thieves arrive at Trojanus' home, bearing a crate filled with ten clay sculptures of a priestly figure in a variety of poses; the crate's label refers to them as the Ten Miracles of the Great God Bamos (note the significant number 10, and the fact that God Bamos is an anagram for Gambados). They will leave this crate, fully packed and nailed shut, in the study, regardless of whether or not Trojanus has attempted to take his own life. All other actions taken by the Hand thieves during this visit are up to the discretion of the GM or the players portraying the smugglers.

8:00am - Trojanus, if unpoisoned, rises and completes the packing of his personal cargo and baggage.

9:30am - The team of workmen seen yesterday returns to the house, this time on a mule-driven light freight wagon. They load the crates from the study onto the wagon.

10:30am to 10:50am - Journey to Boraggio's is completed. Trojanus walks over to a tavern near the warehouse, and quickly imbibes three stiff drinks to quiet his nerves.

E) Silva Boraggio, Caravan Master

1 - Boraggio is a robust, husky man just approaching middle age, with a booming voice and a gruff but pleasant demeanor. For several years, he has made his living as a fur trader, until he discovered that he could use his woodland's lore and organizational skills as a caravan master and make good money for much less risk. He is said to have traveled every mile of the Long Road, and many of its tributaries; and his good reputation in his trade seems well-founded. He is by nature a patient, even-tempered man; when angered to his breaking point, however, he is a dangerous foe (he is very proficient with knife and axe, and a competent bare hands brawler). His greatest known weakness is his constant pursuit of the fairer sex, whom he treats both chivalrously and chauvinistically. Boraggio is using the office of the warehouse as his temporary quarters in Haven; but he has also been spending many of his evenings in the company of a young female songstress from the Street of Harps.

2 - Of the five suspects, Boraggio has the fewest secrets, for both his strengths and weaknesses of character are fairly openly displayed. Nonetheless, he values his privacy, and does not like people that ask too many prying questions. Though Silva is reasonably well off (he always seems to be carrying a healthy purse of 100-500 GP with him), he has few dealings with the city's financial community, and the latter know very little about him. His tastes in women are very catholic, and he has a different lady love in almost

every city along the Long Road; hence, he will almost always be interested if anyone claims to have jewelry items, perfumes, or other small items of affection available for sale at reasonable prices. Most of his hirelings (80%) will vouch that Boraggio is a reasonable boss who does his best to support his men if disputes break out between the caravan staff and the merchants; the dissenters to this view are usually those who have run afoul to one of Silva's infrequent tirades.

3 - TIMETABLE FOR SILVA BORAGGIO

6:00am, Day 1 - Despite a late night of carousing, Boraggio is up at the crack of dawn, showing no ill effects from the nights revels. He takes a quick tour around the warehouse facility to assure himself that all is well. There is a 70% chance that he will notice if anything in the warehouse has been tampered with, moved around, or replaced during the night.

6:20am - If all is satisfactory, Boraggio will leave the warehouse area on horseback and ride down to Fisherman's Cay, accompanied by two of the hired guards. There he will barter for a shipment of salted fish to add to the caravan's stores.

7:00am to 11:30am - Upon returning to the warehouse, Silva settles down to work, becoming involved in the dozens of last-minute tasks required to get the caravan ready for departure. A parade of people file in and out of his office during this period, including a number of travelers making last minute applications, prospective employees, and merchants delivering general stores. At 11:30, Dortmund arrives at the warehouse and confers with Boraggio for several minutes.

12:00noon to 1:15pm - Boraggio holds forth at the general meeting with the other organizers. He is unconcerned, but a bit surprised, when Dortmund's move to change the caravan route to avoid a possible encounter with brigands is defeated by Benedios' strong opposition.

1:15pm to 2:00pm - Boraggio goes to a small tavern around the corner from the warehouse to get a bite to eat. While there, he becomes taken with one of the serving wenches; they talk quietly, and arrange a late night rendezvous. This completed, he returns to the warehouse and his preparations.

3:20pm - Benedios Cellini returns to the warehouse and, under threat of withdrawing from the caravan, foists a rather hapless-looking young fighting man named Migh Runn onto the caravan's guard rolls. Boraggio, though highly irritated, holds his temper during the exchange; however, once Benedios has departed, Silva unleashes a stream of curses, and takes out his frustrations on everyone he encounters during the next hour.

5:30pm - Boraggio leaves the warehouse on foot, and walks through the South Corridor to the block of buildings where Dortmund plies his trade. He disappears inside briefly, and reappears carrying a large wooden box under one arm.

6:00pm to 6:30pm - Boraggio walks at a leisurely pace, from Dortmund's to the Sackbut and Psalter, a well-renowned inn located on the Street of Harps. There he meets Lisa Duncan, the aforementioned songstress, and two of her friends (also female); the four drink and sup together, and all seem jovial. The box sits on the bench next to Boraggio.

9:00pm - Some musicians appear, and begin to play. Boraggio, by now thoroughly over his bad mood, dances with one and all of his companions. There are moments when the box is completely unattended.

10:45pm to midnight - Boraggio and Lisa take their leave and walk to the three-story walk-up where she rents a room. Boraggio presents her with the box (if it is still in his possession) - which contains a delicately hand-crafted music box. The couple make passionate love, but moments later, Boraggio is back on his feet, claiming that he must return to the warehouse immediately because there is much remaining to do. Lisa protests loudly, and a brief argument ensues, but in the end she relents.

12:10am, Day 2 - Boraggio hastily departs the building and rapidly makes his way back toward the warehouse, cutting through alleyways - at times almost breaking into a run. A few moments later, the cause of his haste is revealed - the serving wench encountered earlier in the day. Boraggio saddles his horse; lifting the girl alongside, he rides out the Horse Gate at a brisk canter, stopping about two miles from town on a grassy hillside overlooking the river.

2:45am, Day 2 - The pair return to the warehouse, where Boraggio bids the maiden farewell. He walks around to the rear entrance of the warehouse, only to find the boy, Migh Runn, asleep on duty. He rouses the hapless lad, and gives him an extremely severe tongue-lashing, stopping just short of blows. Having vented his spleen, he goes to bed.

7:00am, Day 2 - Boraggio rises, and completes the same check of the warehouse he initiated the previous day. He busies himself with work up to the very last moment before departure.

ACTIVITIES OF THE SMUGGLERS

For the most part, the Black Hand thieves (whether played by the GM or a team of player-characters) have complete freedom to undertake any strategies they might choose to protect the crystals or eliminate the Guild's interference. There are, however, a limited number of acts which the minions of the Hand must perform during this 36 hour period. At the outset of the scenario, of course, they must select a hideout where the crystals will be kept prior to their delivery to their courier. This hideout can be placed virtually anywhere in the city, except for the Labyrinth (the center of Guild authority), the Heights, or Trade Island (this last area can actually be used, but the Hand players should bear in mind that access to the Island is severely limited between midnight and 6:00am). The chances for discovering the location of the Hand's hideout will be dependent on the informant's proximity to the hideout area (the closer the better), and the amount of Hand activity taking place around the hideout (the greater the number of comings and goings, or thieves lurking about the hiding place undisguised, the greater the likelihood of being noticed).

During the 36 hours of the adventure, the Hand thieves must accomplish the following tasks:

1) Sometime during the daylight hours of the 1st day, they must make contact with Trojanus to arrange their post-midnight delivery of the concealed crystals.

2) They must accomplish the delivery of the crystals to Trojanus, concealed within the statuettes of Bamos.

3) There is a 60% chance that the Hand will learn of Alvarado and Arielle's efforts to contact the Guild. If they do discover these plans, the Hand players in this scenario must place the jewel merchant under surveillance, and attempt to prevent the meeting with the Guild from taking place.

4) The Hand thieves must send at least one of their number to the Commons section once each morning to deliver a progress report to the Hand lieutenants.

GM's should remember that the Hand thieves will have sufficient time before this adventure begins to set up any ruses or subterfuges they might wish to employ to make the transfer and exit of these goods easier.

Use of Informants

Given their scant store of knowledge at the outset of this scenario, the Guild players will almost surely want to increase their understanding of the five suspects by questioning their neighbors, associates, or

the regular network of Guild informants. The chances of obtaining useful information will depend on a variety of factors; a procedure for determining the success of those efforts is described below.

The Informant Results chart indicates percentage chances that an individual being questioned in a given area of town will know some general information about a particular suspect, or the plans of the caravan which the group of suspects has organized. These percentage chances assume that the individuals being questioned have some logical basis for possessing useful information (e.g., they are patrons of a bar known to be frequented by a suspect, neighbors of the suspect's business or residence, persons involved in similar business enterprises, etc.); this general chart should not be used if the players are questioning individuals who are particularly close to the suspect (see the section on Confidants, below). The differences in base information percentages between areas of the city reflect the comparative amount of time that each of the suspects spends in that particular portion of town, and their notoriety in those segments. The base chances may be modified by the GM to reflect the effectiveness of the questioner's technique, and/or the particular type of information being sought. If the Guild player comes up with a clever, believable ruse to justify his many questions, his efforts should have greater effect than those of a character who bluntly asks a man's business associates to give out incriminating evidence against him.

As noted before, the Informant Chances table may be used to define a player's chances of obtaining general information about a given suspect; this type of information may or may not be useful in his current search. If a player is seeking an answer to a specific question, his base chances are considered to be 1/2 the percentages listed in the table (rounded up), plus an adjustment from the area-specific chart, Percentage Bonuses to Specific Information Chances.

Guild informants are assumed to have a 15% penalty to their stated base chances of knowing most general information, but have a 20% bonus to their chances of knowing the answers to the list of specific questions (since they are concentrating their efforts on finding out this particular information). Guild informants are also the only individuals likely to have any chance of finding the Hand's temporary storage place for the crystals, or the locations of the individual smugglers. A Guild informant is assumed to have a 20% chance of possessing some clue about the location of the Hand's hideout if he is in the same area of the city as the hideout, and a 5% chance if he is in an immediately adjacent section of town. Guild informants have a 55% chance of knowing that one or more of the smugglers is currently in their sector of the city; if so, there is a 30% chance that the informant knows the smuggler's exact present location. There are a plethora of wandering Guild informants (primarily beggars, but there are also entertainers, shopkeepers, and even an occasional high public personage) throughout the city, with the greatest concentration of these characters to be found along Caravan Street and in other very crowded public areas, such as the Plaza of Troubadors, Thieves Market, Trade Island, or Guildmasters Square. A Guild player searching for a Guild informant should have a 50% - 60% chance of locating one (per 15 minute search turn) in these most populated areas, and a 25% - 35% chance elsewhere.

Confidants

On certain occasions, players may decide that they need to talk with a suspect's closest intimates (girl friends, immediate family, business partners, or key aides). Such individuals are assumed to be "hostile witnesses"; they will give out useful information only if they can be tricked into believing that such answers and disclosures are necessary or will, in some way, benefit their intimate. To accomplish such a feat, the Guild player will normally have to construct a disguise (law enforcement official, long-lost boyhood friend, etc.) which will gain the confidence of the person being interrogated. The quality of the disguise (is it satisfactory for the conception of the role?) can be judged using the Disguise rules presented in earlier volumes of Thieves' Guild. GMs should bear in mind that, given the often sensitive nature of the questions the Guild players will likely be asking, the chances for creating a crisis situation (wherein the player's disguised is challenged) are much higher than in normal disguise situations.

GENERAL INFORMANT INFORMATION TABLE

THE CARAVAN ROUTE

Subject	Informant Location A	B	C	D	E	F	G	H	J
Alvarado	-	45	-	50	40	30	20	-	20
Benedios	45	60	25	60	10	10	10	20	15
Dortmund	-	25	-	10	20	60	60	-	10
Trojanus	25	35	10	70	5	5	20	30	-
Boraggio	-	15	-	10	60	40	35	5	10
Caravan	10	15	-	25	65	15	35	5	5

(Locations:
A - The Heights
B - The North Corridor: Financial
C - The North Corridor: Government
D - The North Corridor: Other
E - The South Corridor: Warehouse
F - The South Corridor: the Plaza of Troubadors
G - The South Corridor: Other
H - The Commons: the South Docks
J - The Outlands)

PERCENTAGE BONUSES TO

SPECIFIC INFORMATION CHANCES

THE CARAVAN ROUTE

Subject	Informant Location A	B	C	D	E	F	G	H	J
ALVARADO									
Financial Position	-	20	-	10	-	-	10	-	-
Sorcerer's Coronet	-	-	-	-	10	-	25	-	-
Arielle Relationship	-	-	-	25	25	-	25	-	10
BENEDIOS									
Financial Position	10	15	15	15	-	-	-	-	-
Wife relationship	25	-	10	10	-	-	-	-	20
DORTMUND									
Financial Position	-	15	-	-	-	10	-	-	-
Mismanagement Fears	-	-	-	-	10	10	10	-	10
TROJANUS									
Financial Position	-	10	-	10	-	-	-	-	-
Gambling Habits	10	-	-	20	-	20	20	-	-
Sunken Trade Vessel	-	-	-	5	-	-	-	30	-
BORAGGIO									
Financial Position	-	5	-	-	-	-	-	-	-
Girl Relationship	-	-	-	-	10	25	10	-	-
Professional Repute	-	-	-	20	20	-	20	-	-
CARAVAN									
Departure Time	-	-	-	-	30	10	10	-	10
Scheduled Meeting	-	-	-	10	25	10	-	-	-
Guard Arrangements	-	10	-	10	20	-	10	-	-

RESCUING THE CRYSTALS

The Guild thieves in this adventure can, if they locate the crystals in time, attempt to recover them at any of four points: 1) from the warehouse used as the temporary storage site, 2) from the Hand thieves as the goods are in transit between the warehouse and the home of the reluctant courier, 3) from Trojanus' house, or 4) from Trojanus' men as they haul the target goods to Boraggio's warehouse. It is also possible that Guild thieves, in following a false trail or attempting to find information, may enter Boraggio's warehouse, or the lodgings of the other caravan principals. In this section, the GM provided information on how to handle surveillance or breaking and entering attempts at each of these locations, and presents a floor plan for the art gallery/house of Trojanus (the most likely site of a recovery effort).

1) Hand Warehouse. Since the Hand thieves have the option of choosing any of a number of sites; general information about these structures can be provided. Any given warehouse is likely to have a foreman and 2D4 workmen on duty during day hours; there is a 50% chance that these employees will possess some weapon skills (primarily club, cudgel, or knife). There is a 20% chance that the warehouse also employs a night shift consisting of a foreman and 1D6 workmen. There will normally be 2D3 guards on duty (01-60 Green, 61-90 Intermediate, 91-00 Veteran) between dusk and dawn; if there is a night shift, subtract 2 from this die roll (thus, if two 1's are rolled, there would be no guards present). There is a 60% chance these guards (unless Veteran) will surrender if 50% or more of them have been wounded.

There is only a 15% chance that a warehouse is equipped with arcane protection devices; if so, it may be presumed that the goblets are placed within the area guarded by this magic. Otherwise, the main, non-human obstacle facing the Guild if they attack here is the sheer volume of crates, barrels, and chests they must search through to locate the crystals - any warehouse will have 2D1000 containers, in all, within its walls; a Perfunctory search of a single container takes 15 seconds, and a Detailed search 1 minute.

One or more Hand thieves may decide to remain at or near the warehouse site to keep an eye on their booty. If they are visible and unsuccessfully Disguised (if they attempt to disguise themselves, make a normal Success roll, assuming that the Guild informants have IQ and DSC of 12), add 10% (per Hand thief so occupied) to the chances that a Guild informant will spot the hideout.

2) Transport of the goblets from the warehouse to Trojanus' house. The mechanics of this transfer are entirely up to the GM (or the Hand players, if any are active); therefore, the Guild's chances of recovering the goblets during this phase of Hand activity will be totally dependent on the strategies employed by the opposing sides (in other words, you'll get no help from us on this one!).

3) Trojanus' house. The art dealer's art gallery cum home is located in a fairly large 2-story building, surrounded by a high hedge; there is a small flagstone courtyard (lined with shrubs) in front, and a formal garden to the rear. The floor plans of the interior are presented below.

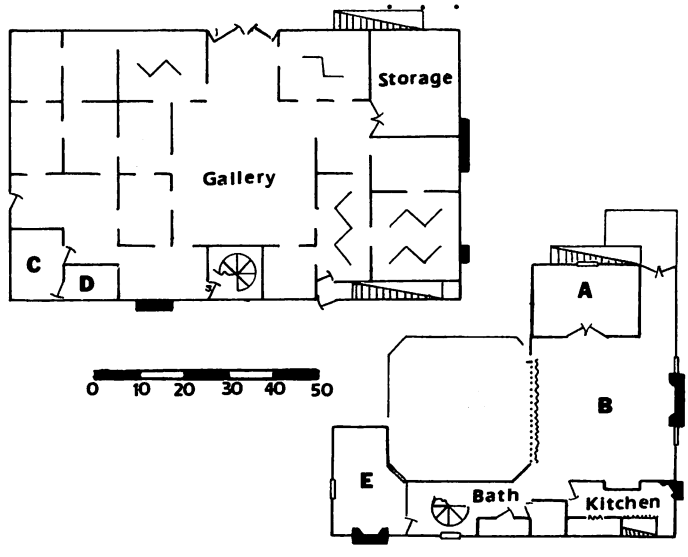
The front and side doors to the residence are all protected by Complexity 3 locks, and all 3 are built of sturdy timber. There are no windows on the 1st floor; those on the 2nd floor are comprised of many small diamond-shaped, multi-colored glass panels; except for the one leading to the upstairs library and the two beside the fireplace in the living room, none are at all trapped; neither is the wide, curtained opening in the living room which overlooks the biggest of the viewing chambers. As might be expected, there is artwork and sculpture decorating most of the rooms of the spacious house, particularly the many areas of the art gallery on the lower level; however, about 80% of the most valuable pieces are displayed in the library and the living room upstairs (A,B); Trojanus will invite favored clients to these areas - they are not open to the general run of customers.

The works of art contained within the library and the living room are protected in the following manner: if the statues are lifted from the pedestals, or the paintings from their hanging positions, and an object of equal weight is not put back in their place, a stream of gas containing a potent soporific (STM saving roll at -4 or sleep 2D6 hours) is released from a nearby source in the ceiling. Removal of any of these items also sets up a series of blade traps (6 in all, spaced at varying heights 3' apart, HACØ 2, damage 2D6) in the main entry hall on the upper level. The windows in these rooms are electrified (MGR saving roll or take 2D8 temporary damage to STM), and are activated when touched from either side.

Near the front entrance to the gallery on the lower level is Trojanus' office and study (C); next to it is a small storage area (D). Both are currently filled with a number of crated or partially packed art objects awaiting delivery to the caravan. It is here that the crate bearing the concealed crystals will be left for the night. There will be 2D20 crates in various stages of readiness about the study and the storage room; 65% of these are closed and sealed. All closed crates are marked to indicate their contents; all but one have the information marked on them with a brush and paint - the other seems to have been marked with a quill and ink.

As indicated earlier, the Hand has concealed the ten goblets within small, clay statuettes described as "The Ten Miracles of the Great God Bamas." Unless the Guild players purposefully, or accidentally, shatter one of the statues to reveal the crystal beneath, the only ways they can guess the true contents of the crate are the following clues:

* The anagram of God Bamas and Gambados
* The coincidence that there are ten statues and ten goblets
* The similarity in size between the statues and the goblets
* The perceptibly lower quality of the workmanship in the statues
* The difference in handwriting on the crate containing the crystals . . .



Besides Trojanus (who, if not deceased, will be up in his bedroom (E)), there are 4 live-in servants here with quarters above the small stable off the garden and the main building. There is a 20% chance that one or more of these servants will hear any disturbance in the house, and a 40% chance that they will investigate if they do hear a noise. Trojanus will, due to his highly agitated (and somewhat tipsy) state, sleep very lightly this night; there is a 65% chance he will be awakened by any loud noise (defined as anything much above a whisper) emanating from the study or storage room, which are nearby (underneath) his bedroom. If he does appear, he will be only too glad to allow the Guild thieves to take back the crystals - provided that they tie him up, beat him, and/or otherwise make it look as if he put up a struggle (to get him off the hook with the Hand). (Note: There is a 30% chance, given the state of Trojanus' distraction, that he will have forgotten to set the traps described earlier.)

The other rooms in the house are marked as to the general purpose, but should not come into the main play of this scenario. The GM's discretion rules if the adventure digresses into these areas.

4) Transfer to Boraggio's. The goods from the house of Trojanus will be transported by the team of individuals described in the schedule of events. This pair of muscular laborers are reasonably competent fighters with close range weapons (though they would much prefer a hand-to-hand alley fight); they will not run from trouble. Trojanus and his assistants on the other hand, are likely to look for the nearest cover available and surrender if fired upon (unless Trojanus sees the Hand agents looking on, whereupon he will try to make a good verbal showing of outrage - and fail rather miserably). The cargo will be as described in 3) above, except that all the crates will now be closed and marked. The handcart loads are extremely heavy; any thief lacking the bulk of the laborer's thick arms (an extremely likely prospect) will have some difficulty in escaping at any speed with these vehicles.

Other Buildings

a) Boraggio's Warehouse - Since all goods being transported with the caravan must eventually find their way here, it is very possible that the Guild thieves will attempt to search these premises for the crystals. During daylight hours, there will be 2 + 1D6 guards (01-15 Green, 16-55 Intermediate, 56-95 Veteran, 96-00 Elite) present at the warehouse. These guards will almost certainly (95%) check up on anyone entering the warehouse complex. They will have little patience with (and will probably throw out) anyone who hems and haws about stating his business; however, if the Guild thieves have worked out an acceptable story, there is only a 25% chance that the sentries will investigate more deeply (basically, this is because there is such a steady stream of people in here making deliveries - 3D8 people each half hour engaged in such activities).

In the evening (6:00pm - 12:00am), the pace slackens somewhat to an inflow of 1D12 people per hour. At 10:00pm, a new guard shift comes on, comprised of 4 + 2D8 guards (the doubled security force promised by Boraggio to Dortmund). The sentries stationed at the entrances on this late shift will be much more careful about whom they admit - characters seeking entry will probably have to furnish some sort of tangible proof of their story (a signed note from a caravan participant, a bill of lading, etc.). Between 1:00 - 3:00am, one of the rear entrances is unguarded, where Migh Runn lies asleep on duty. Only those merchants transporting extremely large loads (like Dortmund) will continue to make deliveries throughout the night.

b) Alvarado's room - Alvarado and Arielle have a two room suite on the 3rd floor of the Pendragon; the rooms face onto Caravan Street. Players may attempt to gain access to the suite either via the front door (Level 1 lock, 20% chance of encountering someone in the halls of the Inn) or from outside (by climbing up to the balcony adjoining the rooms; its door is unlocked between 11:30pm - 2:00am). Both Alvarado and Arielle are light sleepers; they sleep with a short blade concealed beneath their bedding (they will not strike, however, except in self-defense, preferring to negotiate with intruders if possible). If the entry is made after 11:00pm on the first day, the Guildsmen will find the large box presented to Alvarado by Sindra; it contains only the riding boots described earlier.

c) Cellini household - The entryways to Benedios' home are well trapped, a hardly surprising fact given the controversy surrounding Benedios' marriage to the Duke's niece, the raging battle between the Cellinis and he dwarven metalworkers of Haven, and Benni's own less-than-amiable personality. Also unsurprising, given the aggressive natures of the Cellini pere' and fils, is the fact that these enchantments are designed to damage (or quite possibly kill), rather than detain, anyone so audacious as to intrude (GM's discretion as to the specific nature of these traps, but each should do an average of 20-40 points of damage to anyone unfortunate enough to miss his saving roll). Within the household are a great many metalworks worthy of a king's ransom, but no chests or crates which look like hiding places for the crystals. There is an 85% chance that Madelena, Benni's rather unwilling spouse, will be at home whenever the Guild thieves arrive on the scene (one seldom goes out when it seems that everyone you pass by is staring at you, and clucking "poor child" under their breath).

d) Dortmund's home - There will be a continuous flurry of activity around this complex of living quarters and workrooms throughout the 36 hours prior to the caravan's departure. Consequently, though there are many, many points of entry into these buildings, and only modest security (6 Intermediate guards), there is a good possibility that Guild infiltrators will encounter approaching workmen while they are in the midst of their searches. With the enormous number of bulky furniture pieces being shipped by Dortmund, and the many more in various stages of assembly about the workrooms, there are hundreds of potential hiding places for the crystals about these premises. Thus, if the Guild players have failed to eliminate Dortmund as a suspect on the basis of their inquiries, it is doubtful that they will be able to rule him out by searching his property.

"PLAYING FOR TIME"

It is possible that the Guild players, panicked by the seeming enormity of their task, may decide that they may fail to recover the crystals in the 36-hour time frame available to them, and start looking for ways to extend this limit. The easiest way in which to do so is to get one or more of the Guild thieves hired on as guards; characters must have a total STR, CDN, REF and STM attributes equal to 48 or more, and make a saving roll against MAG (1 point is added to the MAG saving roll for each point of attributes the player possesses over 48 - this reflects the fact that if you're big and strong and can hit a swallow between the eyes at 50 paces, no one really cares if you don't bathe very often). Players may also wish to try to hire on as cooks (20% if trained in Cooking, 50% if Master), scouts (must have both Tracking and Trapping skills, and above average sensory abilities to qualify), or other caravan personnel (healers, drivers, etc., at GM's discretion). If Guild thieves are successfully

hired, the scenario can continue on after the caravan has left Haven.

The plans call for Trojanus to dispose of the crystal-bearing statues in Plandissfor, the second stop on the caravan's travels. To ensure that there are no hitches in this plan, two Hand thieves (Espar D'Aguello and Montakk the dwarf) haved hired on as scout and guard, respectively. As the days pass, Trojanus will become more and more obviously nervous and paranoid about everyone (revealing himself quite blatantly as a man with a secret). However, the Guild thieves may find it difficult to act on their undoubtedly growing suspicions, for their caravan tasks consume most of each day, and employees are kept somewhat segregated from the merchants and travelers after the caravan stops to pitch camp each evening. While in camp, guards have the greatest mobility of any of the caravan workers; however, while the caravan is on the move, special personnel such as scouts or healers are likely to have the greatest freedom to roam amongst the wagons of the organizers.

CHARACTER DESCRIPTIONS FOR THE CARAVAN ROUTE

Name	Character Notes	Class	Requisites ST	CO	RF	SM	IQ	MR	Weapon	Combat HACØ	Damage	Armor Class	HTK
Alvarado	(1)	VET HU TRD	11	10	9	13	13	14	BDSWDe	6	3D4	LTH 5	26
									LBOW	2/6/9	1D6		
Arielle	*(1)	INT /E TRD	7	8	12	11	13	7	DGR	10	1D4	CLO 3	14
									ThKNF	5/9/14	1D4		
Benedios	(2)	INT HU MER	5	12	12	10	12	9	RAPR	9	1D8	CLO 2	17
									DGR	11	1D4		
Madalena	*(3)	GR HU NON	6	17	14	10	9	13	None			NON 0	19
Dortmund	(4)	EL HU MER	10	15	11	12	10	15	ROD			NON 2	36
Brother #1 (see text)		INT HU NON	11	8	8	14	7	17	CLUB	8	2D4	NON 0	26
Brother #2		INT HU NON	12	10	9	14	6	11	CLUB	8	2D4	NON 0	19
Trojanus	(5)	INT HU TRD	8	11	11	5	12	12	DGR	10	1D4	CLO 2	13
Assistant #1		GR HU MER	12	8	8	9	13	9	None			NON 0	15
Assistant #2		GR HU MER	12	8	8	9	13	9	None			NON 0	15
Laborer #1		INT HU FTR	15	7	9	18	7	16	GRHMR	8	2D10	NON 0	27
									FIST	5	1D5 ea		
Laborer #2		INT HU NON	13	11	13	10	11	15	MAUL	7	3D4	NON 1	21
									FIST	4	1D4 ea		
Boraggio		VET HU RGR	12	15	11	13	15	6	SPEARe	4/7	3D5	LTH 6	30
									ThSPRe	2/7/12	1D12		
									NET	5	tangle		
Warehouse Guards	(6)												
A		INT HU FTR	11	14	12	14	7	9	BDSWDe	6	3D4	LTH 5	27
									LBOW	3/7/10	1D6		
B		VET HU FTR	13	9	14	12	9	12	2BBAXe	4	3D5	LTH 6	35

NOTES:

(1) Both wear bracelets which contain Missile Repulser spells (5 charges - each charge last 10mr and turn aside the weight equivalent of 8 arrows).

(2) Cloth shirt is embedded with a Limited Invisibility spell - wearer may remain invisible as long as he does not move.

(3) If you're looking at the HTK column, you better have a fast horse and plans to move to another town. This is the Duke of the Haven's niece you idiot!

(4) Dortmund possesses a Rod that contains 18 charges of a 75 HP Sleep spell; he will not be carrying it until the morning of the caravan's departure.

(5) Trojanus will surrender immediately if facing a man with a weapon - the only thing he is likely to take a chance on stabbing is an unconscious mass.

(6) To create a warehouse guard, roll a D100 (01-15 green, 16-55 intermediate, 56-95 veteran, 96-00 elite), then use the hireling fighter tables from TG II. Two sample guards are provided for those of you who do not yet own TG II - but you better pick up a copy soon, 'cause we may not be so nice next time!

THE RIVER ROUTE

In this scenario, it is assumed that the Hand smuggles have decided to try to move the crystals out of the city on one of the vessels currently lodged in Haven's ports.

Since Haven is situated on a river, shipping can go both ways - upriver, from the North Docks situated above the rapids, and downriver to the sea, from the South Docks below the rapids. Two sets of docks and wharves occupy both sides of the river at each end of the city, but almost all of the actual cargo handling is done on the northern bank of the Dorian, while the south bank caters to those who are stocking their ships for voyages.

For the purposes of this adventure, only the South Dock area need be considered, for the Black Hand lacks even a semblance of power along the North Docks. The Guild thieves must locate the ship designated to carry this valued cargo, and prevent it from embarking with the crystals aboard.

THE SHIPS

At this moment, there are between 25 to 30 ships resting at anchor in the down river roadstead of Haven, moored to docks and wharves primarily on the north side of the river. All ships must register with the city's Ministry of Ports and Shipping upon arrival, and are also required to notify the Ministry of their intended date of departure (so that Ports officials can collect the appropriate duties on goods imported into, or exported from, the city).

Five of the ships in port below the rapids are scheduled to sail within the following week. Since it is unlikely that any ship's captain would permanently jeopardize his standing in such a key port by leaving without the required notification, these vessels are the only five that can be used by the smugglers, given their severe time constraint.

1) Intrepid - a small, sleek and rakish single-masted sloop rumored to be exceedingly swift, one of the speediest vessels under sail afloat. She is owned and operated by two adventurers of some notoriety in the Ten Cities region, the husky red-bearded warrior Pfaff Hurd and his smaller, wiry compatriot, Gramouza. Their stated destination is Hag's Cliff, an isolated, rock-scarred promontory surrounded by treacherous shoals, lying at the juncture of Sholokith Bay and the Turbulent Ocean (consequently, many suspect that Intrepid has another destination planned in truth).

2) Walpurgis - a round bottomed merchant ship owned by a syndicate of foreign free traders. The destination of record for their upcoming voyage is the port city of Solhedrin (where the crystal goblets sought by the Guild thieves were originally crafted). It is well known around the dock area that the captain and the navigator of Walpurgis are seeking sailors to sign on for their coming trip. The cargo is reputed to be extremely valuable.

3) Highlands Maid - a three-masted schooner owned by the Blackbournes of Haven. The cargo is finished textiles and bolts of cloth, and numerous coils of rope and cord, intended for delivery to several of the city-states that lie southerly along the Turbulent Ocean. The Blackbourne family, through the efforts of young Anson Blackbourne, have cooperated with the Thieves' Guild on many occasions, and are considered to be extremely loyal in their Guild sympathies.

4) Cartagena - a galley of 80 oars, partially refitted as a warship and donated by the family of Nimrodel to the city's naval defense force. The ship and her all-volunteer (well, that's what the officials call them) crew are scheduled to leave port for a week of routine practice maneuvers before reporting for duty with the down river patrol squadron.

5) Akureiya - a two masted corvette owned by the Tandouray Spice Company of Haven. She is scheduled to sail across the Turbulent Ocean to the fabled Port Byulana in the distant kingdom of Jez, in search of fresh shipments of exotic western spices. It is rumored that the voyage will require over two years to complete. Akureiya carries a strong box filled to overflowing with gems and golden coins (as many a wharfside rumormongers can inform you for a small fee).

There are a number of other ships in the southern roads that the GM may wish to refer to to make life difficult for the Guild thieves. None of these are due to leave for at least a week, but they are, in most cases, moored near one of the target ships. Some of the vessels are:

6) Veritas, a rakish 40-oar galley;
7) Firedrake, a large galleon;
8) Petruchia, another round-bottom merchant;
9) Taras Bulba, sister ship to Petruchia;
10) Bonadieux, a swift built privateer;
11) Victory, another galleon;
12) Delight, a small coasting vessel;
13) Perra Duranja, yet another galleon;
14) Castle of the Sea, a high-peaked galleass; and,
15) Eastern Star, a 4 masted argosy.

There are three ways in which the Guild thieves can discover which ships are preparing to leave Haven for the seaways sometime in the next two days(there are, of course, other ways to obtain the information the Guild thieves desire, but the GM is not supposed to leave this book where his players can read it).

First, the thieves can directly approach dockworkers, or crewmen on the individual vessels, and inquire as to their sailing plans. However, this technique is indiscreet as well as time-consuming, and would justifiably pique the interest of every rumormonger in the dockside area (and thereby certainly reach the ears of the Black Hand's men as well).

Alternatively, they can seek this information from either a Guild informant or an independent rumormonger. Since the comings and goings of shipping traffic are a matter of common interest, almost any informant contacted will have some knowledge of this subject. Roll a D100 to determine what fraction of the departures a given informant is aware of (01-20 = 1 ship, 21-40 = 2 ships, etc.). Then roll a D5 to identify the vessels about which the informant has knowledge.

The quickest method of obtaining information on ship departures is to make contact with Morrey (the Eel),a prominently placed official in the Ministry of Pors and Shipping. Morrey, for a hefty fee, will provide anyone with a thorough list of scheduled departures (including the name of the ship's owner, her captain's name and reputation, and the vessel's declared cargo). The only problem with this approach is that Morrey is an equal opportunity gossip who will sell information to anyone - thus, there is a 25% chance that the Hand thieves will learn of the Guild's visit and obtain a positive ID of the individuals who metwith Morrey. There is a 30% chance that the Guild thieves have had previous dealings with Morrey; increase this chance to 60% if the player's make direct inquiries to the GM about whether such a source might exist.

Highlands Maid and Cartagena are intended to be easily identified by the Guild thieves as unlikely recipients of the crystalline treasure, leaving the other three vessels as possible targets requiring further investigation. These three ships and their most important (in terms of information) crewmen, are therefore described in greater detail.

A) Intrepid - Despite the skepticism evinced by outside observers, Intrepid is indeed bound for Hag's Cliff. Gramouza and Pfaff have heard the tale of a great sunken treasure lost aboard a ship smashed upon the perilous reef of the promontory, and are determined to recover a goodly portion of said treasure with the aid of a Magical Mask of Water Breathing which they stole during their adventures from the mighty wizard Scoobah. They have been very close-mouthed, a rarity for Gramouza, about the objective of their voyage, except for the occasional oblique reference to great treasures they have made while trying to impress (and pick up) young women they've encountered at the Crystal Ship (a tavern located nearby along the docks).

Both are inveterate womanizers, and can fall easy prey to the charms of a luscious young wench. However, they will be very angry if they learn that others (even women, even young, pretty women) are snooping into their affairs, and would quickly draw their blades if they personally encounter snoopers. When not aboard their craft, they spend most of their time at the Crystal Ship, which they find an excellent source of lore and information. Whenever their ship is left unattended, a trap is set for any who sneak aboard Intrepid. At the top of the companionway is a small lantern - when approached from the side facing the ladder (i.e., when someone tries to go down the steps into the interior of the vessel), it releases a blast of energy capable of stunning anyone within a 15' radius into unconsciousness for up to 8 hours (saving roll against MR -6 to resist initially, saving roll against STM each hour to awaken). The safety switch for

this trap is the little wheel which raises and lowers the wick in the lantern - lowering the wick turns the trap off.

B) Walpurgis - Walpurgis' need for new crewmembers is the result of a recent pirate attack which, while staved off and blunted by the resistance of the crew, was extremely costly (almost half the crew lost as casulties, and extensive hull damage, minor marks of which are still evident). One of the crewmen lost was the wizened old first mate, prompting the promotion of the relatively inexperienced, but undeniably eager, second mate, Simpson. Captain Kluhig and his Navigator, Nvvl Pfsk, spend most of each afternoon and evening - roughly 3pm to 11pm - holding forth at the Seasick Parrot, participating boisterously in the revelry and buying drinks for prospective crewmen. Kluhig is a burly, jovial man, totally in love with the sea and the seaman's life; he has over 20 years experience as a highly competent sea-captain, and many an astounding tale to tell. Pfsk bears a not-quite-healed scar on his cheek from the recent encounter, and his brush with death has caused him to think longingly of retirement - he has only remained on Walpurgis for this coming voyage out of loyalty to Kluhig. While the Captain is a trusting man, willing to think the best of a prospective new crewman, Pfsk is more cynical, and likely to ask penetrating questions about a man's past.

Simpson spends his days aboard ship. He is a bundle of nervous energy, scurrying about to supervise the final aspects of the ship's repairs, making arrangements for the laying in of stores, and talking to those seeking berths aboard the vessel. At night, he carouses mightily, trying in vain to forget the lovely girl in a far-away port who has stolen his heart. On the first night of this adventure, he may be found on the Street of Silk Veils (probably at the Red Rooster) sampling the pleasures of the fairer sex; on the second night, he will be in the opium den in the rear of the Crystal Ship.

Those who sign on Walpurgis as crewmen may move into the forecastle (pronounced fok-sell) living quarters immediately if they so choose. Since Walpurgis is berthed quite near Akureiya, an enterprising Guild thief may wish to hire on to make proper use of this ideal vantage point.

C) Akureiya - If the sea route is chosen, Akureiya is to be the courier of the crystal goblets. The Tandouray Spice Company is a front organization for the Black Hand, and has a high-ranking BH official (Gilberto Maggia) on its Board of Directors. There is a 30% chance that any Guild thief will recognize this Black Hand connection if he hears the company's name mentioned in connection with the vessel.

Whether or not the smuggled treasure is to be transported on the ship, Akureiya has just had a small enlargement made to her cargo capacity - work performed by Nimrodel the shipwright. A new compartment was added, concealed behind a false wall, and accessible only through a locked (complexity 3) secret panel in that wall.

Akureiya's captain, Hoombay Gourdebas, is a medium-built man of very dark complexion (partly from his years of sun and sea), with luxuriant, well pomaded mustaches, and a breath-taking tattoo of a fighting griffin on his chest (this is almost always visible, since Hoombay either wears very loose shirts, open to the waist, or no shirt at all - particularly aboard ship). Hoombay is very congenial, even to strangers, but is a double-talker; although he will accept bribes, he is very loyal to his Black Hand bosses, and will provide only misinformation and false help. There is a 40% chance that Hoombay will have already visited Jasmine's House of Tattoos while in port (see the description of that shop below for further details); if not, there is a 20% chance he will do so late on the first evening of this adventure (after rendezvousing with the agents of the Hand).

Zuker Fassbinder is a disgruntled seaman on Akureiya; among other complaints (most of them imaginary), he feels that he was passed over for a promotion to mate that he should have had (actually, Zuker is a lousy sailor - the fact that he has survived as many voyages as he has is a matter of pure luck). He will spend his last two days in port having a final fling, dividing his time between the Seasick Parrot and the Street of Silk Veils. If encountered, he is likely to be very drunk, and quite disorderly, but more than willing (with the help of another foamy mug of tongue-oil) to talk about the three men in dark cloaks he has seen negotiating with his Captain.

Only two of the other crewman of Akureiya (not including Fassbinder) know that their ship is used in the service of the Black Hand: Megara, the ship's cook, and a seemingly undistinguished crewman, Haldor Block. Megara is a long-time associate of Hoombay, and is kept informed so that he could complete an assignment if Gourdebas were killed or otherwise incapacitated. Unbeknownst to Hoombay and the Black Hand, Megara keeps an up-to-date diary of his travels, including many details of the Hand's work; this diary is currently kept under the bed in the room Megara rents at Alekhine's Boarding House (see shop descriptions below). Block has been placed on the crew by the Hand to keep an eye on Hoombay's activities; Gourdebas has some suspicions about him, but has not yet acted upon them.

SHOP DESCRIPTIONS FOR THE SOUTH DOCKS

In their search for information, the Guild thieves may wish to enter any of a number of varied business establishments in the area near the South Docks. This section provides basic descriptions of some of the shops and their personnel, and indicates any special information available in these shops and the general circumstances under which such information might be revealed. The GM can use this material as a guide when running encounters between these NPCs and Guild/Black Hand thieves.

A) The Navy Yard of the City of Haven

provides storage for all the supplies (cordage, barrels for water, flour, salt meat, etc., fittings, weapons, and so forth) used by the eight galleys which the city maintains to patrol down the Dorian to the sea. There are walls along the two alleys at the rear, and a wooden fence along Drayers' Loop, with a gate located opposite the city pier; the yard is guarded 24 hours a day by a small force of mercenaries specifically hired for the purpose. Cartagena, the newest ship in the city's fleet, is currently loading stores for her forthcoming departure.

B) Hamilton, Corder

makes rope and cord. He supplies to all the chandlers in the city, but will sell directly to ship owners if the requirement is large enough. Pfaff Hurd has been in in the last few days with an order for 10,000' of 3/8" line (not a common size, even for a smaller ship), and Anson Blackbourne placed an order two months ago for 500,000' of assorted cordage, for transshipment on Highland Maid. This information will be readily volunteered, since Hamilton is proud of the ability of the men of his rope walk to produce good cord, and will illustrate his point by telling about these recent orders for large amounts of rope.

C) Jasmine's House of Tattoos

is just a tiny hole-in-the-wall with dirt-caked windows, through some of which can be distinguished (barely) some incredible drawings on display. Jasmine Adder is a tattoo artist of some renown, and is able to charge a sizable fee for the application of her unusual talent. She is a largish woman of indeterminate middle-age, with slightly stringy mouse-brown hair, and is usually found seated on a dilapidated couch in her shop, with a small table in front of the couch covered with needles, dye pots, etc. She employs a network of neighborhood urchins to keep her appraised of the arrival of new vessels at both the North and South Docks. Because of her high rates, her clientele is comprised mainly of ships' officers, and the rare frugal seaman who has saved up his meager shares for the privilege of Jasmine's artistry.

Jasmine uses a potent liquor as a painkiller during the tattooing session; consequently, she often learns a great deal of information that she is not intended to hear. If Hoombay Gourdebas has been to her shop, there is an 80% chance that he has unknowingly mentioned the crystal goblets to Jasmine. Although she is no Guild sympathizer, Jasmine is a foe of the Black Hand organization because of their excessive brutality, which she considers "bad for business". Consequently, she is likely to give what information she has to any Guild thieves who inquire, if they explain their purpose.

D) The Seasick Parrot

is the most rollicking of the bars in the South Docks. The place is usually filled with song, wine, women, and many ribald entertainments; the revelry frequently lasts through the night, and into the following morning.

In addition to the key figures from the ships list already noted to be among the regular patrons of the bar (Zuker Fassbinder of Akureiya, and Captain Kluhig and Nvvl Pfsk of Walpurgis), one of the regular entertainers is a Guild informant. Jigger Cassadi plays a mean gitar, sings well in a pleasant baritone, and also sings to Guild thieves about South Docks information (he receives a 10% bonus to the normally indicated Information chances when asked for info regarding either of the two ships mentioned above).

E) Bidurim, Chartmaker

is reputed to have charts of almost every port, harbor, and stretch of sea-coast in the "whole, wide world". Unfortunately for Pfaff Hurd and Gramouza, when they visited him he did not have one in stock for the Hag's Cliff area. He told them it would take him six months to get one from the nearest possible source (they were not pleased).

F) Petals of the Rose

is supposedly a small version of the bawdy houses occupying the Street of Silk Veils; however, it is generally disparagingly referred to by the denizens of the South Docks as "Scales of the Fish". There is a 15% chance each on each night of the adventure that Zuker Fassbinder or Simpson will visit here.

G) The Crystal Ship

is a smoky, dimly-lit tavern at the end of a seldom-cleaned alleyway. There is an opium den in the back room of the saloon (the odor of burning drug occasionally penetrates to the common room), and three burly toughs guard the connecting door to persuade non-customers of the inadvisability of entering. The common room is of reasonable size, but could hardly be called spacious; it is open around the clock, and there will normally be 20 to 30 (20 + D10) seamen and other nautical types drinking, gambling, and telling tales to each other.

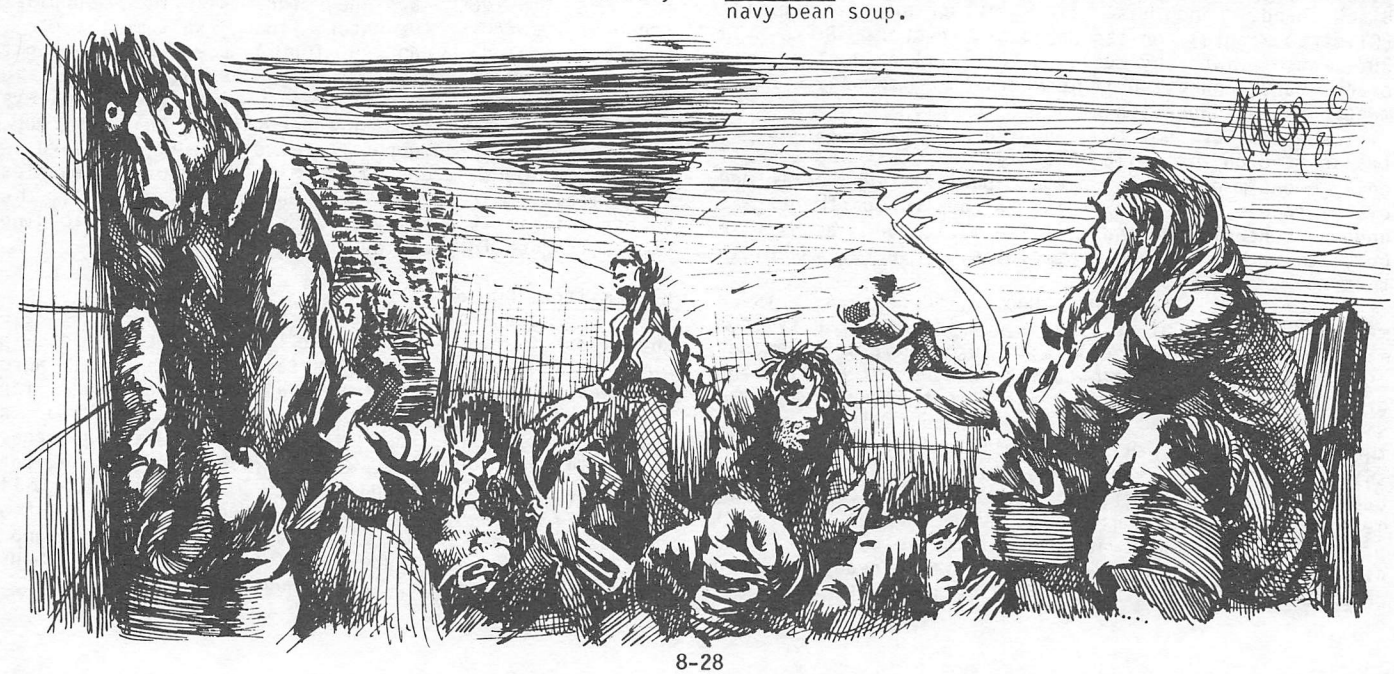
Simpson, first mate of Walpurgis, will enter the back room on the second night of the adventure.

Pfaff Hurd and Gramouza can regularly be found drinking at a window table in the common room. The proprietor (and chief barkeep), an immense, ham-fisted man known to all as "Tiny", has a long acquaintance with this adventuresome pair, and knows them to be total independents, unlikely to be working in league with anyone else. However, this fact will not be volunteered; it will come out only if Tiny is asked directly, or if a closely related question is posed. A middle-aged, rather washed-out barmaid named Drucella will also claim to know the two adventurers well; she will, however, revile them as unscrupulous cutthroats (in reality, she is acting out of spite because her advances were spurned by Pfaff).

The tavern is a hotbed or rumors and information for anyone who knows how to sit patiently and listen - players who act in such a manner should be rewarded with a roll on the Informant Information table for each hour they remain at the tavern (maximum of 4 rolls).

H) The Widow Bupkes

runs a boarding house. The new second mate of Cartagena stays here. The widow is also famous for her navy bean soup.



J) Sym's Storage Company

is housed in a large warehouse, situated across from Alekhine's; it is used primarily as a granary. This company is also a stronghold of the Black Hand. If Guild types stop here to make inquiries, or if they are spotted entering Alekhine's (only a 15% chance of the latter unless the parties in question have already stopped at Sym's), an employee will be dispatched to the Black Hand's headquarters to inform them of the visit. The people at Sym's will try to detain the suspects at the warehouse for as long as possible by indicating their willingness and/or ability to provide useful information. If they can keep the Guild suspects there until the runner to headquarters returns, the latter will be accompanied by a Black Hand thief, who will attempt to shadow the Guild people after they leave.

The owner of the company, Lazar Symbocca, is almost never there (5% chance); he is always said to be "returning shortly". Esgar, the foreman, and his helpers, Rimer, Div, and Jim Bostry, are all loyal Black Hand supporters, and would never willingly help the Guild's cause.

K) The House of Fashion

provides "shore clothes" for many of the sailors returning from long voyages. It is run by Noluy Brekkan, an excellent salesman of clothes, who seems to have a tremendous fund of general waterfront news and gossip. There is a 65% chance he will have at least a tidbit of information on almost any ship presently in port. Of course, you'll have to buy some of his clothing "deals"...

L) Jakkeb the Sailmaker

makes sails, is completing a new set for Walpurgis, and knows a great deal about the quality of canvas, the virtues and merits of different types of cutting shears, and many other subjects of absolutely no interest to either the Guild or Black Hand thieves. At the slightest provocation, he will bore to tears anyone foolish enough to stand still and listen.

M) The Slop Chest

carries all manner of personal items prized by seamen. There is a 65% chance that any crewmember of any ship will make at least one stop here, but only a 10% chance that visitors will have revealed anything of even vaguely useful import.

N) Alekhine's Boarding House

is a cheap; and reasonably clean, transient rooming house frequented by many sailors when on shore leave in Haven. Hoombay, Zuker, Megara, and several of the other Akureiya crewmembers are staying here; so is Nvvl Pfsk of Walpurgis. Alekhine, a shriveled, bald-headed old codger, attributes his longevity in these tough surroundings to his credo of asking no questions of his clientele. He knows little gossip, and tells less; however, for a reasonable bribe, he can be convinced to leave a pass-key on the desk for another to take and use. Alekhine employs a rather sullen half-orc named Kradoc to clean up the rooms daily. Kradoc is much nosier than Alekhine, and will eavesdrop on conversations, if given the opportunity; he is not above petty theft, if he sees the chance and thinks he won't get caught.

P) Honest Boris - Fine Jewelry

surprisingly enough, is honest - and offers reasonable deals on armbands, golden hoop earrings, and other items of ornamentation favored by seamen. He has a 15% chance of knowing something about a given ship.

Q) Ship's Chandler - Martin Boggle, Prop.

carries a wide variety of miscellaneous supplies and light equipment, cordage, etc., likely to be needed by any vessel stocking up before leaving on a voyage. There is an 80% chance that a crewmember from any of the ships sailing this week has been in the shop to have an order filled; in most cases, however, this fact would not be remembered unless the written records of the sales are checked. Several of the employees will remember a visit made by Pfaff Hurd, who ordered an unusual assortment of tools, and inquired in vain about a good navigational chart of the Hag's Cliff area. Boggle, in particular, will remember the encounter, since Hurd laughingly paid his bill with a large pink pearl worth 2 to 3 times the value of his purchases.

R) Mintar, Weaponsmith

is a stocky dwarf (stocky even for a dwarf) who makes naval weapons (ships' weapons primarily, although he does make cutlasses, marlinspikes, etc.). Both Captain Kluhig of Walpurgis and Captain Gourdebas of Akureiya have visited him in the time they have been in port; there is a 40% chance that Mintar will know when and where these ships are traveling.

S) Soul's Anchor

is a run-down, overcrowded tenement, where a Salvation Army-style group provides food and shelter to broken-down old seamen, and to the widows and orphans of sailors lost at sea. Padre Antrim, a rail-thin, frail young friar with seemingly boundless enthusiasm, is the spiritual leader of the flock. The fellowship has recently received a large contribution from an anonymous benefactor - this fact is a prominent item in the current rumor mill (unfortunately, it bears no relationship to the Guild thieves' mission).

T) Voelkher's Sea Transport

is the abandoned warehouse of a long defunct shipping and forwarding company. The doors and first floor windows of the two story wooden structure have been boarded up, but there are 2 or 3 crawlways which can be used to gain entry. The cavernous lower floor appears totally deserted and untended for years; all that is left of the former company's operation are scattered remnants of broken crates and smashed barrels (some are still partially filled with rotting grain or fabrics and vinegary wine).

The second floor only extends over about a quarter of the floor space, and is reached by a wooden stairway near the front of the building; the stairs are still remarkably sturdy, considering the condition of the rest of the warehouse. At the top of the stairs are two offices, one small, the other quite large; both have their furniture still intact. The two windows in the smaller office offer an excellent view of the moorings of Akureiya and Walpurgis; this room appears to have been recently inhabited - fresh (relatively fresh, only a few days old) food scraps can be found in a box full of trash, and a rumpled coat lies in one corner (this place is sometimes used as a hide-out by the Black Hand). There are a desk, four chairs of varying description and solidity (35% chance of collapse for any except the one behind the desk if sat upon), two sets of shelves against the wall, and a cabinet. In the top drawer of the desk may be found a spyglass (multiplies normal Sight identification ranges by 10). There is nothing of interest in the large office.

U) The Mermaid

is a rather seedy, and very rough, saloon, primarily the hangout of dockworkers and longshoremen. Fights break out here frequently, as the broken (occasionally patched) furniture and decor mutely testify.

Snoops are not appreciated at the Mermaid, and are likely to be dealt with quickly, roughly, and, rarely, fatally (those who either didn't survive the first

beating, given as a warning, or who had the temerity - and lack of intelligence - to try again). If one must look for leads in here, the only patrons likely to have even a scrap of useful information are the moth-eaten, underfed pickpockets (independents strictly - neither the Guild nor the Black Hand will have them) who hang around the edges of the crowd. They have a penalty of -30% to their base information chances; all other patrons have a penalty of -50%, and a 35% chance to react in an extremely negative fashion to questioning (summon a gang of fellow bullyboys, and administer a beating) - otherwise they're just hostile.

V) The Foundry
produces many types of brass, iron, and bronze ship fittings. Walpurgis' master was in here about 5 days ago to order a large number of assorted pieces (resupply for the ship's locker, which had been virtually emptied in the repair and refitting process). Employees here will be reasonably co-operative, but will not know much other than the names of ships whose owners or masters have purchased fittings (25% chance for any given ship currently in harbor).

W) Nimrodel's South City Shipyard
has three sets of ways for the construction of new ships or the drydocking of vessels already launched. This is the original yard that Nimrodel started with over 130 years ago, and he still maintains his offices here. He owns three other yards, two upriver (one, in the city, for quick repairs and minor construction, the other, outside the walls, for major new construction) and one more downriver outside the city walls (where very large ships, capable of ocean voyaging, such as ships-of-the-line, argosies, clippers, etc., are constructed). The remainder of the yard is covered with scattered sheds and roofed areas for the storage of spars, yards, masts, side planking, etc.

Recently, Akureiya was in drydock for several days, having a portion of her cargo hold rebuilt. Nimrodel completed this somewhat delicate bit of business himself, with the help of a few trusted employees (a fact remarkable in itself, since Nimrodel has been wholly a designer and supervisor for nearly 5 decades), and received a substantial sum, in gold, for his efforts. There is a 35% chance that any given informant on the docks will know of Akureiya's sojourn in the ways. If so, the informant will not know any details about whatever work was performed, only that all parties concerned seem to be exceptionally secretive about the nature of the project.

Only Nimrodel and his chief clerk, a young elven maid named Cyrilla, know much about the circumstances of the transaction; neither will discuss the modifications, or even admit to the presence of Akureiya, unless:

a) the questioners represent themselves as "the authorities", and have documentation to provide a plausible backup; or,

b) Nimrodel is gone (a 40% chance during the day), and another elf requests the information from Cyrilla, asserting that Nimrodel has already granted his permssion.

Nimrodel's records are kept in an unconcealed floor safe in his office (at the western corner of the yard); the safe has a Complexity 3 lock. Four private guards patrol the yards when the official day of work is done, and most of the employees have departed (occasionally night work will be performed for special rush jobs, working under the lights; this is a 15% chance).

X) Blackbourne Warehouse
is completely roofed over and walled. It is used by the family for pre-shipping storage of hundreds of bolts of many different types of cloth (some of them quite valuable). There are usually 15 to 20 employees here during daylight hours, and 3 guards at night. They are perfectly willing to discuss the destination and cargo of Highland Maid.

Y) Warehouse Compounds
are large, fenced (usually) areas which may or may not be partially or completely roofed over. Occasionally there are walled areas used for offices or storage of goods which might be easily damaged by inclement weather. In most cases, whatever employees can be located will appear busy and will be reluctant to answer questions (generally, they are busy, and just do not wish to waste time answering foolish questions). One of these warehouses may be used as the temporary storehouse for the crystals (see below).

Z) Miscellaneous Shops
are shops or small businesses of unspecified nature. The GM's option rules here.

?) Unmarked Buildings
are rooming houses and/or tenements of no particular consequence.

WANDERING NPCS IN THE SOUTH DOCKS

In addition to the personnel aboard the ships and in the various shops around the docks, there are other individuals whom the players may encounter in the course of the adventure. Three of them may play roles in the scenario.

The first is Valyri Pipper, an inspector for the Ministry of Ports and Shipping. Pipper's job is to check the cargo of each trade ship leaving Haven, and to collect the appropriate duties on goods being exported from the city. An inspector of the Ministry has the right to review the bills of lading held by the ship's captain; if he believes something is amiss, he may even demand a complete inspection of all cargo. In practice, of course, these prerogatives are seldom exercised. Pipper is a fair-haired man of medium build; he has none of the crusader's zeal in his blood. He is not known at all by the crews on any of the various ships scheduled for departure in the next week, and is well known by only a few of the dockside denizens. Thus, if he were waylaid, the man holding his credentials would have quite a good chance of pulling off an impersonation (depending, of course, on the actual manner in which he conducts himself).

Carp, the fishmonger, wheels his foul-smelling wheelbarrow full of piscine edibles through the wide and narrow streets around the South Docks from dawn to dusk, hawking his odiferous wares in a resounding basso profundo (a vocal timbre quite astonishing, since Carp is a small, brown fellow). There is little that happens around his turf that escapes his eye (+20% to base information chances), and few are the men capable of concealing secrets from his penetrating glance. Though Carp would doggedly claim that he is loyal only to himself, there is considerable evidence that, beneath that rough, smelly exterior, beats a heart of purest mush, for he has often surrepititiously aided others in the South Docks on whom misfortune has fallen. In the conflict between the Guild and the Black Hand, however, he supports neither side, and will willingly sell information to either, or even both, sides (he will sell you fish, he will sell you stories, he will even sell you fish stories!).

The third figure of importance is a shadowy entity, whose name is unknown but whose presence is



felt in every corner of the South Docks once night falls. There have been three murders in recent weeks, in all of which the victim (in each case, a robust young male) has been savagely mutilated by his assailant. Because of some of the unspeakable atrocities practiced upon the corpses, the authorities suspect that some sort of religious fanatic is behind the killings. There is a 15% chance each evening that this killer will attempt to strike again. If he does strike, there is a 25% chance that his intended victim will be one of the NPCs previously mentioned in the South Docks or a player-character. (GM's Note: yes, we realize that this figure is unrealistically high. But what good is coincidence, if you can't manipulate it to throw a monkey wrench into the best laid plans of your adventurers?)

During the scenario, the Black Hand player (or GM if this is being played as a traditional adventure) must select a site where the crystals will be kept prior to their delivery on shipboard. The Hand players may choose any of the following options;

1). Concealment within a private room in either Alekhine's or the widow Bupke's rooming houses. This option has the option of being an unexpected move, unlikely to be anticipated by the Guild players. It has the disadvantage that, if the stratagy is discovered, the crystals will be placed in a very exposed position (with only the strength and wiles of the Hand thieves in the vicinity standing in the way of recovery). Hand thieves may choose to remain in the rooming house to guard the crystals; for each 12 hours of cumulative time Hand personnel spend here, there is an additional 10% chance that the rooming house employees will take note of this activity, and possibly mention it to Guild players making inquiries.

2). Concealment at Sym's granary (see shop description, The South Docks, for details on this establishment).

3). Concealment in the abandoned Voelkher's Sea Transport warehouse (see shop description).

4). Concealment at any of the unnamed warehouse complexes (marked as 'y' on the area map) in the South Dock area. To determine the nature of the warehouse selected, use the guidelines presented in the Caravan Route scenario with the following three exceptions:

a) The chance that a warehouse is equipped with arcane protection should be reduced to 5%

b) The chance that warehouse employees are trained in weapons should be increased to 75%

c) The number of guards protecting the warehouse during the night hours should be assumed to be 1D5 - 1 (Ø to 4).

After the scenario begins, the Hand players have only 3 tasks they must accomplish and a fairly flexible time frame for completing each of these activities. First, the Hand must make contact with either Hoombay or Megara during daylight hours on the first day, or set up a later meeting to deliver the goods. Second, they must complete the delivery of the crystals between the time of the first meeting and dawn of the second day. Third, between 6 to 12 hours after delivery, they must meet with Haldor to obtain a status report on the ship's preparation for departure, and on any known Guild efforts to recover the crystals. All 3 of these meetings must take place aboard the Akureiya, unless the Hand can locate the crewmen they seek while the latter are out about their business, or arrange an alternative site during the course of the first meeting.

Other than these few tasks, the Hand thieves have free rein to choose the strategy they wish to adopt during the 48 hours of the adventure. They can try to wait out the last hours, laying low to avoid giving their Guild counterparts any clues as to the whereabouts of the crystals. Conversely, they can take a more active role, either by attempting to leave false trails, or by aggressively seeking out the Guild thieves and attempting to eliminate their interference permanently (a case of the hunted becoming the hunter).

Chances of obtaining information around the dock area are, for the most part, very similar between individual to individual. The real determining factors are the notoriety of the ship being asked about and/or the talkativeness of its crew. The following are the Base Information chances (1D100) that a charater will know about a given ship:

Intrepid 50%
Akureiya 35%
Walpurgis 30%
Cartagena, Highlands Maid 15%
Other ships 10%

Certain individuals may have higher or lower base chances due to their own nosiness or personal contact with the men of one or more vessels. These adjustments are identified in the various Shop and NPC descriptions in this section.

If the players seek general information, roll D100 and consult the Informant Information table for that ship. If the result indicated is Other Rumor, the information that the questioned character possesses is not relevant to this scenario, like details on a crewman's sex life, the barroom brawl they were in last night, etc. If successful in obtaining useful information, a player can continue to question the same informant until one of the following occurs: 1) the informant misses his Base Information roll, 2) an Other Rumor result is rolled on the Informant Information table, or 3) the roll made on the Information table implicates information already given. Questioned

characters will of course know any information specifically mentioned in the shop descriptions. If the players seek conformation of a specific rumor, the character's Base Information chance is cut in half to see if such information is known.

Guild informants may be used in the same manner as outlined above, and recieve a +15% to their Base Information chances - this is because the rumors listed in the Information table correspond to the types of specific inquiries they would be making. Guild informants are assumed to have the same percentage chances of spotting Hand thieves or their hideout as listed in the Caravan Route scenario. However, wherever the rules in the Caravan Route scenario refer to same or adjacent "areas of the city", this phrase must be replaced by "city block", to reflect the much smaller amount of territory being covered in this scenario. Player percentage chances of finding a Guild informant remain the same as described in the Caravan Route.

INFORMANT INFORMATION TABLE

Table A - The Intrepid and crew

DIE ROLL	
01 - 15	The ship's destination is Hag's Cliff, a place where sane seamen would not venture. **True.**
16 - 25	The ship's true destination is actually the infamous Brigand's Isle, and their cargo one of smuggled jewels. **False.**
26 - 35	The two owners of Intrepid are inveterate womanizers, who can never turn down a damsel in distress (if she is beautiful enough). **True.**
36 - 50	The owners have been displaying signs of unusual wealth (the pink pearls being used to pay for their purchases while in port). **True.**
51 - 55	The Intrepid is protected from intruders by potent magic. **True.**
56 - 62	The owners were heard arguing loudly between themselves about some plan, and almost came to blows. **False**, although this has happened on other occasions in their travels together.
63 - 69	The owners possess a magical device of great value. **True.**
70 - 75	They are harboring a fugitive princess aboard ship, who is worth a great ransom. **False.**
76 - 00	Other Rumor

Table B - The Walpurgis and crew

DIE ROLL	
01 - 20	The ship was attacked by brigands on its last voyage, and suffered extensive damage to boat and crew. **True.**
21 - 30	The ship is no longer seaworthy, and any who sail with her are doomed to Davy Jones' Locker. **False.**
31 - 50	The captain is currently seeking to find crew, and can be found at the Seasick Parrot. **True.**
51 - 55	A witch woman in one of the ports of call on Walpurgis' last voyage laid a curse on captain Kulhig that is the source of his current trouble. **False.**
56 - 62	A wealthy, widowed noblewoman of Haven has supplied much of the money needed to repair and reoutfit the Walpurgis; many are suspicious about the price of her generosity. **True.**
63 - 68	The first mate Simpson is beset with problems of the heart, and has turned to alcohol and drugs for solace. **True.**
69 - 75	One of the Walpurgis' new crew members is a known Guild thief with a murderous reputation. **True**, but only told if one of the Guild players has indeed joined the crew.
76 - 00	Other Rumor

Table C - The Akureiya and crew

DIE ROLL	
01 - 18	While in port, the ship has been undergoing very secret repairs at Nimrodels. **True.**
19 - 30	The Akureiya is carrying a very valuable cargo on its upcoming voyage, including several rare treasures. **True**, although the rumor does not refer to the crystals.
31 - 45	Hoombay has been granted unofficial diplomatic status, by the city leaders of Haven, to work out a trade agreement with the rulers of Jez. **False**, this rumor was initially started by Hoombay himself.
46 - 51	One of the crewmen has kept a diary of the ship's travels, which is said to reveal many secrets. **True.**
52 - 61	A city bureaucrat from the Ministry of Ports claims he was robbed by Rat the kobold, but was unable to prove his accusation. **True.**
62 - 69	The Akureiya is scheduled to carry two important priests from the local temple of the Emerald God as passengers. **True.**
70 - 80	The priests who are traveling with the ship have placed many arcane protections on board, all embedded in objects bearing emeralds. **False.**
81 - 00	Other Rumor

Rescuing the Crystals

Depending on their speed in ferreting out the location of the crystals, the Guild thieves may have as many as three opportunities to recover the masterwork: at the temporary hiding place, in transit to the ship Akureiya, and on shipboard after delivery. Player attempts to recover the crystals from the initial Hand hideout or during the transfer process can be handled using the same procedures (with the exception of the changes in warehouse composition noted earlier) outlined in the previous smuggling scenario, THE CARAVAN ROUTE. GM information for moderating a burglary attempt aboard the Akureiya is presented below.

The Akureiya travels with a full crew of 20, including four officers; they are mostly human, with two half-elves, an elf, and an extremely eccentric (even for the race) female kobold named Rat, who is considered to be a good luck charm by the crew. Only 6 of the crew (including Ria Linn [the half-elf second mate], Haldor Block, and Rat) are lodged aboard ship while in port. The ship is also to carry two passengers (fairly high ranking priests) on the first leg of its voyage; the passengers will embark at about sundown on the second day.

The table below indicates the general percentage chances that a given crewmember will be on board the Akureiya during a particular time of day. If a crewmember has already been placed at one of the buildings described in the shop descriptions (e.g., if Hoombay has already been seen entering Jasmine Adder's tattoo parlor), do not roll for this individual on this table. There will never be less than four crewmen on board, and at least 2 of these will be awake and on some semblance of guard duty.

Crewmember	8:00am 2:00pm	2:00am 6:00pm	6:00pm 12:00am	12:00am 8:00am
Hoombay	85	80	35	20
Claxx (1st Mate)	50	65	95	20
Ria (half elf)	90	40	25	95
Megara	90	80	10	0
Zuker	75	100	5	5
Haldor	80	70	65	95
Rat	70	60	40	90
other crew	80	65	35	35

If Hoombay is on board, he will always interrupt his task to speak with any strangers who come around the ship. He is very cordial (MAG = 17) with all, and gives the impression that he has nothing to hide. However, anyone listening carefully will soon realize that Hoombay reveals very little in the way of hard facts and he speaks in almost pure double talk. If Hoombay is not present, Claxx or Ria Linn will speak to those venturing aboard; though neither know anything about the crystals, they do know the ship's upper cargo hold has been rebuilt, and will be noticably uncomfortable if questioned by anyone claiming to be "the authorities".

GM's Note: A word about Rat - the Akureiya's kobold is an avowed kleptomaniac - if any visitors on the ship show any gaudy signs of wealth, there is a 70% chance that Rat will follow them after they leave the ship, looking for an opportunity to try pickpocketing an item. Rat has demonstrated quite a proficiency at this sort of thing (she is still alive, isn't she?); she has an 85% hide in shadows skill and a 60% Pickpocketing ability. There is an excellent chance that, if the Guild thieves she is following are discussing their plans, Rat will hear a fair portion of their conversation and immediately tell all her friends upon returning to the ship.

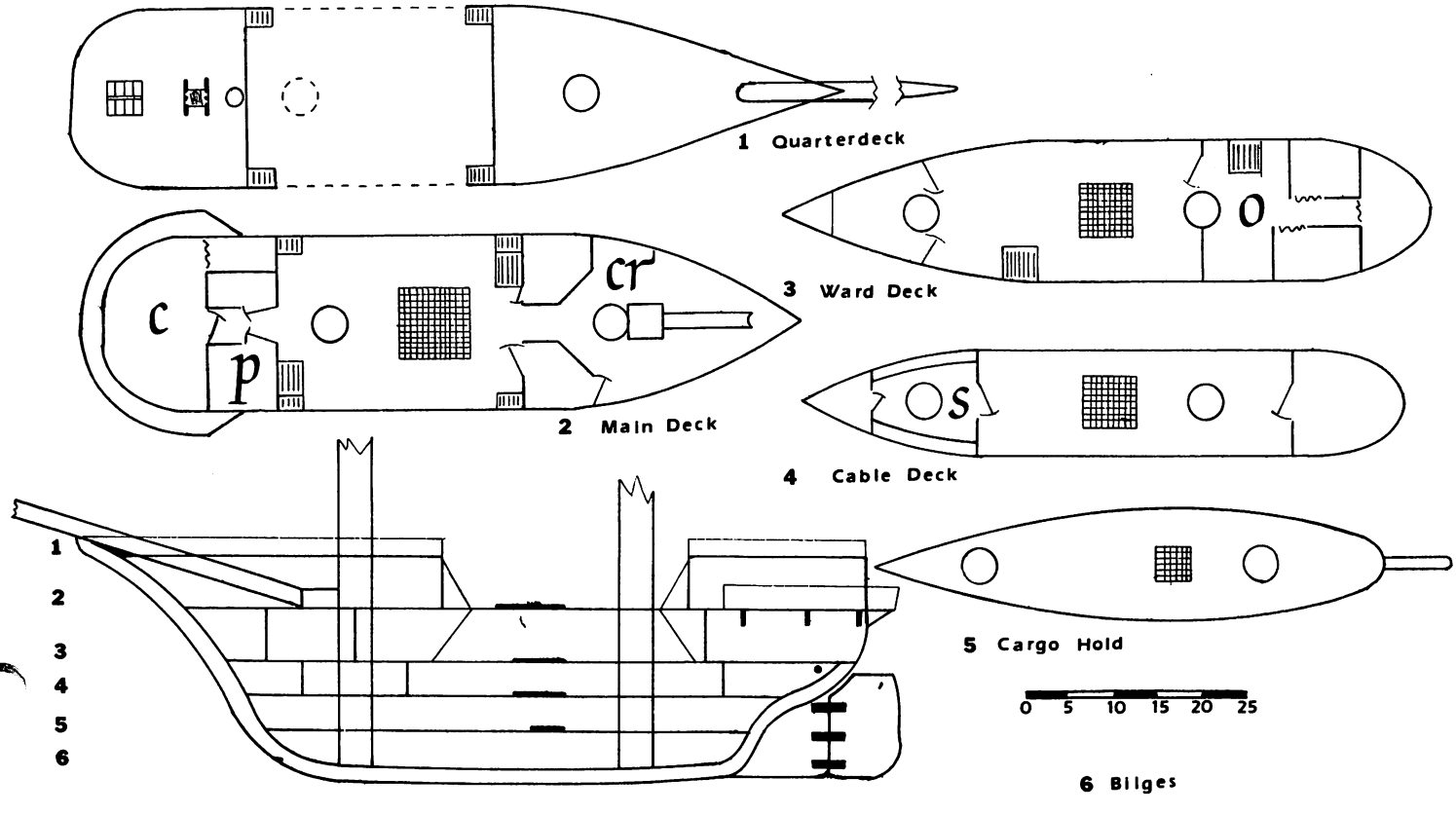
The ship is moored at the extreme north end of the dock; Nimrodel's ship repair facility lies next to it on one side. The nearest ships are about 80' down river, moored at a pier - at present, three unnamed merchant vessels and the Walpurgis are anchored there. By day, the only access to the ship is the gangway leading up from the dock. After dark, it would be possible to approach the ship from the water either by swimming (20% chance of being spotted en route) or by rowboat (45% chance of being spotted). Players approaching from the water must either throw a grapnel over the side, or attempt to board the ship by making Climbing ability rolls. Three rolls are required to reach the top; if the player swam to the boat, these rolls are made at a -15% to normal Climbing abilities (reflecting the slickness of the surface and the players sodden state). Any fall will certainly alert the sailors on guard duty, who will investigate the splash within 1D4 mr.

After nightfall, there is also enough man-made cover - in the form of crates, barrels, and piles of refuse - strewn about the dock area so that a player moving towards the gangway may try to use this cover to conceal his approach. Success in this endeavor is judged using normal Hide in Cover rolls; a player can get to about 20' away from the gangway before he must abandon cover.

Once on board, the Guild thieves must make their way to the hatchway to gain access to the cargo compartments below deck. There will be 2-4 sailors on guard duty on the main deck. If Hoombay is on board, the guards wil almost surely be alert and combat ready; otherwise, roll D100 (01-10 Guard asleep, 11-50 awake but with weapon unready, 51-85 normal readiness, 86-00 exceptionally alert - no chance of surprise or sneak attack). If outnumbered, or wounded, the guards will call out for help - other crewmen will begin to arrive in 2D4 mr (2D8 mr if asleep).

While fighting aboard ship, the crew of Akureiya will have a considerable advantage due to the thieves' unfamiliarity with the unusual terrain of the vessel. Whenever the Guild players attempt a combat maneuver involving substantial movement, they must make a CDN saving roll at a penalty of 3 (6 if the character is either a dwarf or hobbit - both races, for quite different reasons, have an aversion to boats) to properly execute the attempted tactic. GM's discretion prevails in deciding the effects of failing such a saving roll.

If the thieves gain access to the below deck levels of the ship, the maps of the various decks indicate the general purpose of each of the ship's compartments. The areas marked as officer and crew quarters should be empty unless a call for help was not given, or the characters within had not yet had time to



respond. If characters are encountered in their quarters, it will take them 2 mr (4 if asleep) to recover a weapon; anyone so encountered will quite possibly (40%) surrender and plead for mercy.

Cargo is stored throughout much of the lower three levels; as indicated, the lighter cargo is kept on the uppermost levels. Those venturing down the hatch onto the fourth level will find themselves surrounded by a half dozen man-sized statues with emerald eyes (these statues have no import, unless the players have heard the false rumors of the magical traps set by the priests of the Emerald God - see Use of Informants for details).

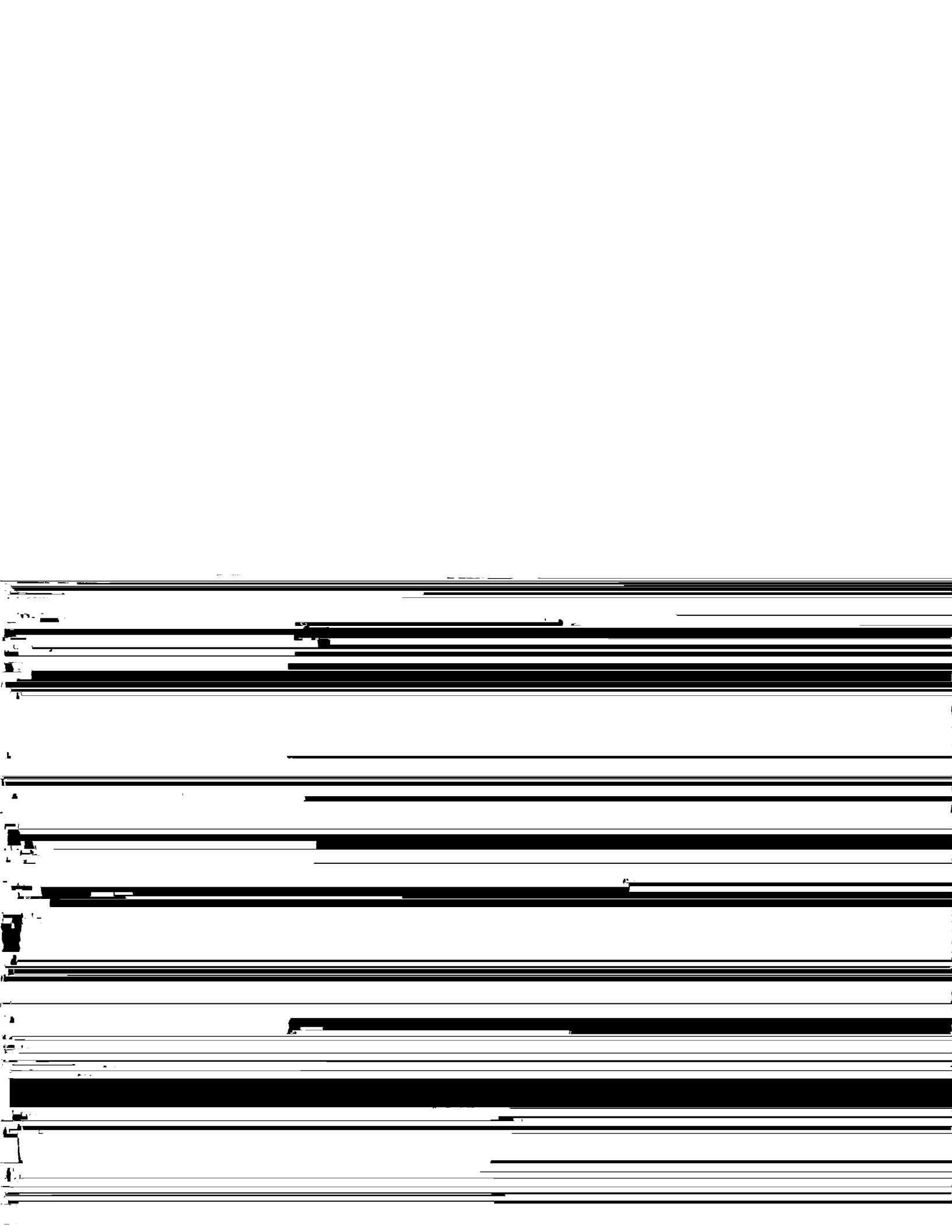
The crystals will be stored in two slender, velvet-lined pinewood cases, in one of the new secret compartments constructed by Nimrodel (located on the two walls adjoining the door to the strong room). There is only a 15% chance that a given thief will notice the presence of new construction in this area, unless he is making a detailed search of that portion of the wall (whereupon a Spot Hidden ability roll - see Rules section - is made). The hidden doors are equipped with Level 3 locks - Hoombay and Megara have the only keys. The strong room door itself has a Level 4 lock (Hoombay and Claxx have keys); within are a number (3D12) of small crates filled with well-crafted gold and silver items (the principal trade cargo of this voyage). There are 100 + 6D20 containers of varius sizes in the main hold; at least 2 of these boxes contain smaller sized emerald icons. These idols are similar in mass to those used to conceal the crystals in the Caravan Route scenario; unfortunately, smashing one open will only get the thief cursed by the priests of the Emerald God.

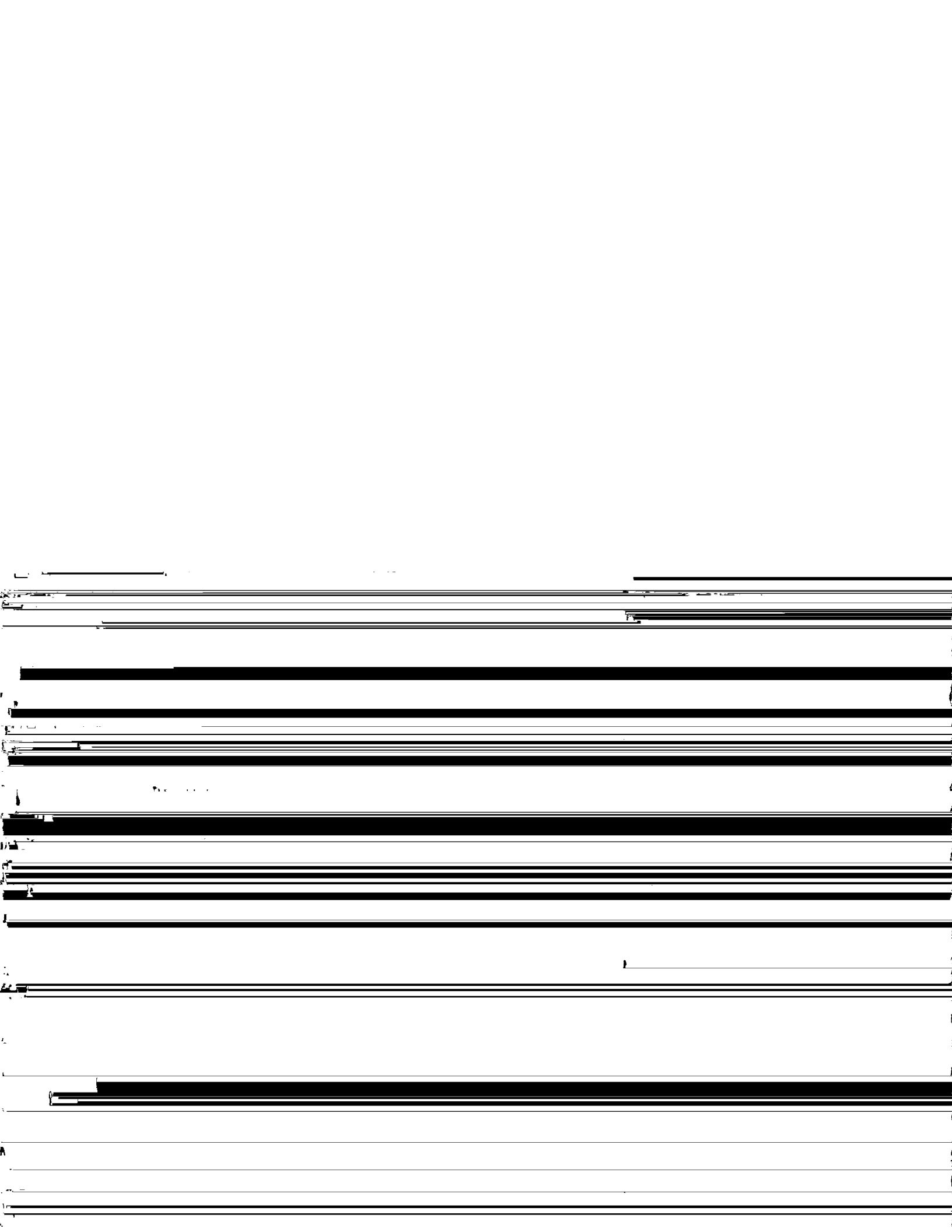
Since only Hoombay, Megara, and Haldor know that the crystals are even aboard ship (and they aren't talking unless tortured by a professional), the thieves can not gain any information about the crystals by threatening the lives of the crew. However, if they know enough to demand information about the location of the secret compartments, there is a 30% chance that a given crewman will crack and reveal what he knows (45% if Hoombay is not present).

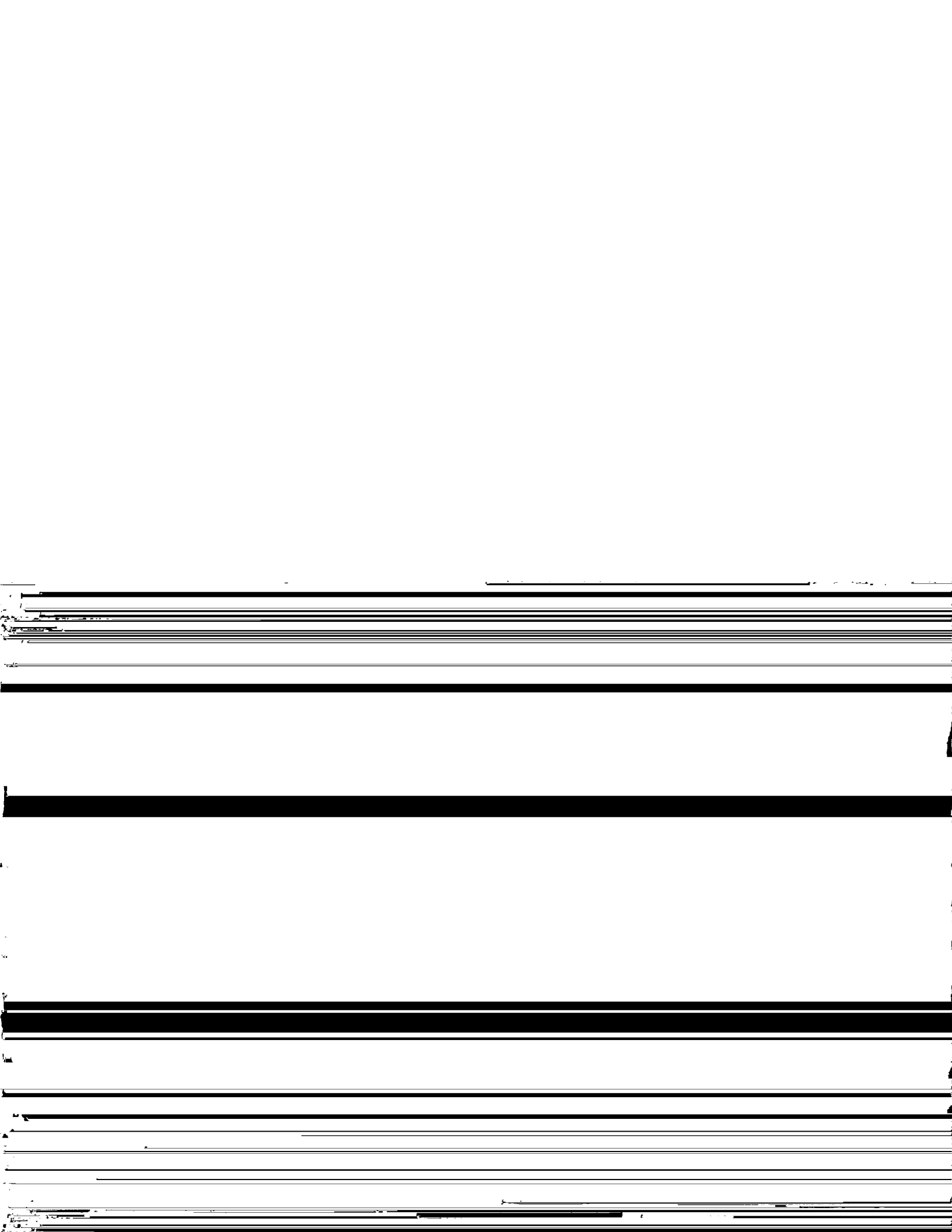
CHARACTER DESCRIPTIONS FOR THE RIVER ROUTE

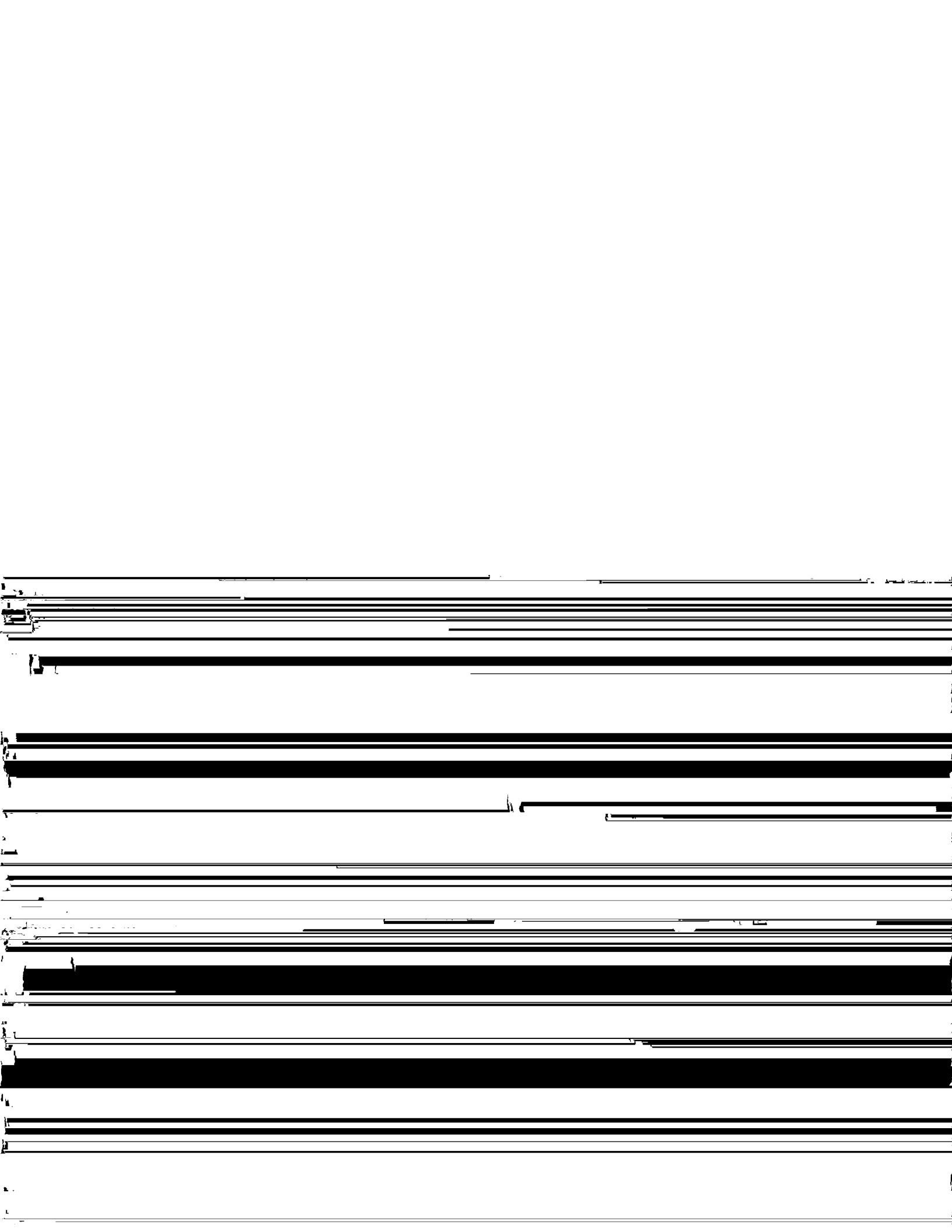
Name	Character Notes	Class	Requisites ST	CO	RF	SM	IQ	MR	Weapon	Combat HACØ	Damage	Armor Class	HTK
Crewmen of INTREPID													
Pfaff Hurd		EL HU FTR	19	15	12	16	12	14	LGAXEe	1	4D6	CHN 7	62
									HFSWDe	3	4D6		
Gramouza	(1,2)	EL HU THF	12	19	18	15	14	11	RPRe	-1	1D12	LTH 9	41
									MNGCHe	2	1D8		
									SPELL				
Crewmen of WALPURGIS													
Kluhig		VET HU FTR	12	15	9	14	13	11	SHSWDe	5	3D4	LTH 6	35
									BOLO	1/6/11	1D5		
Nvvl Pfsk		VET HU TRD	11	8	9	11	8	11	MACE	7	2D4	LTH 5	23
Simpson		INT HU TRD	12	8	16	16	10	7	SMAXE	7	3D3	CLO 3	21
									KNF	11			
Crewmen of AKUREIYA													
Hoombay		VET HU TRD	15	12	17	12	14	10	MAUL	7	2D8	CLO 5	26
									THRN	4/10/16	1D8		
Magara		VET HU NON	13	11	10	10	11	7	CLUB	6	2D4	CLO 2	30
Haldor	(3)	INT HU THF	13	16	12	7	10	13	SHSWD	4	3D4	LTH 5	18
									ThKNF	3/7/12	1D4		
Zuker		INT HU FTR	13	8	12	15	7	17	BDSWD	8	2D4	CLO 3	33
Claxx		VET HU FTR	8	17	8	16	10	12	MACEe	3	3D4	CLO 3	29
Ria Linn		INT /E FTR	9	12	14	13	13	8	BDSWD	5	2D4	CLO 3	26
									LBOW	2/6/9	1D6		
Rat	*	INT KU THF	12	14	17	8	12	10	DGRe	7	1D5	NON 3	18
NPCs of the Docks													
"Tiny"		INT HU FTR	21	10	10	15	13	8	MACE	8	2D10	NON 1	39
									FIST	3	1D8 ea		
Esgar		INT HU FTR	14	9	11	8	10	15	KNFe	9	1D5	CLO 2	25
									ThKNF	2/6/11	1D4		
Rimer/Div/Jim-B		GR HU NON	10	12	9	10	8	11	CLUB	9	2D4	NON 0	15
Kradoc		GR /O THF	12	15	8	16	7	12	DGR	9	1D4	NON 0	17
Tough #1 (mermaid)		INT HU NON	15	10	10	14	9	14	FIST	5	1D5 ea	NON 0	22
Tough #2 "		INT UH NON	16	11	13	10	7	16	FIST	5	1D6 ea	CLO 2	23
									BENCH	9	3D10		
Guards 1,2 (Nimrodel)		VET EL FTR	14	13	12	16	10	13	HFSWDe	3	3D6	LTH 6	33
Guards 3,4 "		VET EL FTR	11	12	18	9	12	12	RAPRe	5	1D12	CLO 6	29
Valyri Pipper		INT HU NON	9	7	12	8	10	10	None			NON 0	12
"the Ripper"		?	18	13	13	13	6	15	DGRe	6	1D5	CLO 5	32
									GAROTe	6	1D4		

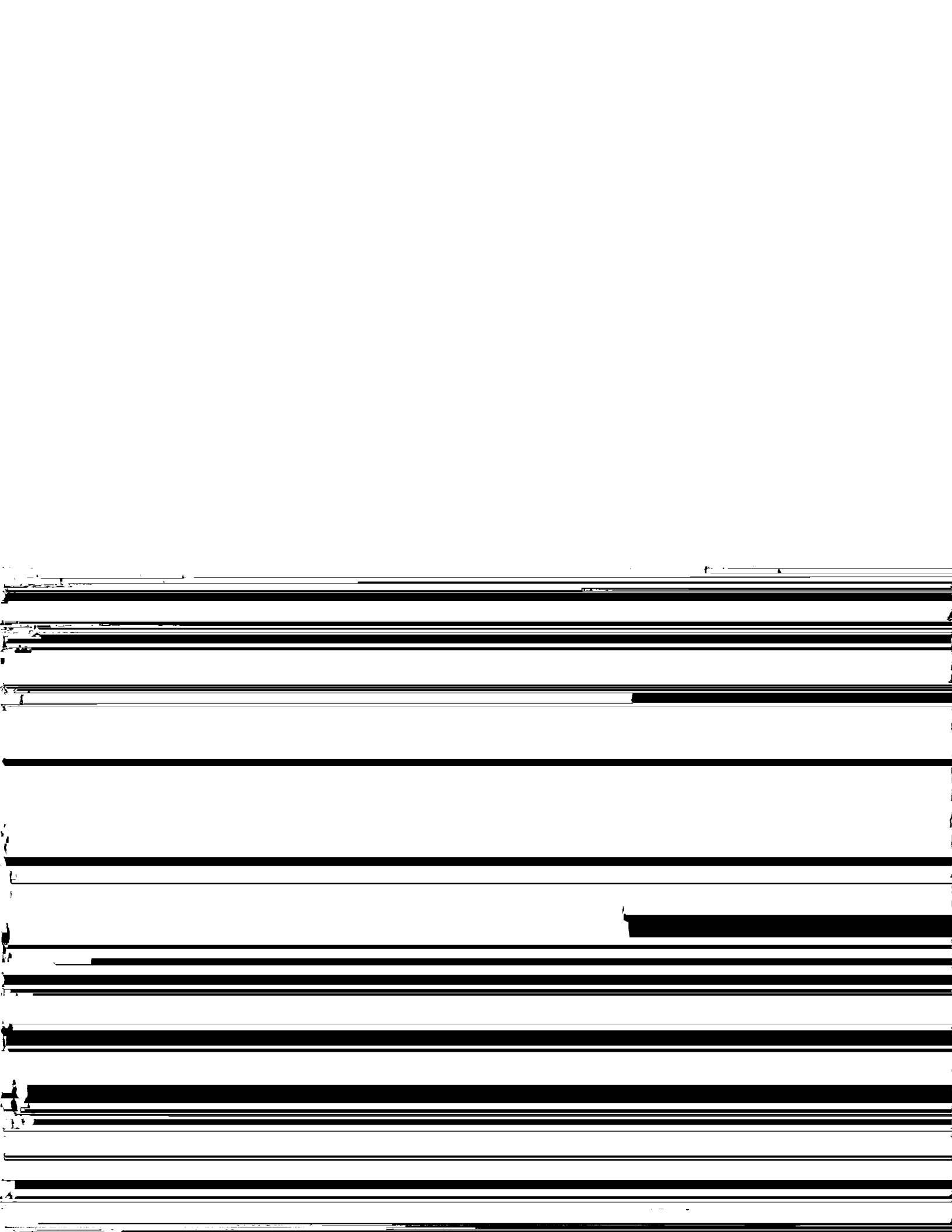
(1) May attack with both weapons in same mr without penalty to hit probability.
(2) Gramouza will always have some kind of extremely potent magic on him (GMs discretion as to exact spell) - if used, there is a 40% chance it will backfire in some strange way.
(3) Shortsword is of +2 sharpness (magical).
(4) Add 1D4 to damage done (1D4 first mr, 2D4 second mr, 3D4 third mr) for each round the attacker maintains his grip around his foe's throat.

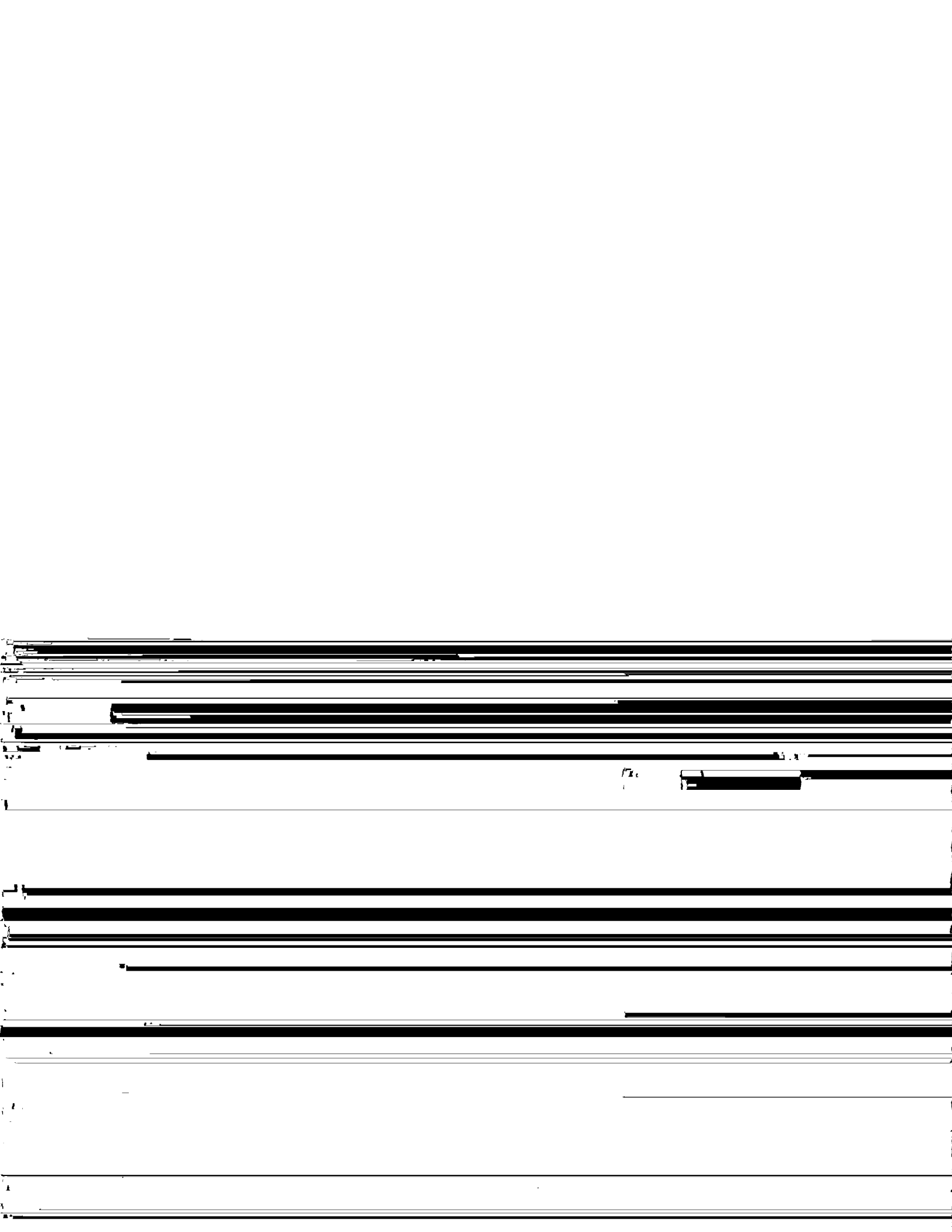


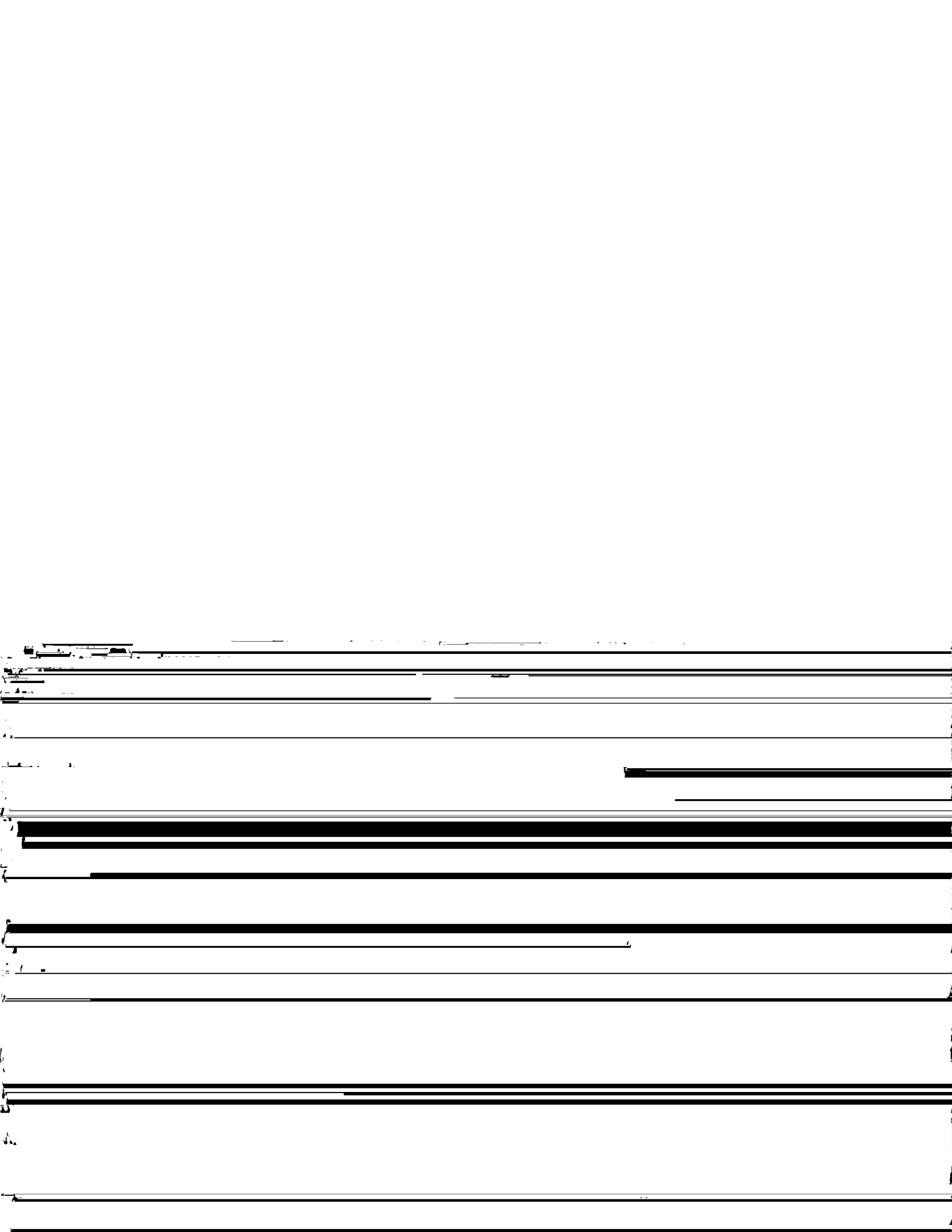


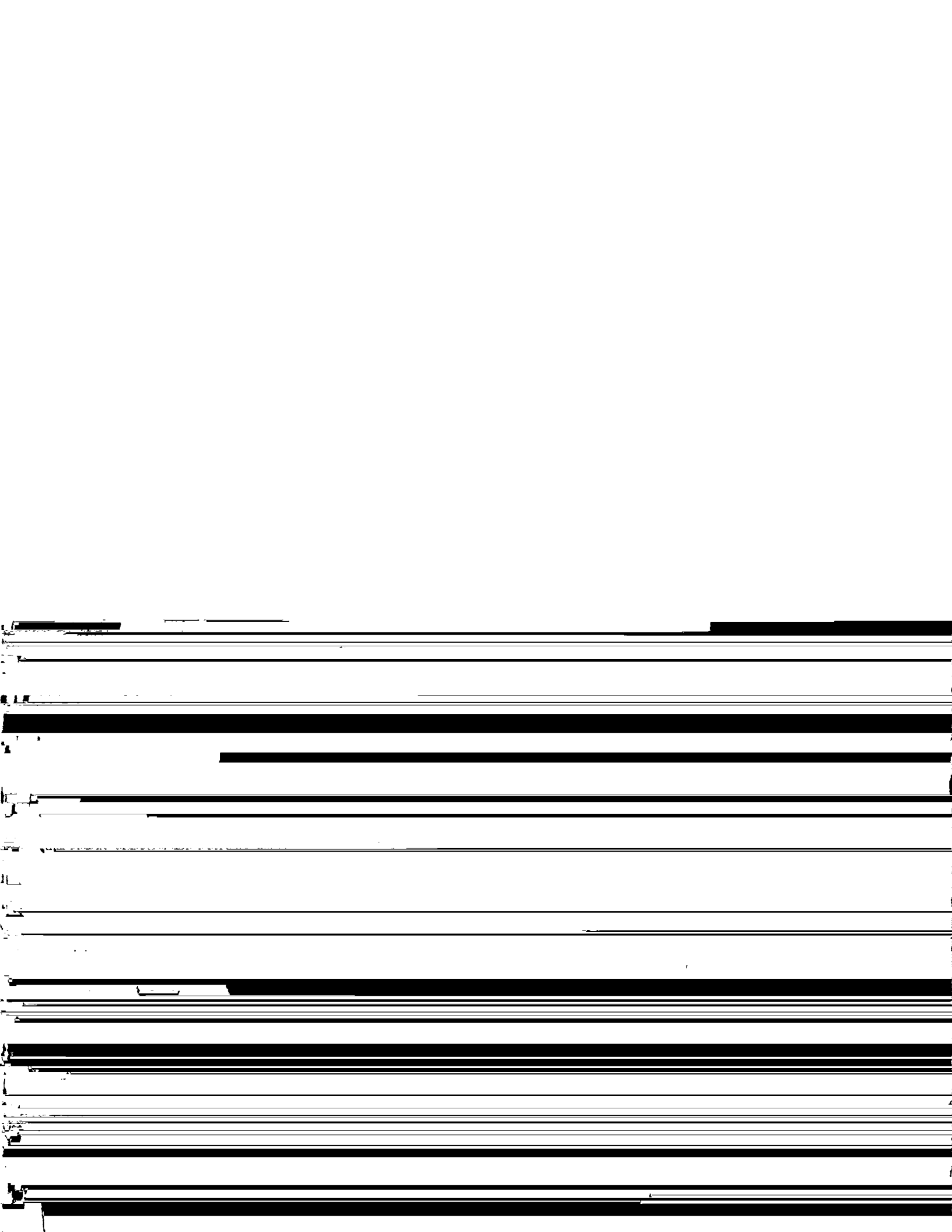


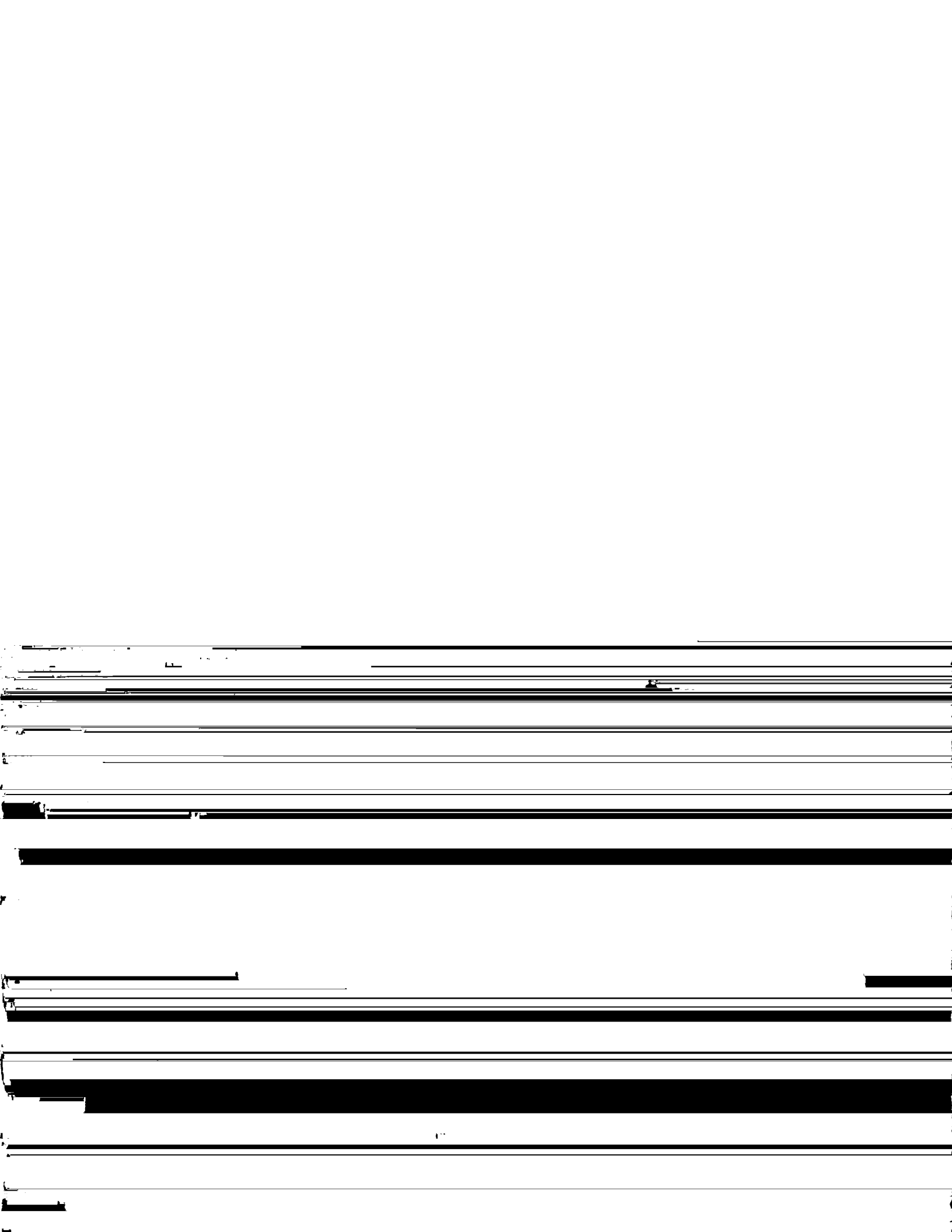


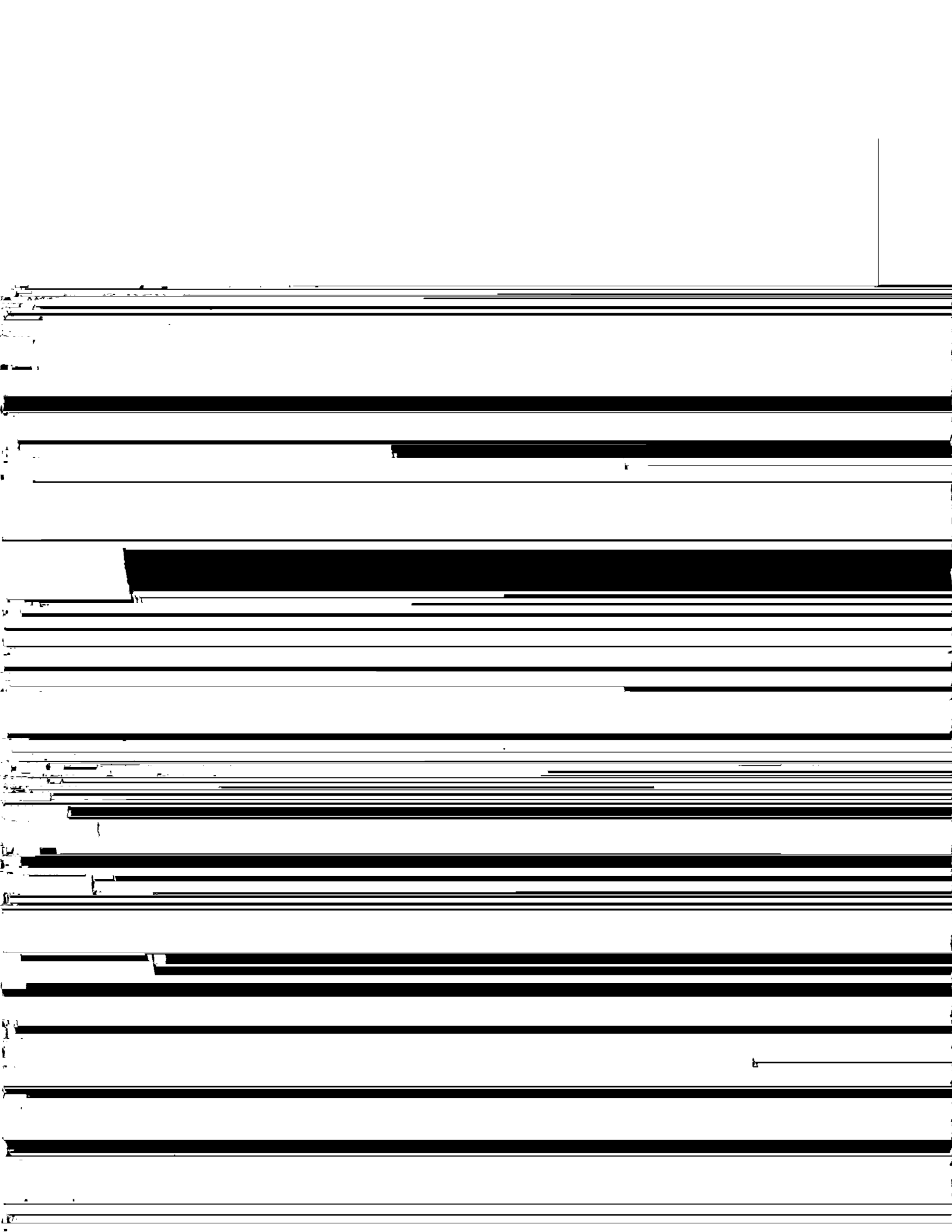


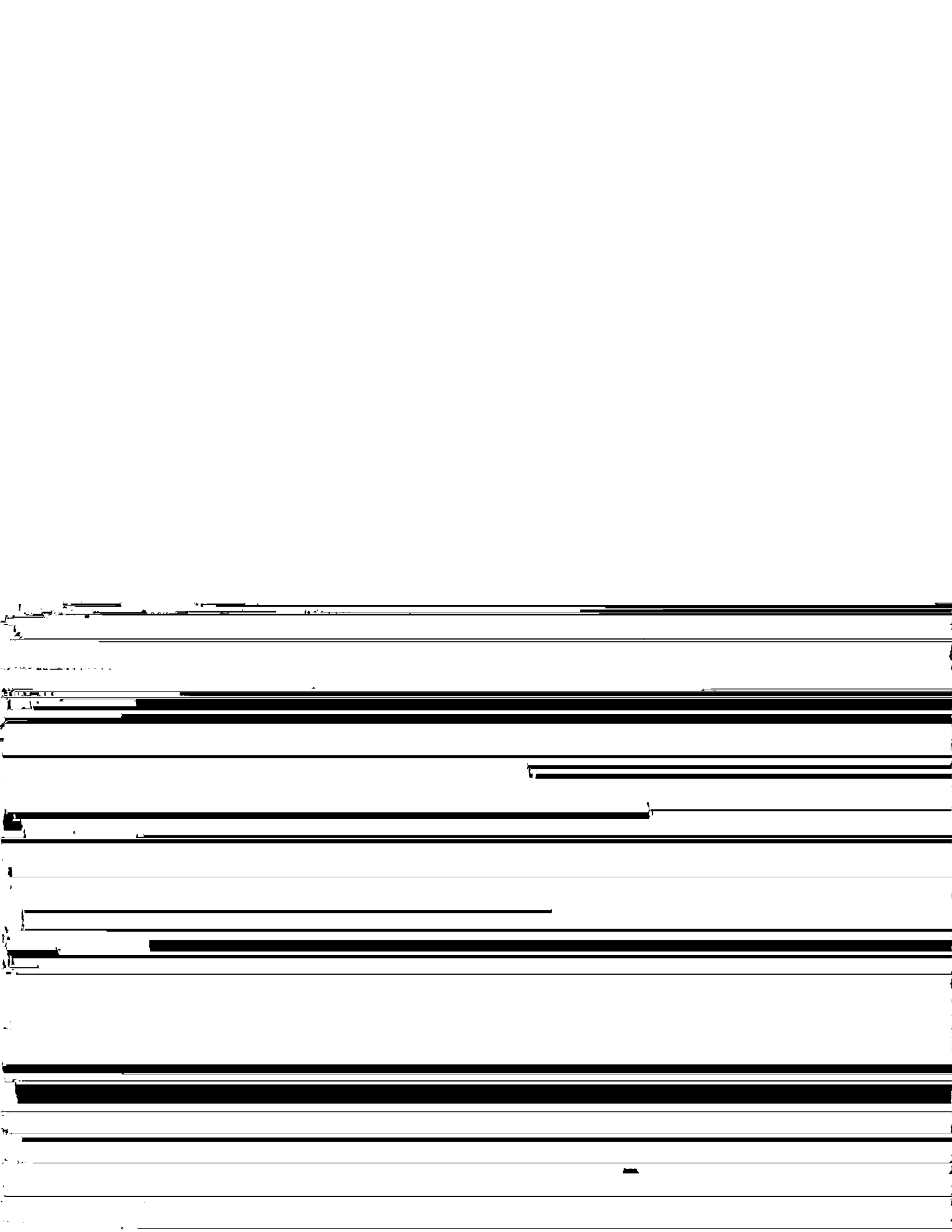


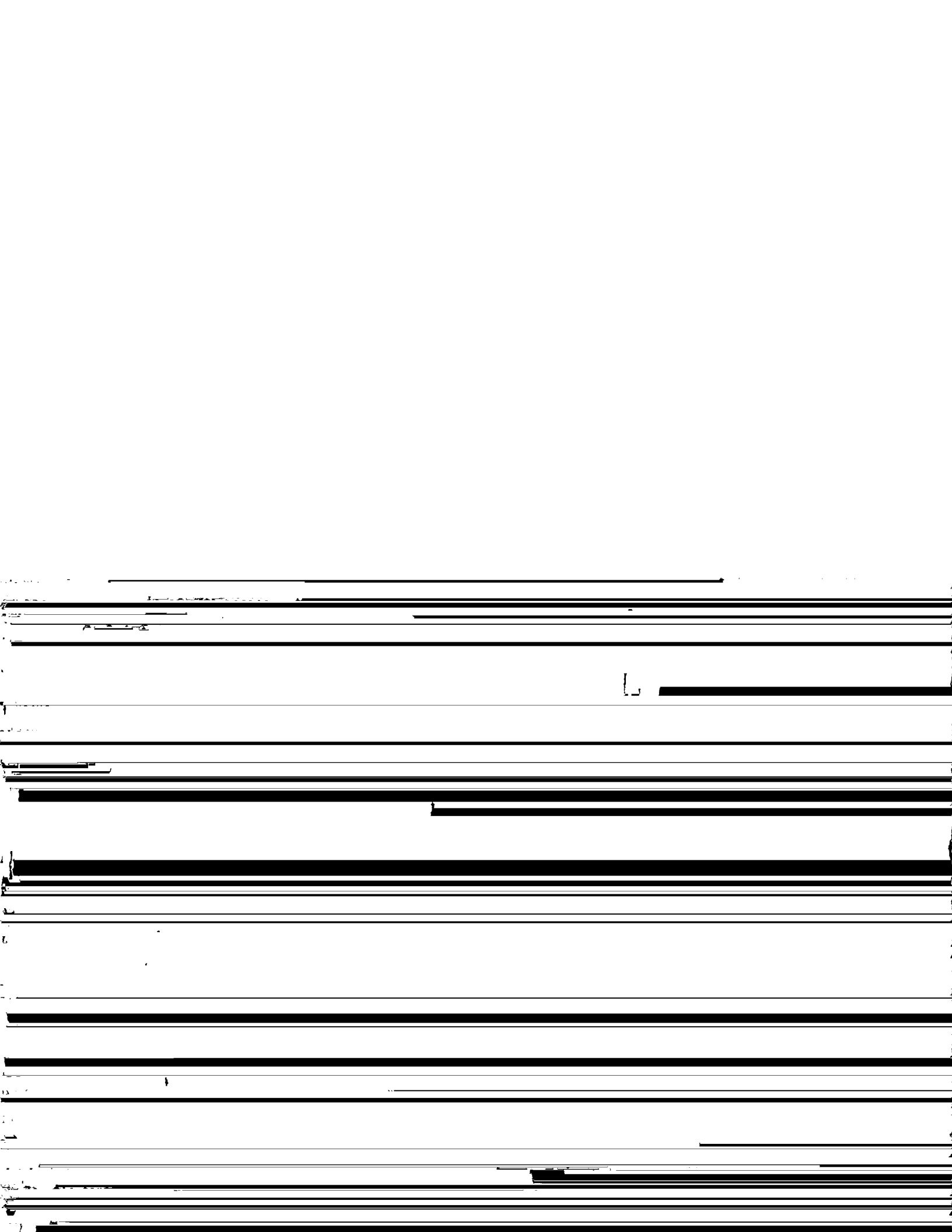


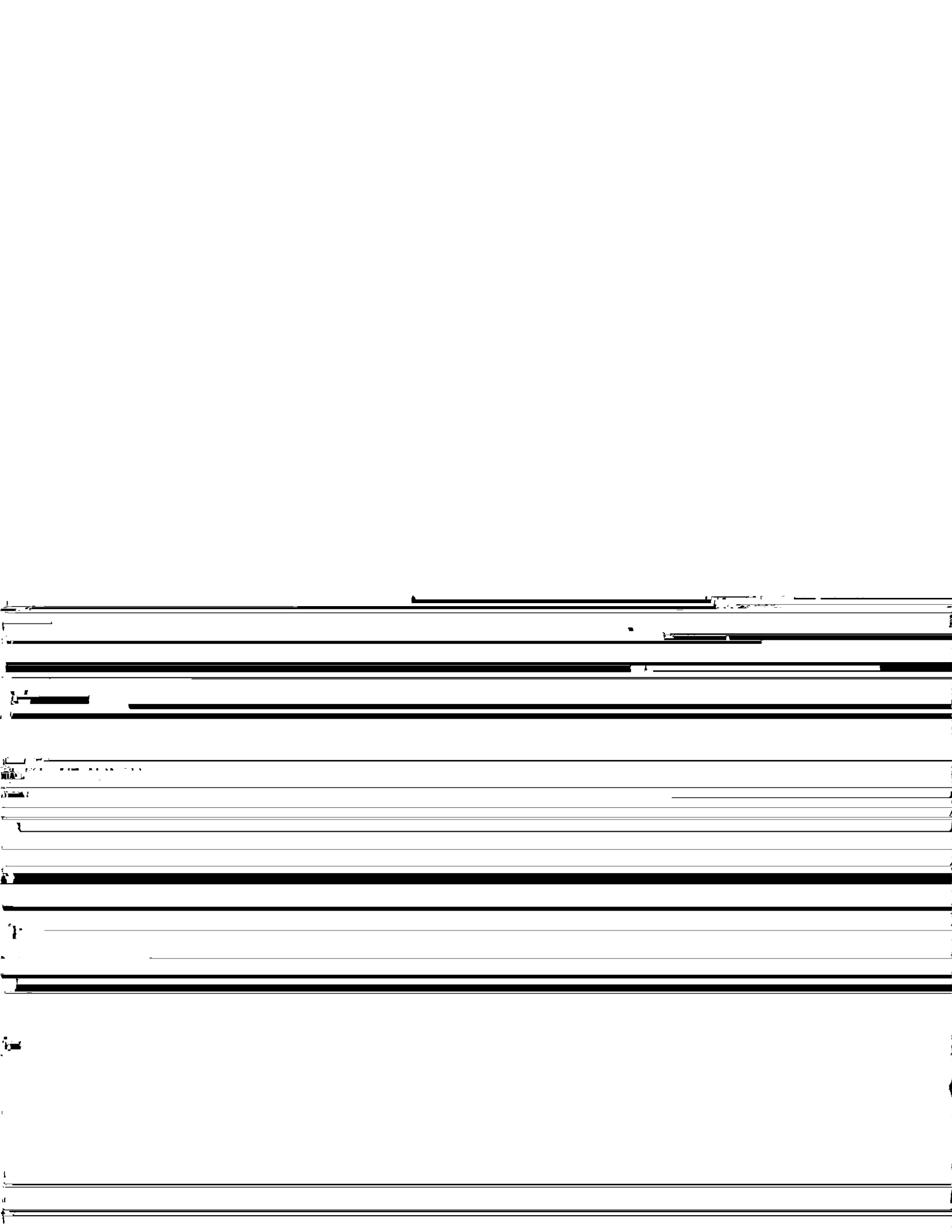




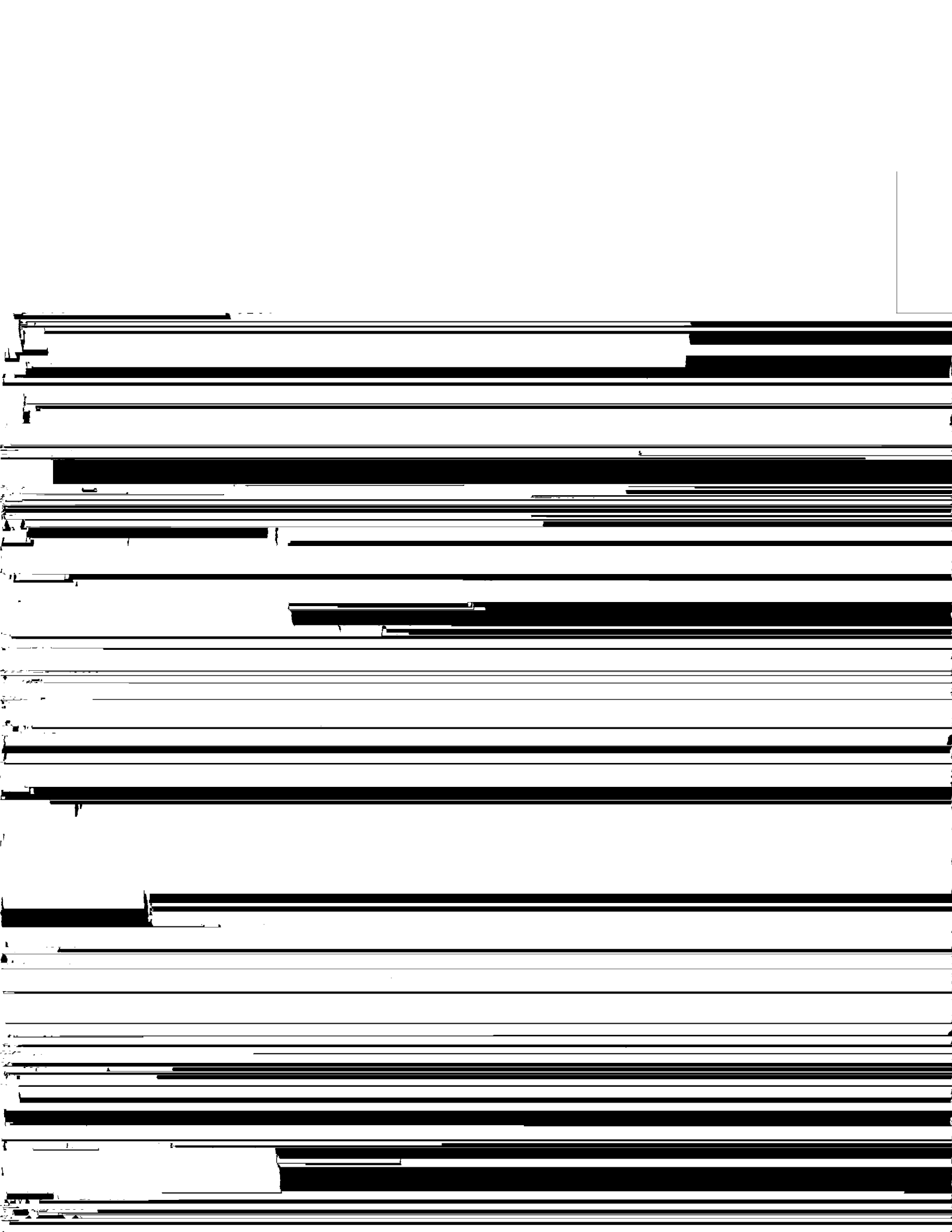


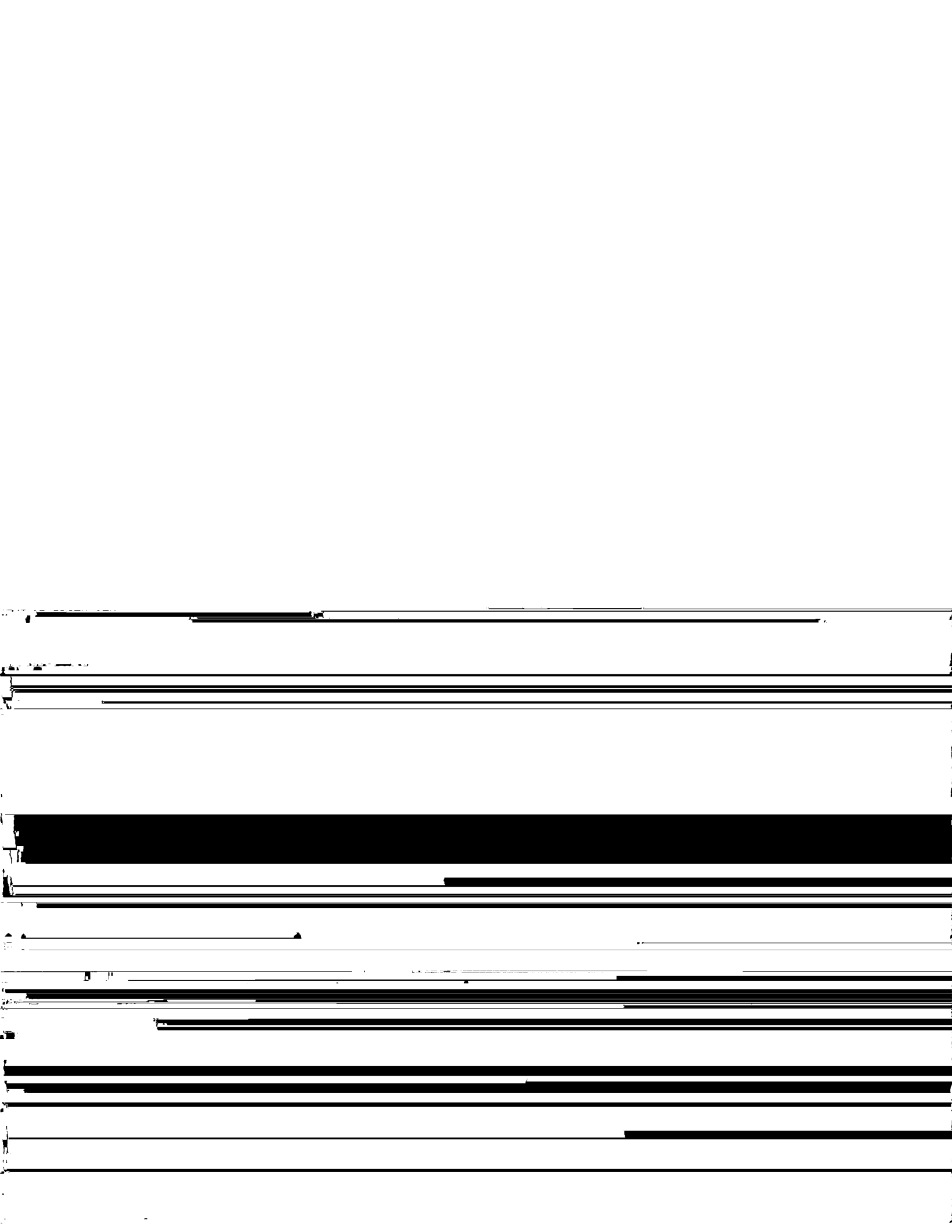


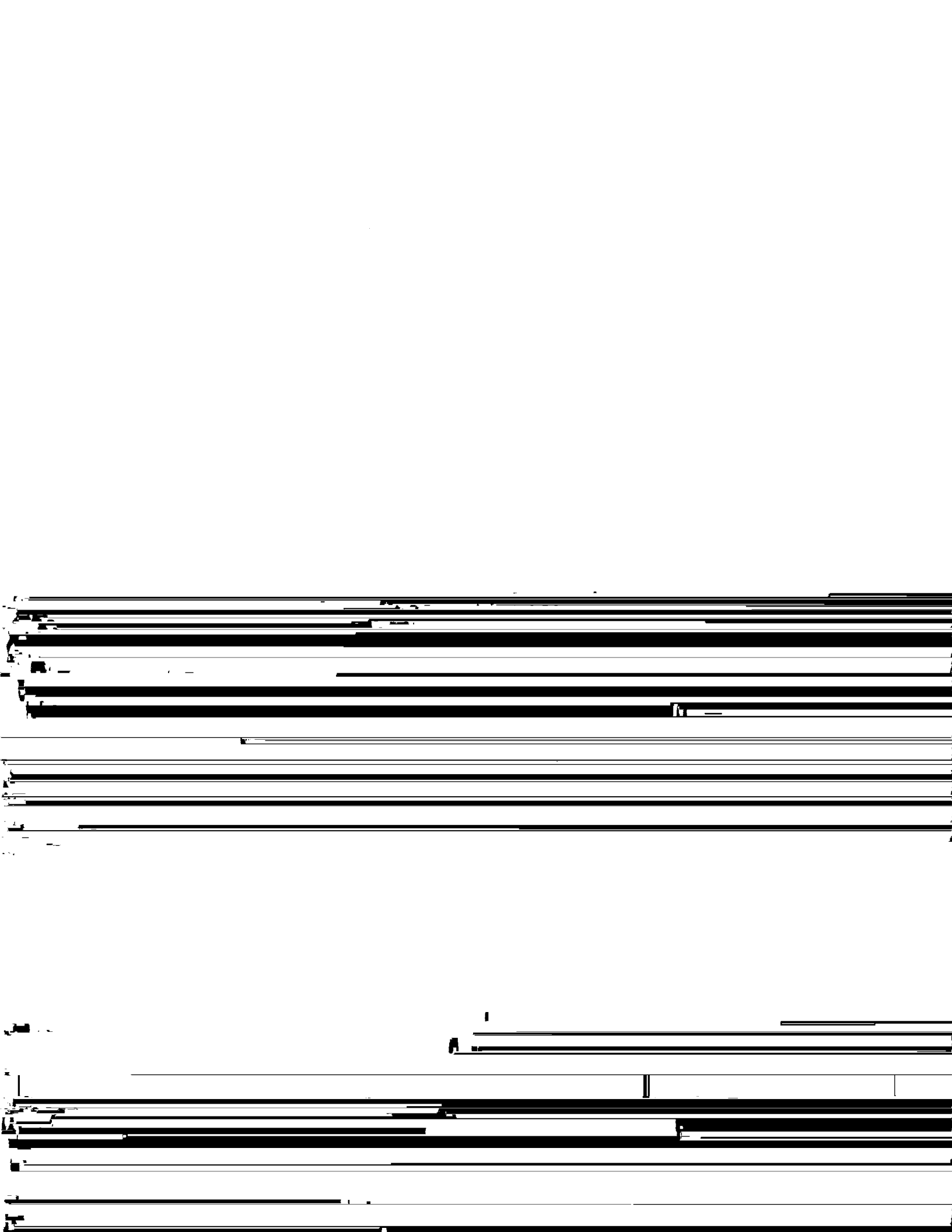


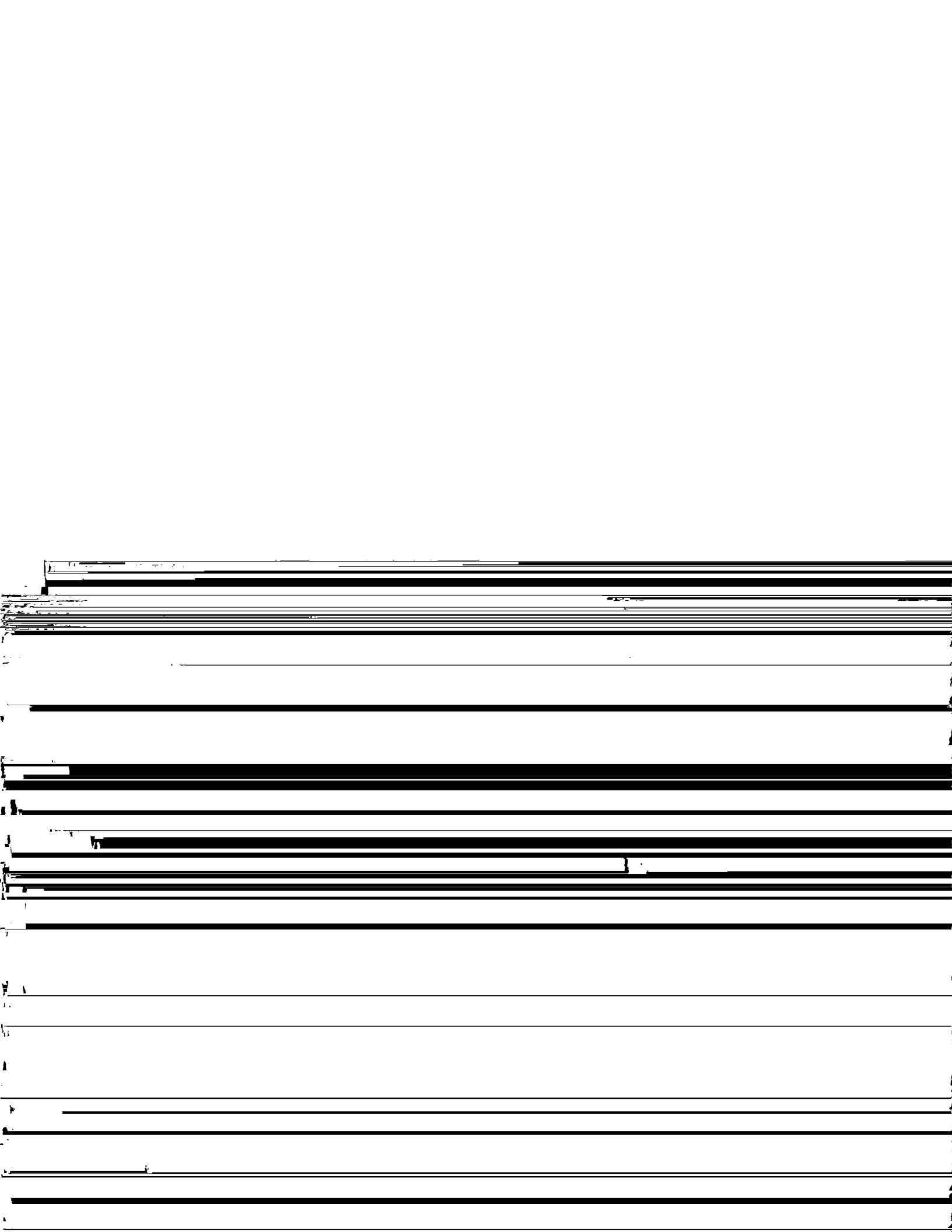


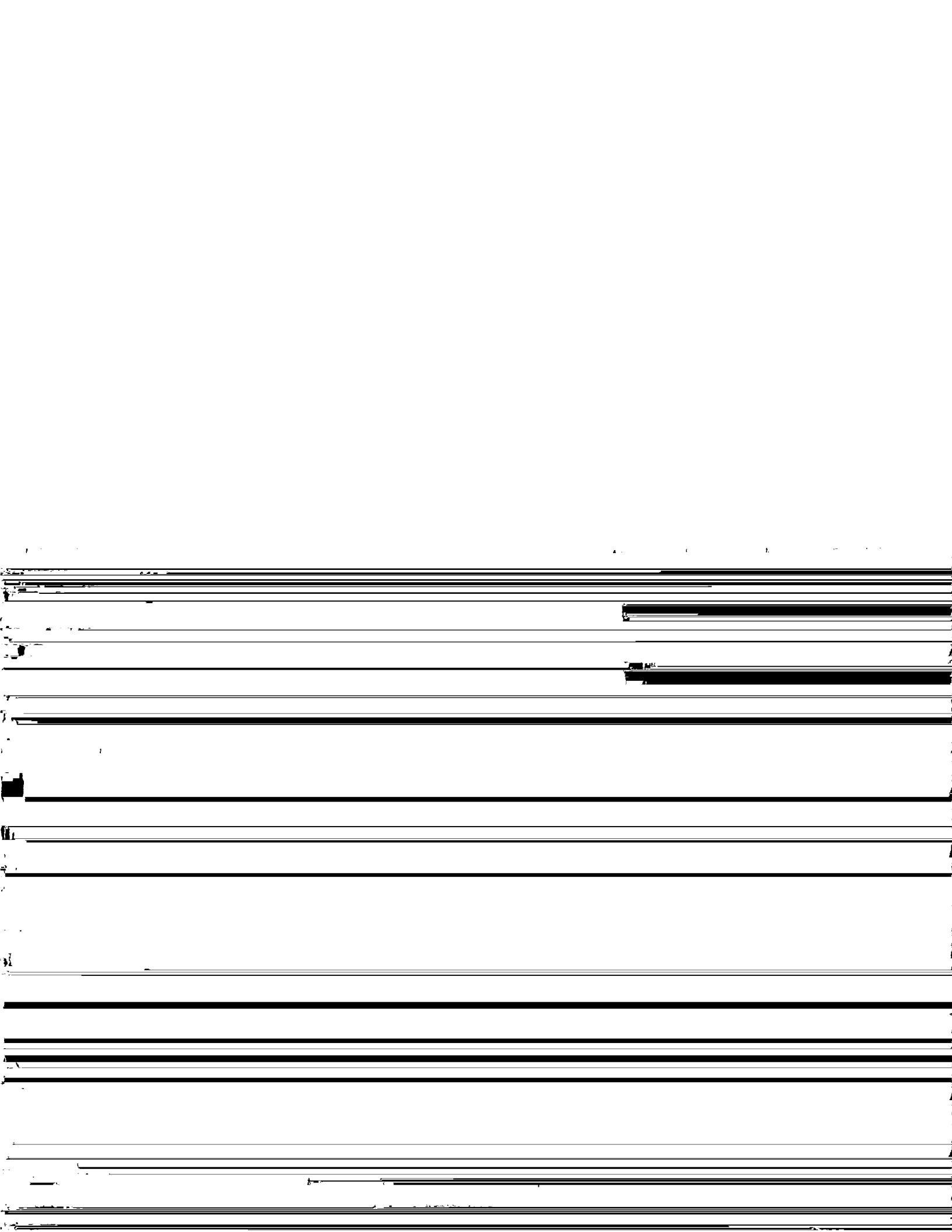


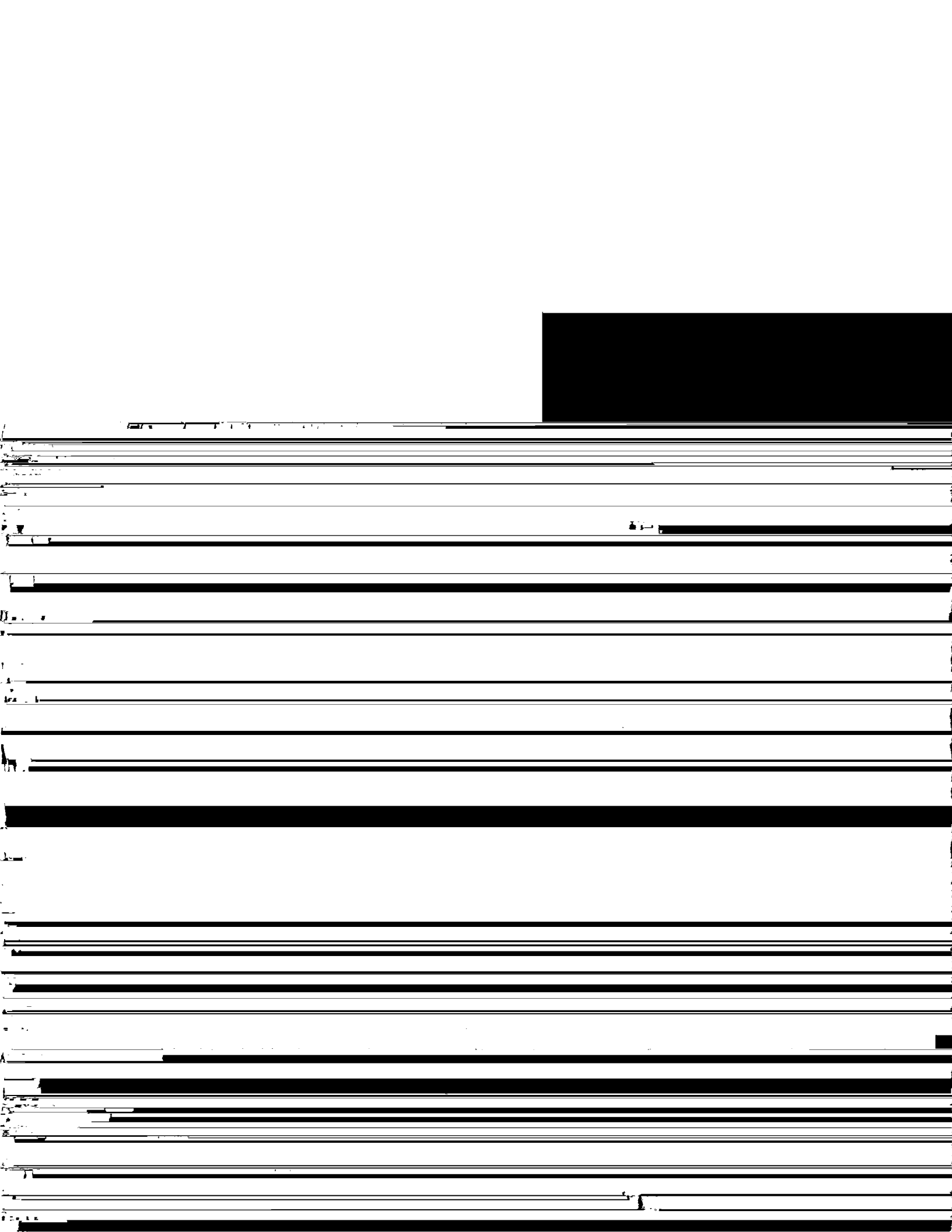


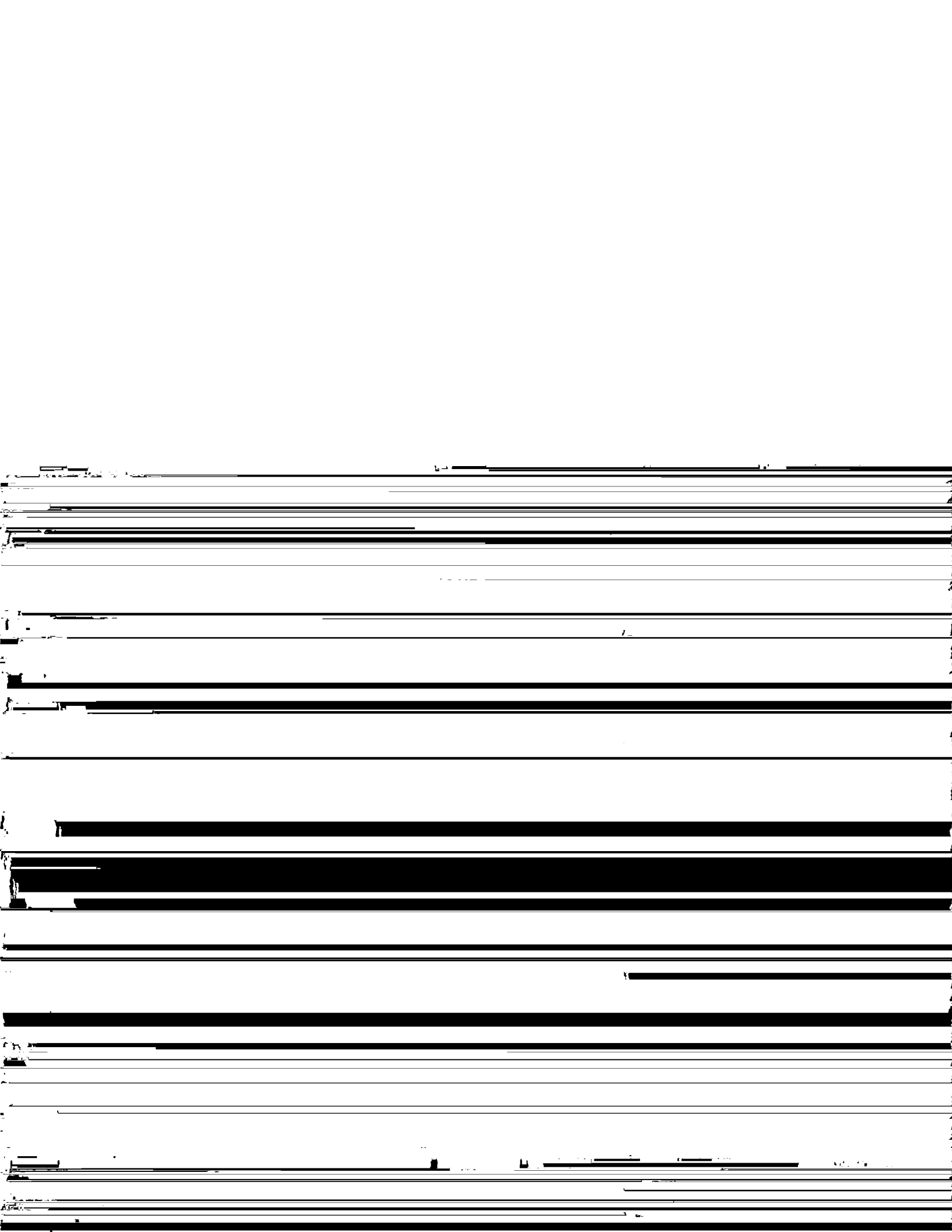


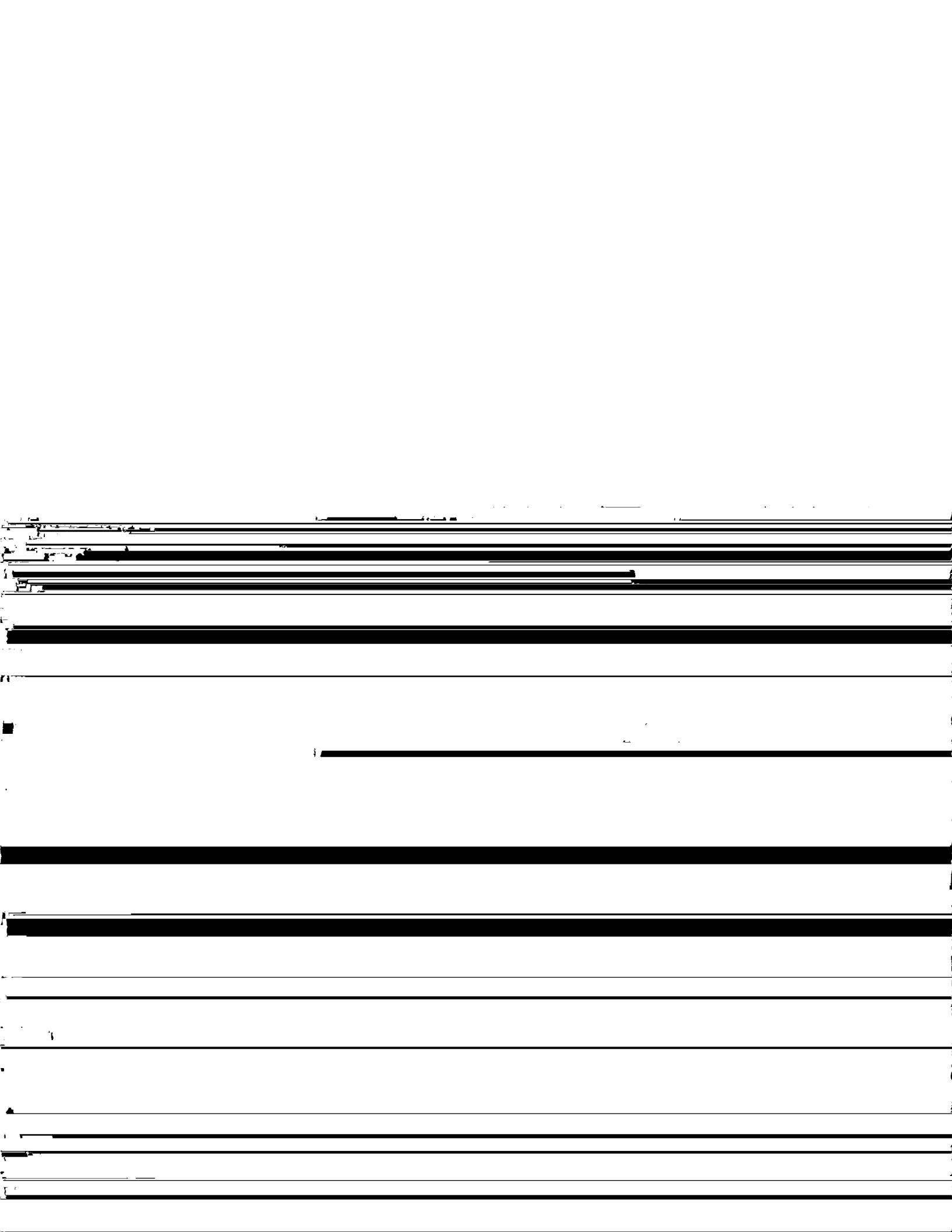


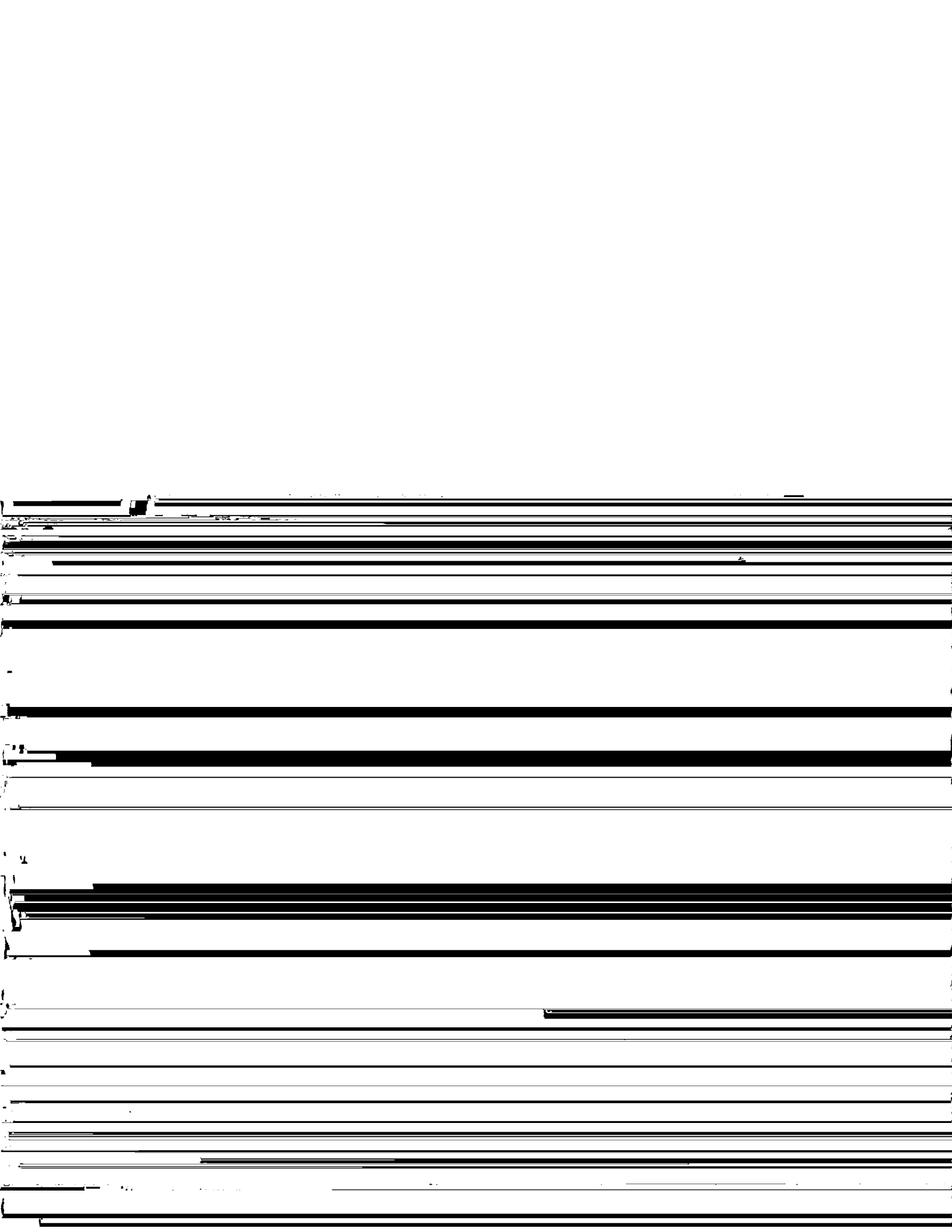


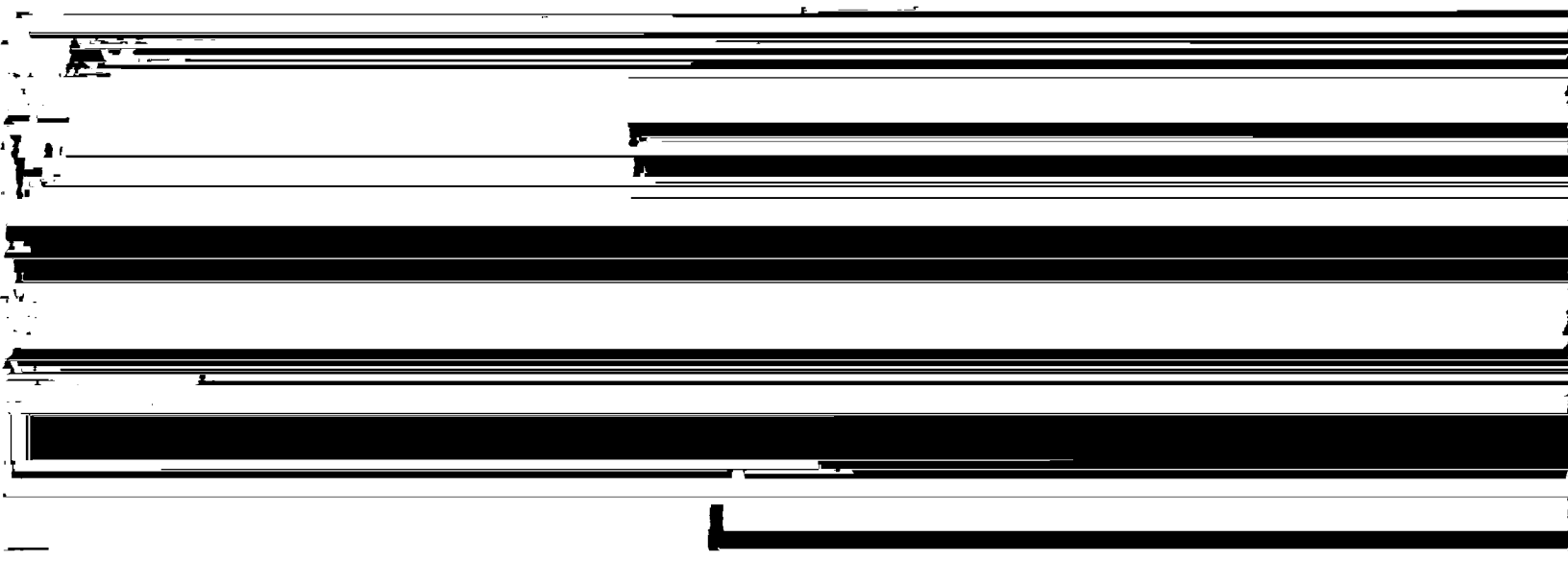


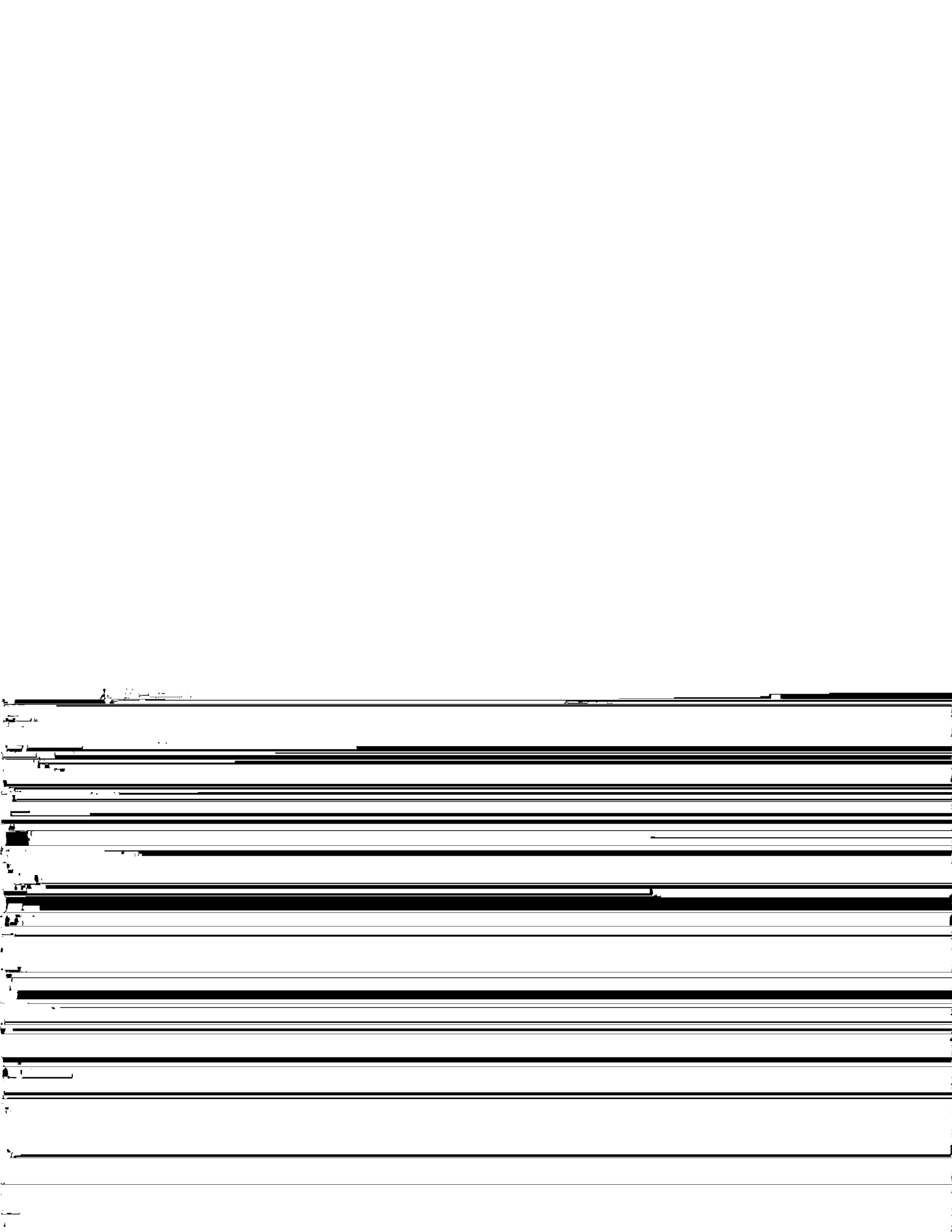


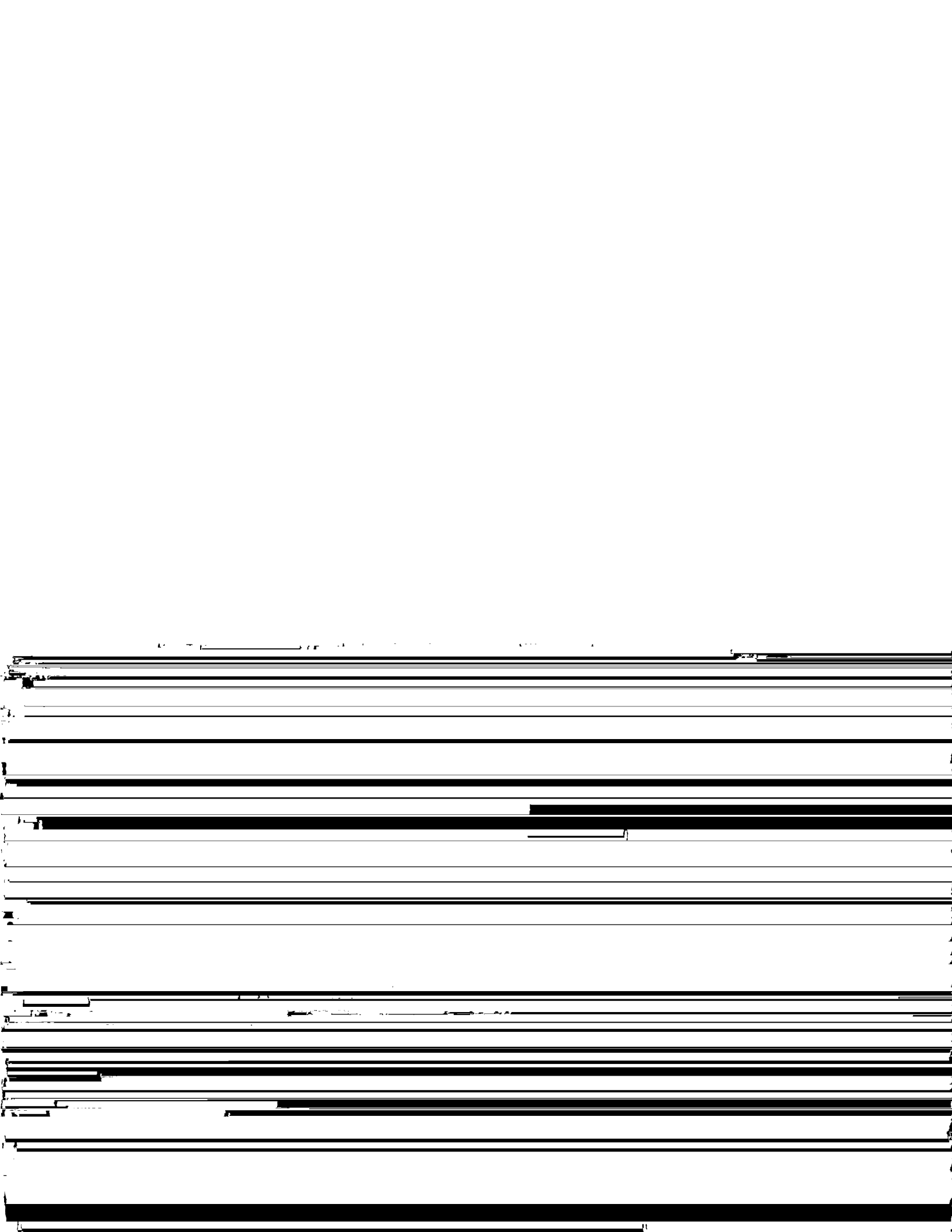


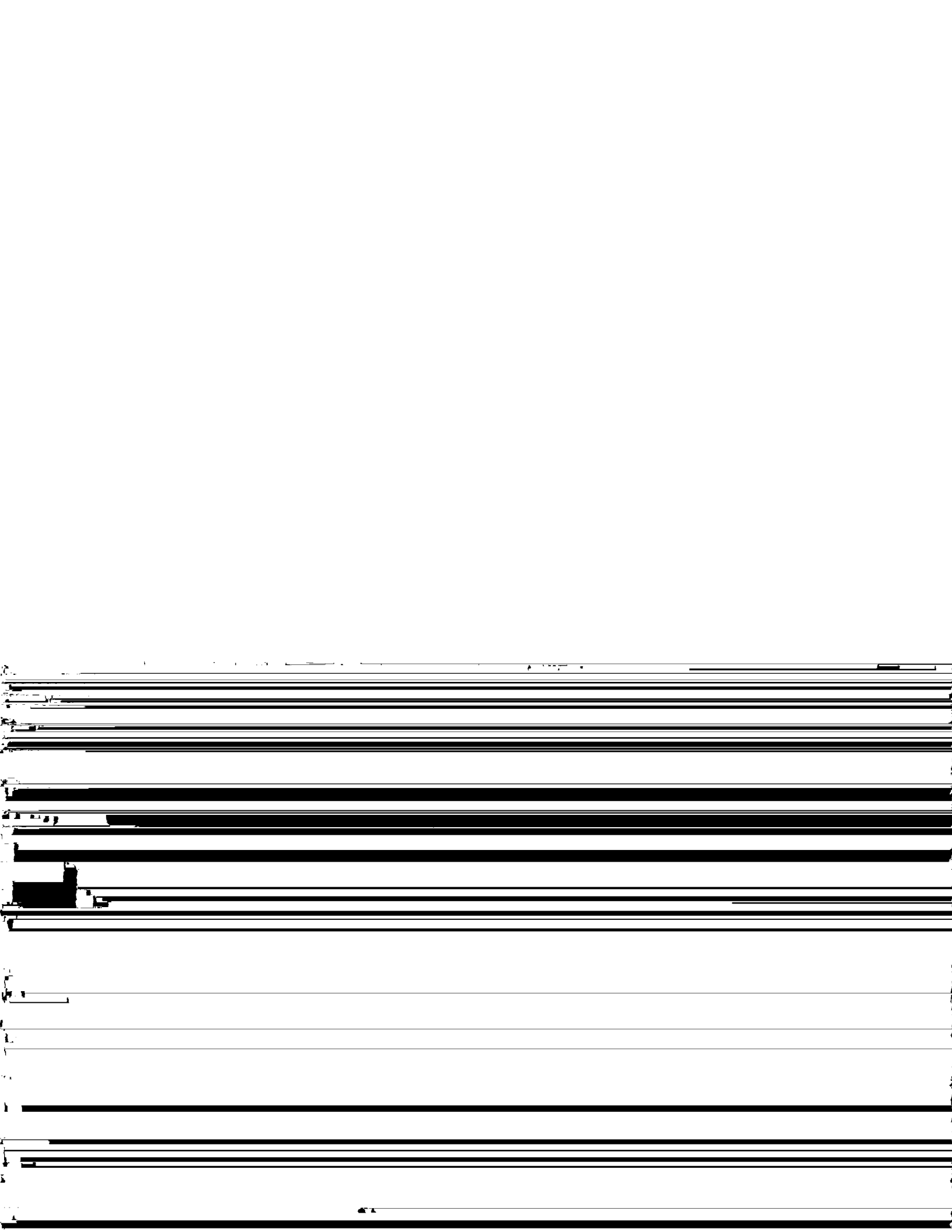


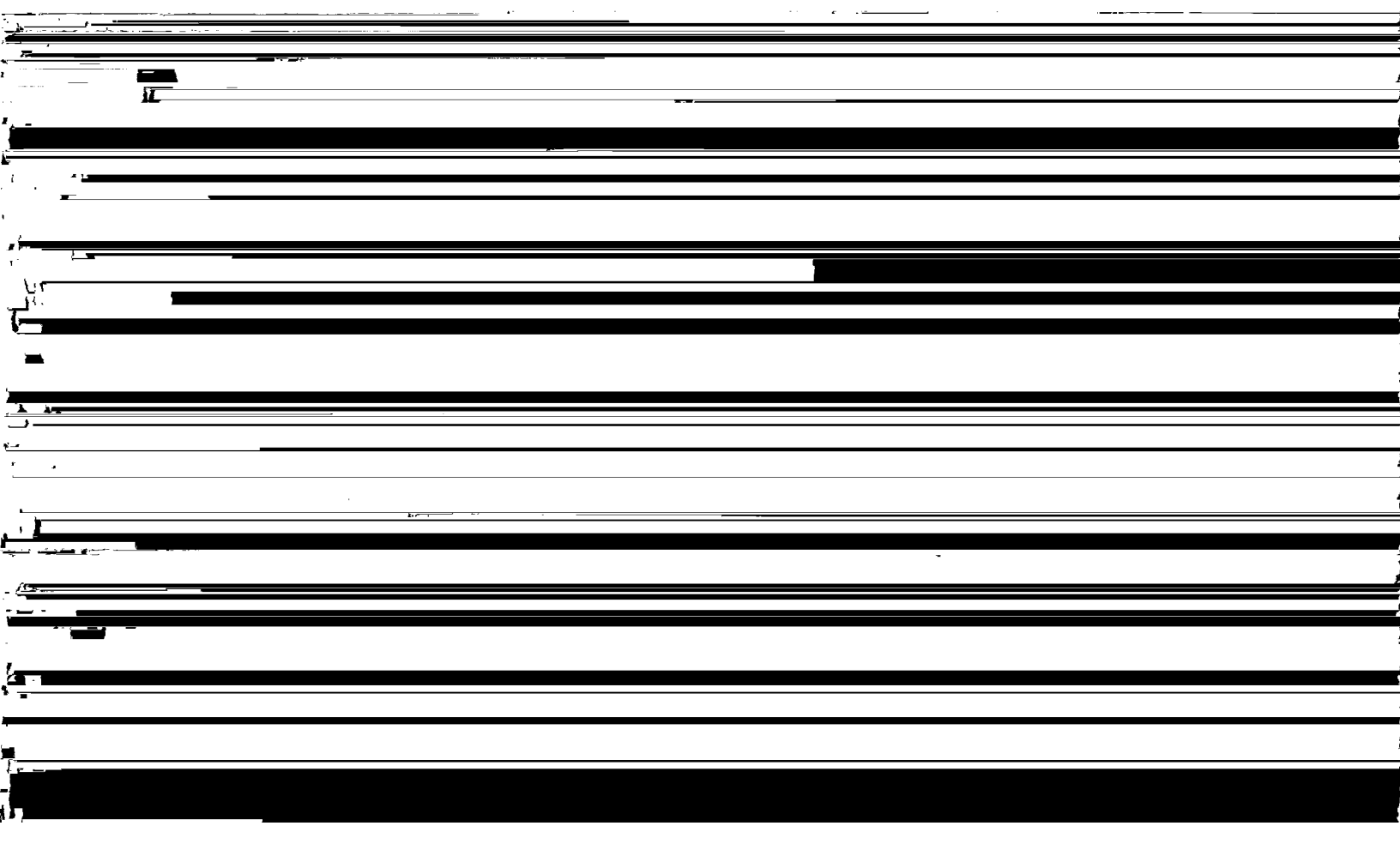


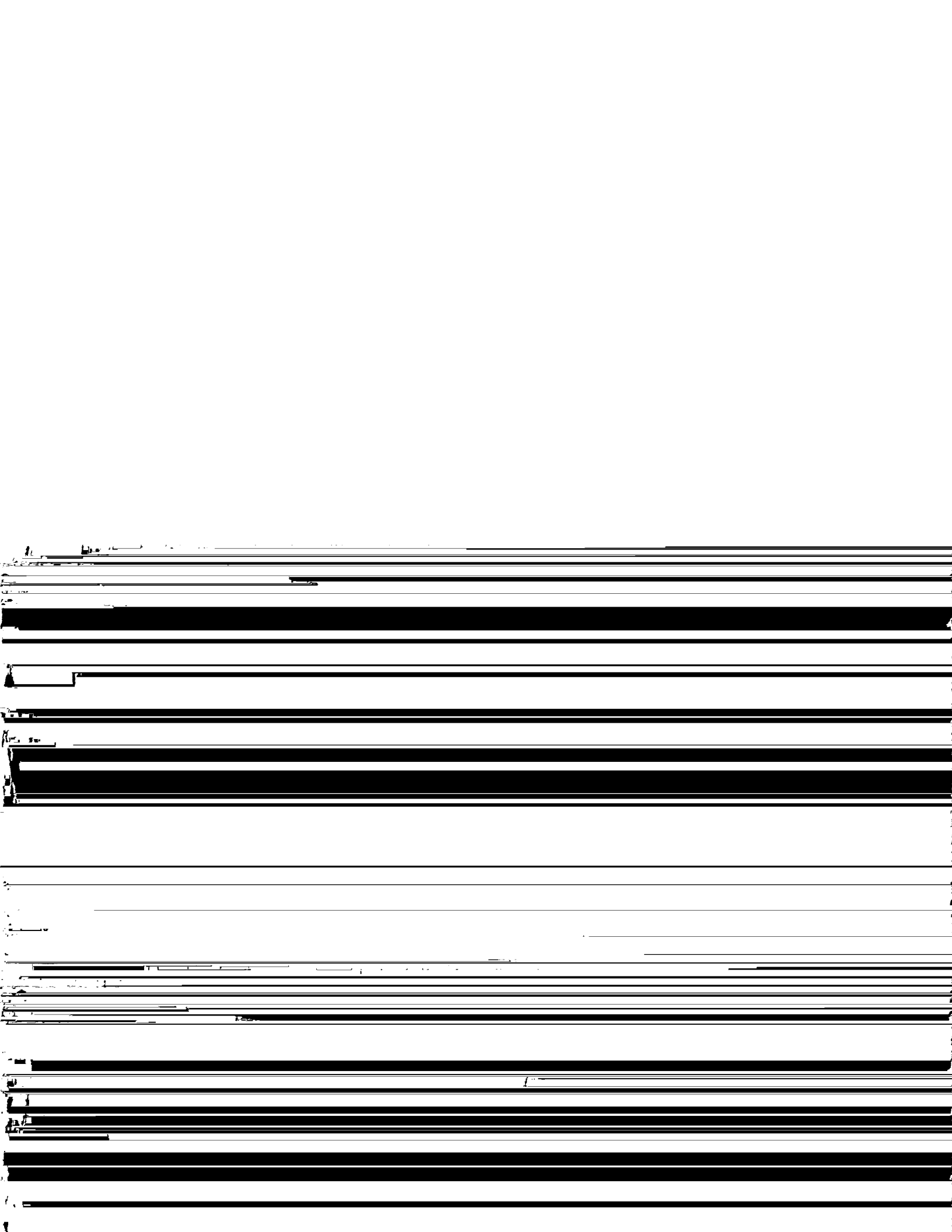






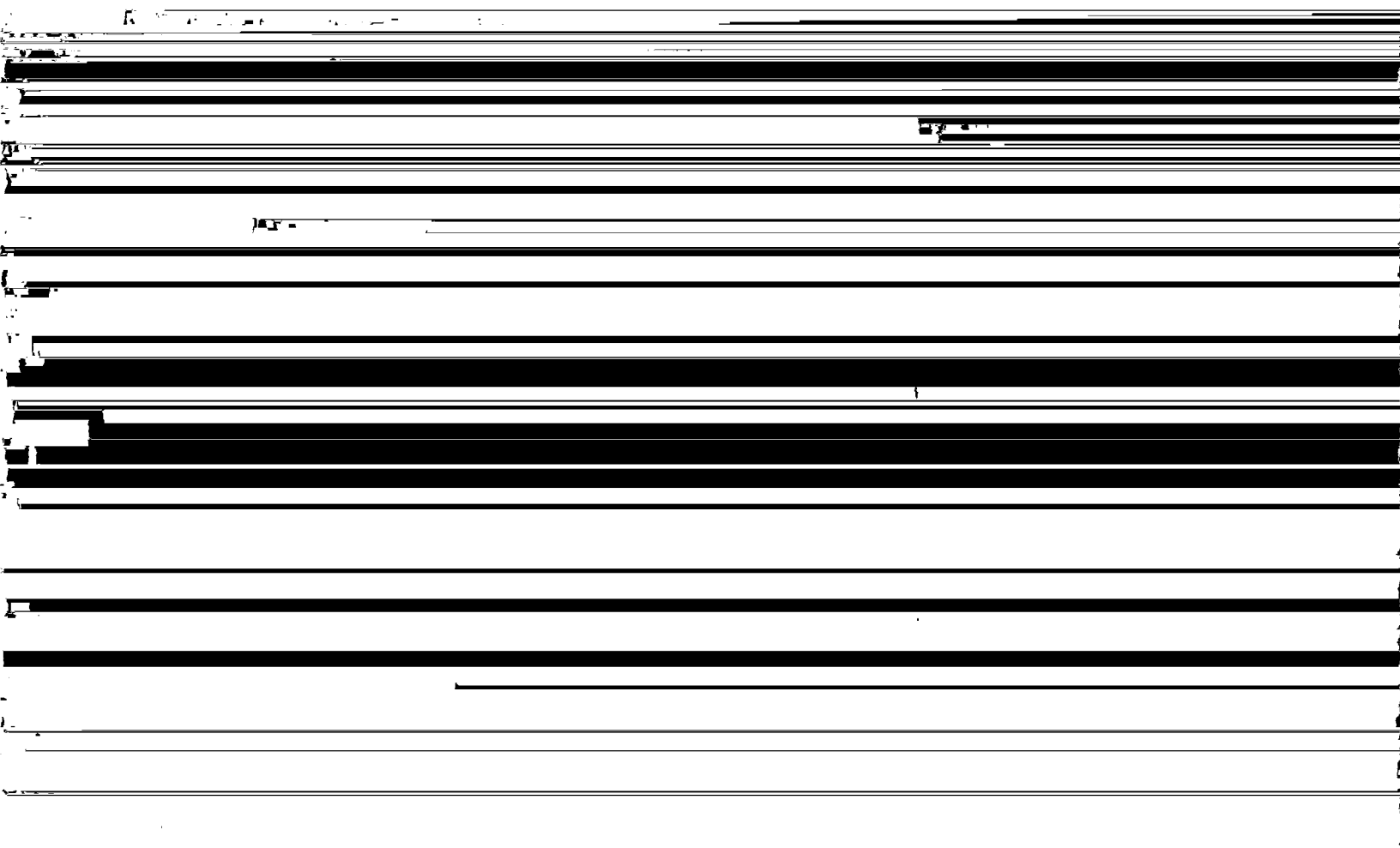


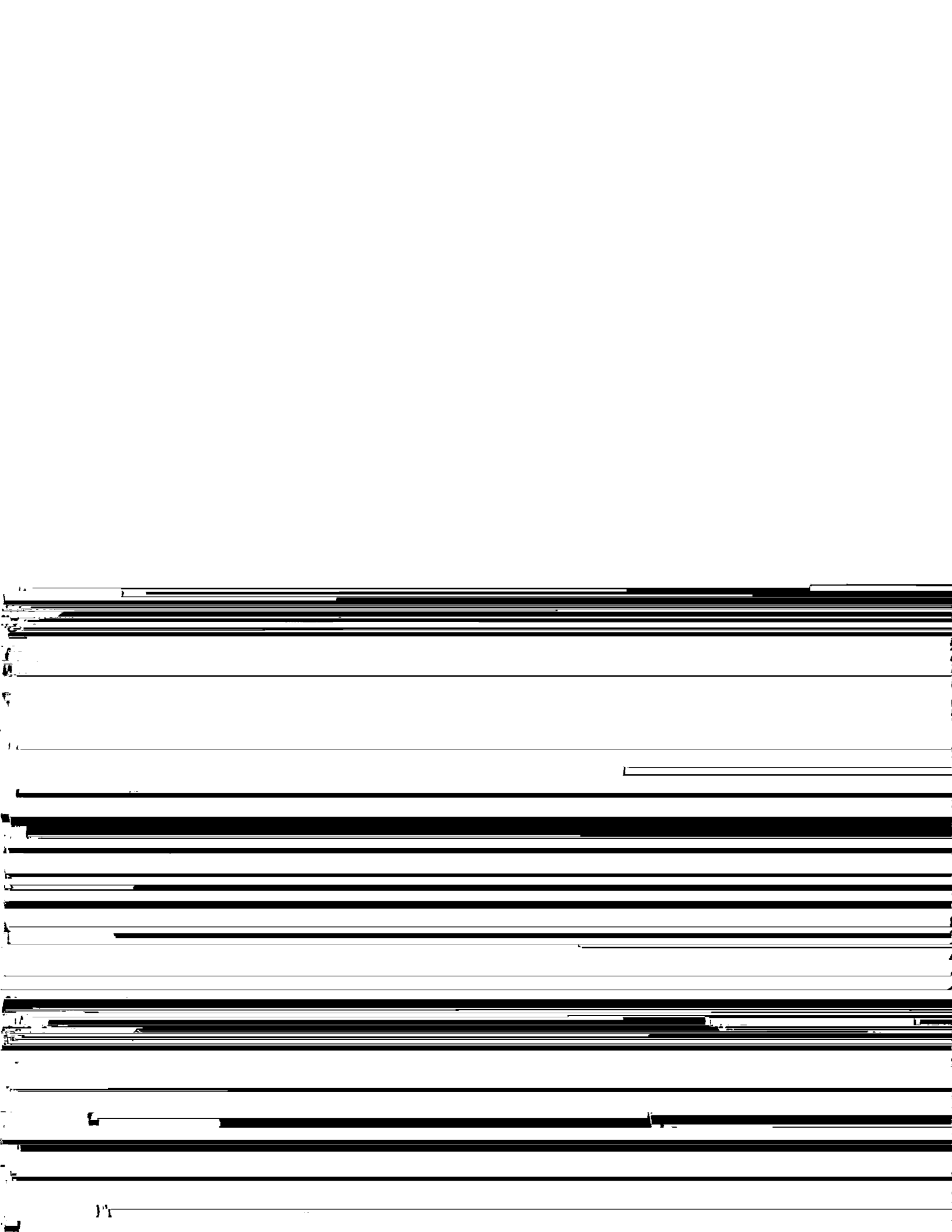




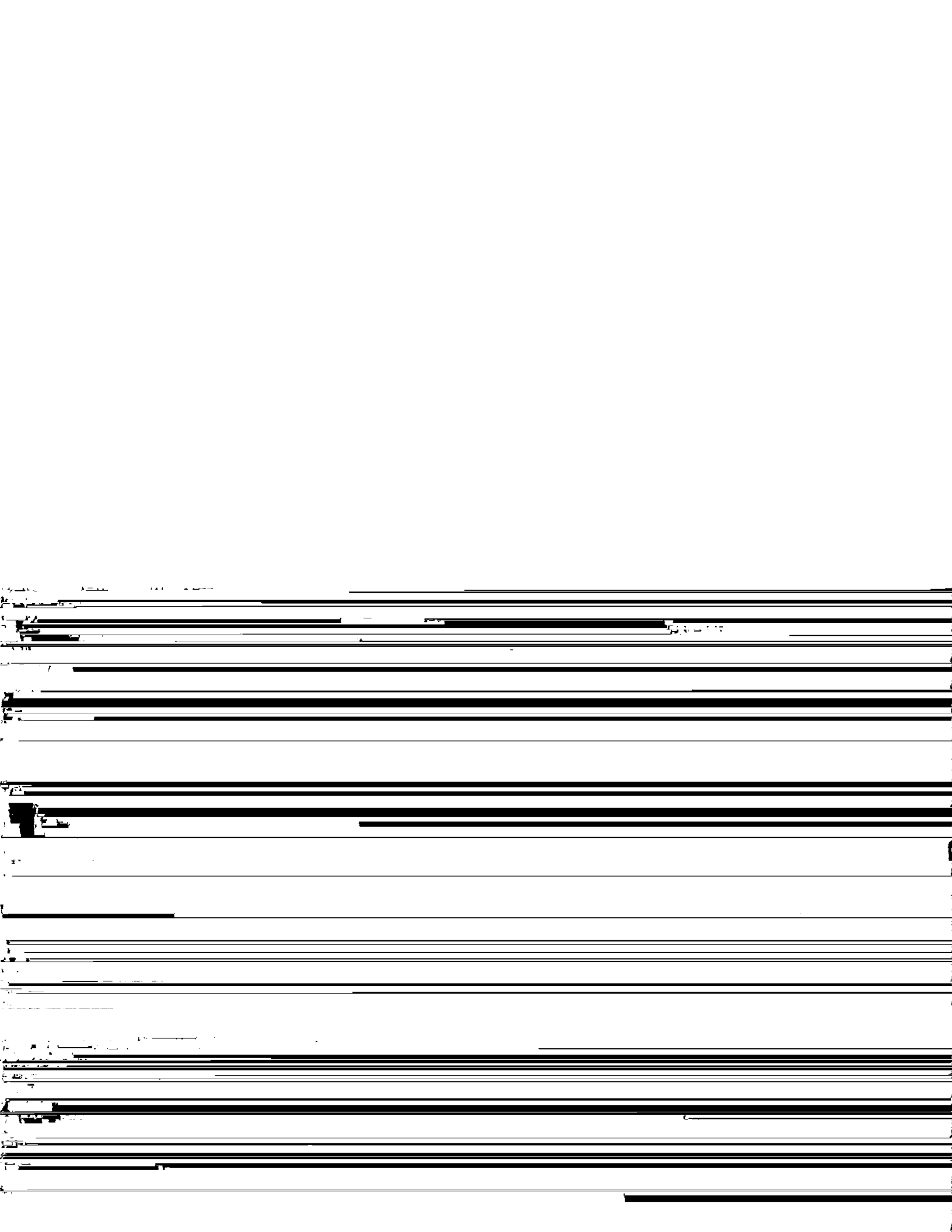


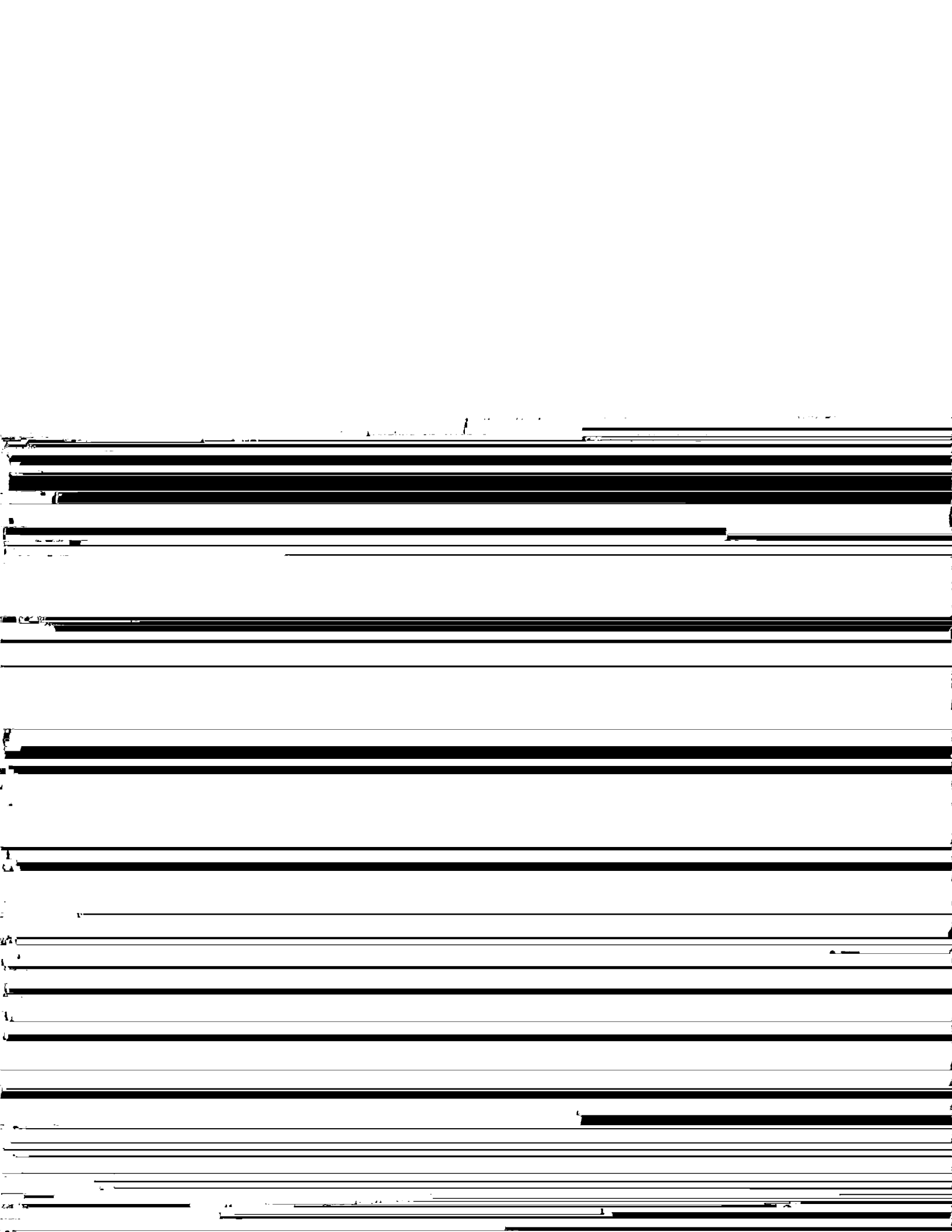








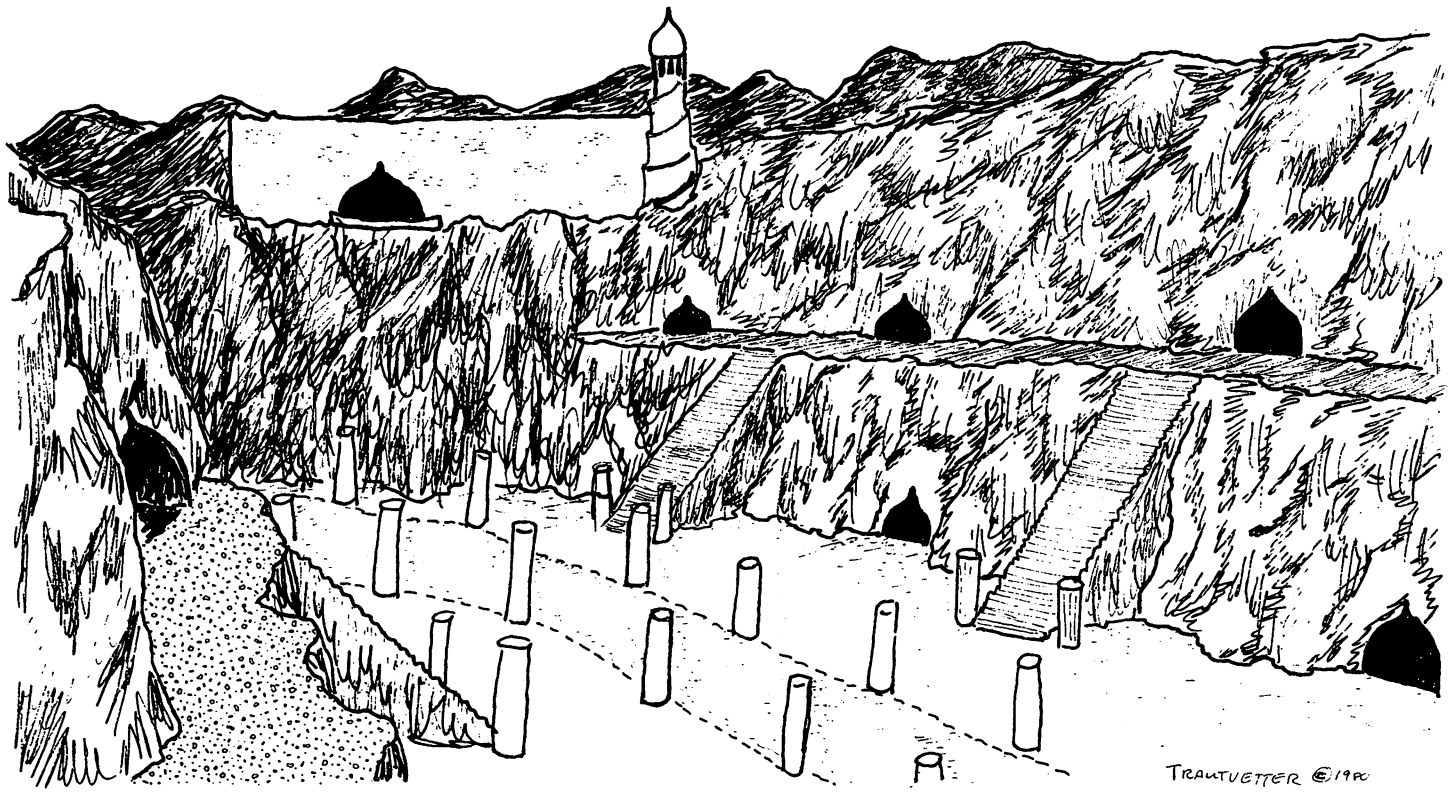




TEMPLE-LOOTING SCENARIOS

AND

TOMB-ROBBING ADVENTURES



A. THE TOMBS OF SHALE-CHUUN

Many long centuries ago, the lands surrounding the city of Shale-Chuun were lush and fertile; the city was the abode of many warriors and merchant-princes, as well as powerful mages. Built in the mountains above the fertile flood plains of Teragol, the city was easily defensible, and was situated at a crossroads of four major caravan routes. Life was easy.

And death was respected, and viewed as the reward of a long, useful life. Great care was given to the preservation of the dead heroes, mages, and merchants of this metropolis. In a narrow, cliff-lined valley not far from Shale-Chuun, many spacious and luxurious tombs were carved from the virgin stone. The religious leaders of the city proclaimed that each individual's essence or Kha, lived on after death, and would wander, seeking rest (and creating havoc among the living) unless given a suitable resting place, with many mundane comforts.

The more a man had had in life, the more it would take to satisfy his Kha in the life after death; thus, the tombs of the merchant-princes and the great mages were immense, and rich, and luxurious beyond man's telling. Occasionally, even favorite slave-girls were buried with their masters, preserved in their loveliness forever by petrification. A great general might have an honor guard of elite soldiers to accompany him on his journey through eternity. And the tombs of the rich were filled with treasures, gold, gems and jewelry, and many enchanted items, some simple to make the daily existence of the Kha less of a chore, others powerful mementos of the life the Kha had forsaken. Why, a good thief could retire for the rest of his life on the contents of a single tomb.

And there are many tombs...

But, one might ask, why have these tombs not been totally stripped and looted in the past millenia? Why are there so many of these fabulous treasures still untouched? What has happened to the many good thieves, surely, who have attempted the Tombs of Shale-Chuun?

During the prime of the city of Shale-Chuun (which lasted for over three thousand years), the Guard of Death, a special group of 1000 men, ensured that the rest of the tombs' inhabitants would be undisturbed. Many good rogues tried to slip past their vigilance -- and, sad to say, many of these paid for their impertinence on the gibbet or the flaying table. There were some successes, but even then, there were many from whom no word was ever heard again.

When the rivers' sources died, and the grasses on the great plains of Teragol withered and fell into the encroaching sands of what is now the Kurgandee Desert, the caravans turned aside to easier routes. The city of Shale-Chuun began to wither also, the source of its greatness cut off. The Guard of Death was called back to the city, for they were needed to help maintain order as discontent turned to civil strife, and the greedy and powerful fought over the crumbs of the once-mighty riches. And many more thieves, hearing that the Guard was no longer present, essayed their skills to empty the Tombs of Shale-Chuun of all valuables. Again, there were some successes; yet even without the Guard, many never returned from the valley, and their friends and brothers were forced to assume their deaths.

Now grew the legends of the Valley of Tombs -- of the man-eating monsters, the ghouls who wandered the corridors of the tombs, of the rich treasures and potent magics brought out by the lucky few to survive. Bards sang tales of wondrous sights, and of ghastly death...

Sometime in the past eight centuries, a new danger has been added to those of the tombs themselves. Hranugh, a very large red dragon, had heard of the opulence of the Tombs of Shale-Chuun, and with typical dragon greed, determined to possess the major portion of the treasures therein. His lair is high above the valley, in the quarters once occupied by the Guard of Death, and he will exact a tax of 90% of whatever is brought out of the Tombs by any so unfortunate as to fall into his talons; he is, however, scrupulously honest in his dealings, and will take only 90%, never more.

Those rogues who have managed to enter the tombs and survive are few, and they will tell grisly stories of traps of fiendish ingenuity, of hordes of undead, and tales of glittering piles of coins and gems, of necklaces and bracelets and cups encrusted with filigree and gleaming jewels. They will likely also tell of Hranugh...

*****

The scenarios for the Tombs of Shale-Chuun contain maps of the main corridors of the tomb complex, complete descriptions for two tombs, and a map and description of the barracks of the Guard of Death, now the lair of Hranugh. Only a most skillful (or an extremely foolhardy) group is likely to dare enter the den of the great red beast.

It is possible to take a tomb description, and retrap and retreasure it so it can be used again; many of the treasures and magic items are given either in outline description, or in table form, to make regeneration of a tomb relatively easy. It is suggested, however, that the GM redistribute the various traps and safeties or resets, so the players will not memorize their locations (having what was previously a safety set off the trap is a good way to jolt a party out of their complacency).

The composition of the party should include thieves of all levels -- some to serve as cannon (or dragon) fodder, and others to do the actual tomb robbing. It will probably require at least two elite level thieves or four veteran level thieves (and a total party of 6-10 characters) to successfully negotiate the various traps and pitfalls installed by the builders of the tombs. The GM will note the apparent lack of undead types in the tombs; the culture of Shale-Chuun did not encourage the proliferation of those other than guardian skeletons, and the only other undead to be found will be the revenants of the many thieves who have died over the centuries in their quests for the fortunes of the tombs' occupants. These are rare and will each be fully described in the areas in which they occur.

It is possible for the GM to run a Tomb adventure during any of four different time periods:

1. The prime of the city, with the Guard of Death in full panoply and attendance;
2. During the death of Shale-Chuun; the Guard is not present, and neither is the dragon;
3. The early years of Hranugh; the dragon is neither as rich or as powerful as he is in the modern times; and,
4. Present times, with Hranugh in his full power.

Complete character descriptions are provided for the various patrol groups of the Guard, and for Hranugh at two different ages. The GM may pick and choose to create the time period he wishes.

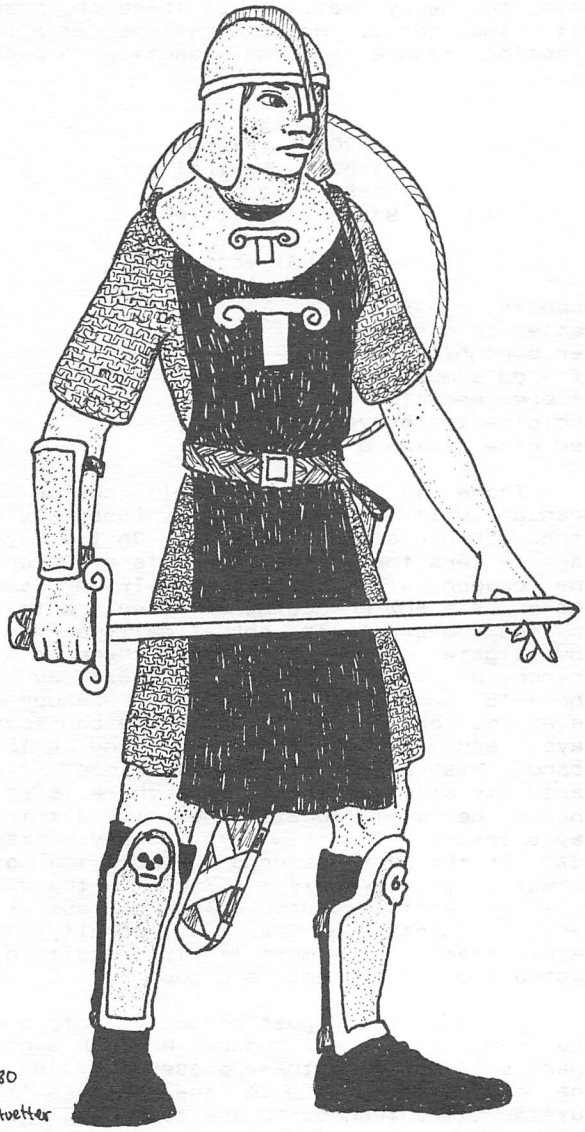
THE GUARD OF DEATH

The Guard of Death was a monastic order devoted to Kathilla, the Goddess of the Underworld in the religious beliefs of Shale-Chuun. They were a group of elitist warriors, who looked to their duty in the Valley of Tombs as a sacred trust, which would earn them a special reward in the afterlife. This reward was unspecified, but it took strict devotion to duty to earn it; if a Deathguard died in the pursuance of his calling, he was supposedly ensured of the reward.

For over three thousand years, the Guard of Death lived in the grim greystone edifice atop the cliff of the Valley of Tombs. When the city of Shale-Chuun fell into decline, they were recalled by the high priestess of Kathilla. It is rumored among the thieves that have tried the valley's hazards and survived that the Deathguards are still true to their trust, if not in corporeality, then as revenants.

The Guard of Death was organized along the lines of a battalion, with the Priests of the order sharing command responsibilities at each level with the more experienced members of the Fighter corps. At the top of the heirarchy was the Commandant, an elite level priest, and his Aide-de-Camp, an elite level fighter. Two elite priests and two elite fighters completed the Inner Circle of the

Guard; this group was responsible for all major decisions. Beneath the Circle, the men were divided into six companies, called "Honors"; each Honor was led by a high veteran level priest and a lower level elite fighter. Each Honor was further broken down into four platoons, called "Respects". Each Respect contained 50 men, including the leaders, a priest and fighter of veteran level. Each Respect was composed of eight patrols, known as "Hands"; the patrols consisted of five guardsmen, commanded by either an intermediate level priest or an intermediate level fighter. Finally, there was one additional Respect assigned directly to the service of the Commandant, and comprised of veteran level fighters.



The men of the Guard engaged in a constant training schedule, involving both armed and unarmed combat; all this training was devoted to ensuring the rest of the dead in the tombs. If a group of thieves was discovered in the tombs, reasonable efforts would be made to capture them ("unreasonable" was defined as any guard wounded); if this appeared impossible, they fought to kill, and would fight to the death to protect their deceased charges. The Deathguards were, in general, a relatively skilled group in fighting tactics, in singles, small groups, or larger contingents. It was a matter of honor to the order that only enough of the Guard were sent to an intrusion to balance the invasion, not to overwhelm their opponents.

If a scenario in the time of the Guard is desired, it will be necessary to develop a patrol schedule for the Tombs. During the daytime hours (6am to 6pm), three Respects patrol the plateau around the monastery, observing the various approaches to the Valley. A fourth Respect mans the watchtower; between them, the Guards have a 70% chance of spotting a party entering the southern edge of the Valley by daylight. At night, eight Respects patrol the tomb areas, two on each terrace level on each side of the Valley. There is a 10% chance that a group of thieves will be accosted by a night patrol, with an additional 5% per party member over three (four would be 15%, five 20%, etc.); a patrol will be one Hand under normal circumstances, but will be increased as circumstances dictate (if the Hand is outnumbered by 2 to 1 or more, reinforcements will be sent, sufficient to bring the odds to 3 to 2 at the worst). If a huge raiding party is put together to descend upon the Tombs, they will be met with equal force; the priests of Kathilla do have some spies, and other arcane means, for obtaining information, and the spy network extends deep into the underworld.

It is suggested that the GM roll for each member of the patrol separately, using the charts below. This will give a representative mix for the group with which the thieves will engage in combat. The actions of a patrol are reasonably fixed. First, upon arrival, the leader of the patrol will call upon the thieves to surrender -- if this is accepted, the thieves captured will be branded upon the left cheek with a particular symbol, and then released with a warning never to return. Second, if surrender is refused, the patrol will attempt to subdue the thieves forcibly -- if this is successful, captured thieves will be branded and suffer the loss of their opposite hand (a right hander will lose his left hand), and be released as above. Third, if a guard is wounded or killed, the patrol's aim will be the slaughter of the group of thieves, at whatever cost to themselves. If the patrol is all slain, the thieves should probably attempt to escape immediately, since any other patrol that accosts them (+15% to original chances for each patrol dispatched) will also attempt to kill the thieves outright; use of battle magic by the thieves will bring retaliation in like form from the high level priests of the order.

FIGHTING ABILITIES

Type	Roll	Description
Patrols:		
Hands:	01-20	Green Type A
	21-60	Green Type B
	61-90	Intermediate Type C
	91-00	Intermediate Type D
Patrol Leaders:		
Fighters:	01-20	Intermediate Type C
	21-65	Intermediate Type D
	66-00	Intermediate Type E
Priests:	01-30	Green Type A
	31-55	Green Type B
	56-75	Intermediate Type C
	76-90	Intermediate Type D
	91-00	Intermediate Type E
Respect Leaders:		
Fighters:	01-35	Intermediate Type E
	36-70	Veteran Type F
	71-00	Veteran Type G
Priests:	01-20	Intermediate Type D
	21-55	Intermediate Type E
	56-80	Veteran Type F
	81-00	Veteran Type G
Honor Leaders:		
Fighters:	01-30	Veteran Type G
	31-65	Elite Type H
	66-90	Elite Type I
	91-00	Elite Type J
Priests:	01-35	Veteran Type F
	36-70	Veteran Type G
	71-00	Elite Type H
Inner Circle:		
Fighters:	01-60	Elite Type I
	61-00	Elite Type J
Priests:	01-50	Elite Type I
	51-00	Elite Type J
Commandant:	01-00	Elite Type K

If the thieves successfully defeat three hands, the next group encountered will be from the Commandant's Honor Respect; add 30% to the roll for individual members of this patrol.

THE DRAGON

About eight centuries ago, the great red dragon Hranugh settled into the ruins of the monastery of the Guard of Death; many who have sought to loot the tombs of the great of Shale-Chuun have left the largest portion of what they secured in the claws of this dragon. Hranugh is now about eleven centuries old, and is of immense size personally (as is the treasure he has garnered from unwary tomb robbers). He is also is a bit of a hypochondriac, and frequently imagines a cold, or a case of the greasy green grumps, or whatever. He will usually, not always, be friendly toward groups which include a person introduced or garbed as a healer, particularly if the healer can play up to this huge hypochondriac, and convince him that the medicine the healer will give him will cure virtually anything. But woe to the person who gives Hranugh a good or pleasant tasting draught as a cure; the dragon is of the firm opinion that no medicine that does not taste terrible is capable of any curative action at all, and will frequently believe that this "so-called healer is a charlatan and a quack who is trying to poison me!" Little need be said of the results to the party of such a decision on the part of the dragon.

Hranugh is particularly fond of music, and will go easily to sleep with a restful ballad from a good bard; however, his draconic senses are alert even with his eyes closed, and there is a 70% chance he will detect motion and/or life within 25' of himself even when he is asleep. The instruments of the last six bards who assisted in a "you put him to sleep, and we'll (steal his treasure/kill him)" adventure adorn the walls of the Great Hall in which the great saurian has his lair. Their skulls adorn the floor in the corner near the cliff, along with the bones of their confederates.

It is truly said that a dragon knows each piece of his treasure. Hranugh will attempt to hunt down and kill any who steal from him. He is still mourning the loss of a fine jeweled cup that was snatched from his hoard over three centuries ago (no one has been successful since that time), and if he "ever lays a claw on that cowardly little shrimp with the hairy feet...". If there are hobbits with the party, Hranugh will be at a lower reaction figure -- normal reaction to parties is:

Base	
01-20	friendly
21-50	neutral
51-90	grumpy
91-00	hostile

Adjustments to Die Roll	
Hobbits in party	+25%
Healer in party	-60%
Per person/3	+5%
Offered sympathy for illness	-15%
Offered medicine for illness	-40%
Medicine tastes very foul	-20%
Medicine tastes pleasant/good	+95%

There is always a small chance that Hranugh will be out hunting (possibly prey other than his normal food). On the day the party enters the valley, there is a 10% chance the dragon will be absent. If he is not, there is a 50% chance he will see the thieves in the course of his normal daily patrol and investigate. If he is absent, there is a 40% chance he will be absent the next day also, and a 15% chance of a third day. Hranugh will never be absent more than three consecutive days, and if he returns to find a looted hoard, his anger will be terrible. If the party is still in the valley, there is an 85% chance he will locate them; if within one day's travel, 60%; if within two day's travel, 35%. If the party returns the purloined goods immediately, there is a 40% chance the dragon will be satisfied with only the rest of the party's treasure as a penalty; any recalcitrance will most likely result in the destruction of the entire group.

If the party goes directly into one of the tomb complexes, reduce Hranugh's normal chances of noticing their presence by 15%. On the other hand, should the thieves linger outside the entrances to the tomb complexes in the evenings, increase Hranugh's chances of noticing the party by 45%. If he is in the area, however, there is also a 15% chance of


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the presence of another party. If this party is in the tombs (85% chance), there will be no problem; Hranugh will simply exact his normal 90% tax, subject to presence of the dragon and the party being spotted. If the other party has elected to attempt to loot the dragon's hoard (the remaining 15%), and Hranugh spots our thievish party, he will believe they are the culprits; there is a base 35% chance he will believe the party's protestations of innocence, with a 40% bonus to this roll if there is a healer in the party, and a 25% penalty if a hobbit is present. Allowing a search of the party's possessions will give an additional 25% bonus, although Hranugh will take his usual 90% of all treasure type items.

THE VALLEY OF TOMBS

The Valley of Tombs is a long, narrow limestone valley -- about 4 miles long and 1 mile wide. Direct entry into the valley can only be made from the south; sheer rock walls extend upward on the other three sides for some 500 feet. Fine stonemasons in the age of Shale-Chuun's greatness sculpted these walls to satisfy the desires of Kathilla. About one-third of the way up the valley face, two terraces have been constructed that traverse the entire length of the eastern and western walls. At half-mile intervals, rough-hewn stairways have been carved from the rock, connecting the terraces with the plateau above and the valley below. At the northern end of the valley an enormous edifice stands (the monastery of Kathilla's Death Guard); a slender 200 foot watch tower looms above the rest of the structure.

Entrances to over 200 tomb complexes are irregularly spaced along the valley and terrace walls. Each entryway opens into a 20 foot wide, 15 foot high corridor that extends for 2D20 x 100 feet. At 50 foot intervals along this main corridor, side passages lead to the individual tombs.

Side passages are 10 feet wide and 10 feet high, leading 30 feet to a set of double doors. On both sides of one of these short passages will be found a total of twelve crypts, arranged in a pattern 3 long and 2 high on each of the two sides. The crypts are plastered shut (unless they have been broken open); occasionally, an inscription in a strange tongue identifies the name and rank of the occupant. Within each crypt will be found the skeleton of a warrior, with shield and broadsword. At the head and foot of each skeleton will be found a small brass bound chest (25/50/75% chance the chest has disintegrated, except for the fittings, in time periods 2, 3, and 4). The chests contain various personal possessions deemed to be of importance to the warrior's Kha. These are the mortal remains of Deathguards, faithful to their duty through the ages. If a crypt is broken open, the skeleton will rouse itself after 1D6 melee rounds, and attempt to fulfill its purpose. There are four different skeletons given in the character descriptions -- roll 1D4 to determine which is contained in a particular crypt. There is a 15% chance that 1D8 crypts in a given passage have been broken into; if so, there is a 45% chance (for modern times; in the time of the Guard there is no chance) of finding 1D10 skeletons in the passage (the bony warriors and their last victims).

On each side of the doors at the end of the passage will be found a plate pivoted on a bar vertically mounted in the center of the plate. These two plates are well hidden, requiring a secret panel sensing or search to locate; they are about four feet up from the floor, and six inches from the doors. Both must be pivoted in a certain combination in order to open the doors. The plate to the left of the door must be turned left if the tomb is on the left-hand side of the entry corridor, right if on the right-hand side. The plate to the right of the door is turned left if an odd-numbered tomb (counting inward from the entrance), right if an even-numbered tomb.



If the plates are pushed in an incorrect combination, or if only one is pivoted at a time, the door(s) slam outward, smashing all who stand between door and wall for 4D10 damage. Affected characters may make saving rolls against REF and STM -- each successful save reduces damage by half, and success on both saving success rolls reduces damage by 3/4. When the correct combination is pushed, the doors slide noiselessly inward to the tomb proper.

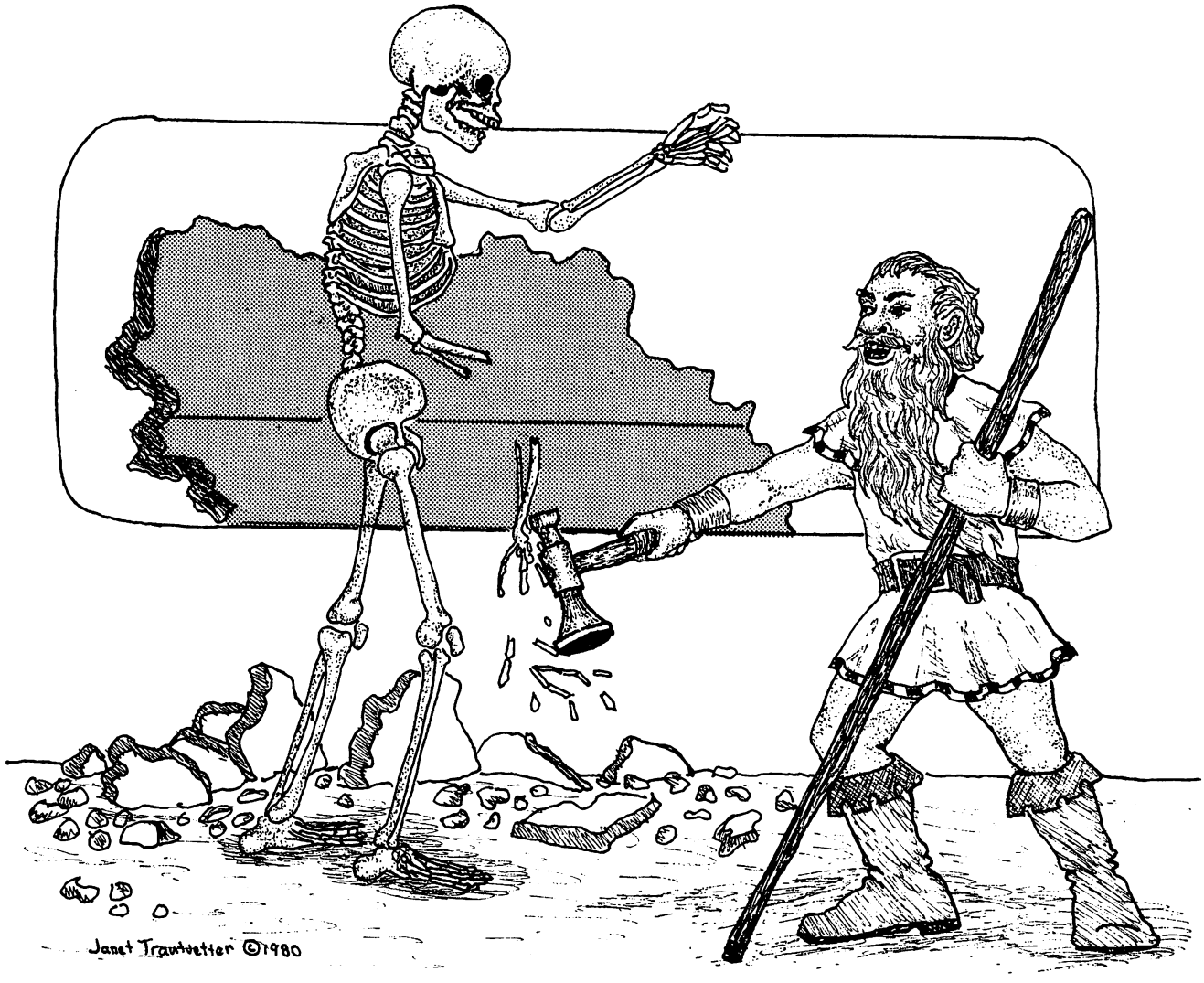
INDIVIDUAL TOMBS

On the following pages are presented the descriptions and contents of two different tomb designs; the first is relatively easy (lethal factor of about 40%) -- the second is a harder test, with a lethal factor about 65%. The lethal factor represents the percentage of a group of thieves which will probably be killed in that particular tomb design, provided the party uses their wits; unconsidered blundering about usually has a lethal factor of 100%.

There is a 35% chance that a particular tomb will have already been looted; this will not be discovered until the party has managed to open the initial doors to the tomb and surveyed the situation. It is possible that the previous looting of the tomb will not be discovered until the party has managed to penetrate beyond the "living" room of the occupant of the tomb. If a tomb is discovered to have been looted, determine how far the previous visitors proceeded from the table below; frequently the main portion of the tomb's treasure will have been untouched. (The GM may also choose to add some remains of the prior looting party to the room descriptions, to increase the ominous portents of the adventure).

TOMB DESIGN 1

Die Roll	Penetration
1	First room only
2-3	Small side rooms
4-7	Worship room
8-9	Dead end rooms
10	Treasure chamber



TOMB DESIGN 2

Die Roll	Penetration
1	First room only
2-3	Small side rooms
4-7	Living room
8-9	Throne room
10	Treasure chamber

If a particular area has been identified as looted, it will be virtually cleared out of treasure (90+%); there is a 65% chance that each trap in a looted area has been safetied.

In each of the tomb designs are a number of traps, indicated on the tomb diagrams by a numbered shaded area. Also indicated are safety switches and reset switches; a safety switch, if set, will prevent activation of the trap(s) for which it is marked; a reset, when hit, will reactivate (if deactivated) the trap(s) for which it is marked. In both cases, an audible click for each affected trap will be heard, when the switch is thrown; these clicks will sound only for active traps which are deactivated (if a safety deactivates four traps, but three are already deactivated, either by safety or by having been set off, only one click would be heard), or deactivated traps which have been made active again.

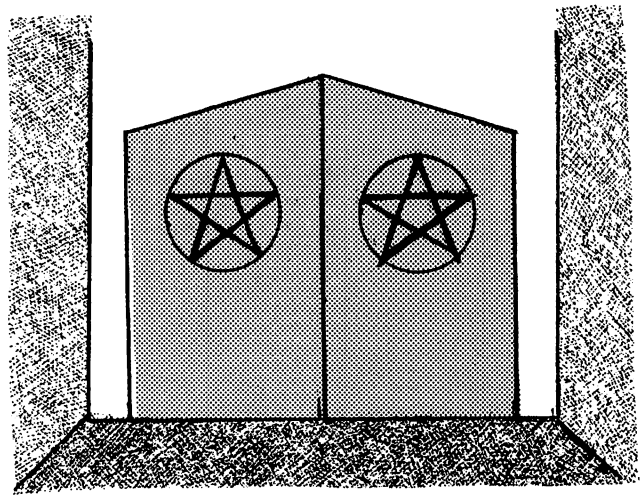
The various safeties are well concealed; players must locate them by sensing or searching for secret panels. A thief's base chance of locating secret doors or panels is equal to one-half of his Trap Sensing/Locating Abilities. Elves and half-elves receive racial bonuses to secret door abilities, and certain training fields can also increase secret door talents (as noted in Thieves' Guild). When searching for safeties, players will operate at 1/2 their normal abilities, due to the painstaking care exercised by the tomb-builders in concealing them. The reset switches, however, are just short of obvious, and will be sensed at greater than normal abilities.

The trap removal process for the tombs requires notice of the fact that the particular area is trapped (trap sensing ability), location of the trip for the various traps (trap location ability), and removal of the danger of the trap (trap disarming ability). Note that it is impossible to completely remove or disarm a trap, and that it will be reset by the proper reset switch being thrown. Some traps, such as pits disguised by illusions, are sensed only at half ability, not at normal.

TOMB DESIGN

I

In this tomb lies a powerful mage. Emblazoned on the double doors leading into the tomb proper are two enameled red circles with inlaid symbols of pentagrams in silver; this was the badge of the spellcaster in Shale-Chuun.



SAFETIES, RESETS, AND TRAPS

There are a number of safeties for the various traps lying in wait for the unwary trespasser in the tombs; there are also resets which will reactivate traps thought safe because they were either set off or safetied. In Tomb Design 1, both safeties and resets are hidden behind small concealed panels about 5" high by 8" wide; these panels may be detected at twice normal abilities if they are resets, and half normal abilities if they are safeties (it is suggested that the GM never allow the players to know the results of the die rolls for sensing or searching, and that he make a reasonable number of unnecessary rolls). Behind the panel on the outside is another small panel; this has a small pull, on the right side for a safety, on the left for a reset. On this small (3" high by 5" wide) inner panel are two small paintings, one of an ankh, the other a dagger; the drawing beside the pull indicates the type of switch inside -- the ankh (symbol of life) if safety, the dagger (symbol of death) if reset.

When the second panel is opened, the switch functions; there is a compartment behind it, 2-1/2" x 4-1/2", containing a small pyramid with a button on top. If this button is pushed, the clicks representing traps disarmed or rearmed will sound (they will not sound unless the button is pushed).

The GM should not include detailed descriptions of any of these items as a matter of course; the players should ask for the details, which they do need to figure out the puzzle of the traps -- after all, only the truly observant can legitimately expect to survive the tombs of a civilization that believes in eternal preservation and the desire for material wealth and possessions continuing after death.

TRAPS IN TOMB 1

1) Fog of forgetfulness -- covers all the shaded area; it requires two saving rolls, the first against MGR, the second (if the first is missed) against DSC; if both are failed, the victim(s) will function as babes of 1-6 months for a period of two weeks.

2) Fog of blindness __ covers all the shaded area; it requires two saving rolls, the first against MGR, the second (if the first is missed) against STM; if both are failed, the victim(s) will be totally blind for 1D4 weeks; there is a 15% chance the blindness will be permanent.

3) Acid spray - will hit every square inch of the shaded area; there are various strengths of acid possible due to aging:

Die Roll	Strength	Die Roll	Strength
01-10	Level 0	81-90	Level 24
11-35	Level 8	91-96	Level 32
36-80	Level 16	97-00	Level 50

Acid will do 1 point of damage per level; a STM saving roll will reduce that damage by half.

4) Spring-loaded floor -- A REF save allows a character to jump off. Otherwise, there is a 40% chance of being smashed upward against the ceiling (STM save to avoid instant death from crushing, 2D10 damage if save made), and 60% to be flung 6', 12', or 18' (60%, 30%, 10%) one way or the other down the corridor, most likely setting off the trap on which the person lands.

5) Oil slick -- will appear when trap is sprung; REF saving roll to retain footing, CDN saving roll to avoid sliding into next trap.

6) Oil slick -- as #5.

7) Big boom -- a thundering noise sounds; in trap square allows STM saving roll to avoid permanent deafness, and unconsciousness for 3D6 hours, victim is deaf for 4D6 hours in any case; if within 20' of trap, STM save to avoid deafness for 3D6 hours, hearing will be reduced by half for 2D12 hours; over 60' distance, STM save to avoid reduced hearing for 2D6 hours.

8) Super-flash -- a flash of incredibly bright light -- even closed eyes are no help. In trap square allows STM save to avoid permanent blindness, victim is blinded for 4D12 hours in any case; over 20' distance, STM save to avoid blinding for 2D12 hours, no secret panel sensing for 2D6 hours in any case (sight is important in that ability); over 40', STM save to avoid sensing penalty for 2D4 hours. The light is of such brilliance as to equal a modern spotlight (about 5,000,000 candlepower), and will penetrate even around corners.

9) Spears -- 5 sharp spears (4' reach) jab out from the wall, evenly spaced at about waist level. A REF saving roll at a penalty of 3 allows escape by jumping either to the side up the corridor or back toward trap 8, else the person will be hit by 1 (75%) or 2 (25%) of the spears. If the person making his save jumps forward, he will be safe. One who jumps back, or who is standing in the space between traps #8 and #9 will be hit after a 1 mr delay by a spear from the side wall, again at waist level; all spears are HACO 0, being driven by strong springs, and do 2D5 damage.

10) Sweeping blade -- emerges from wall at waist level, HACO -2 (40% of the time neatly halves victim at waist, otherwise does 4D4 damage). Saving roll against REF at penalty of 3 allows situation similar to #9, except 4 evenly spaced 4' sword blades shoot up from the floor between traps #7 and #10 after 1 mr delay, HACO 0 (3D4 damage, 25% chance of disembowelment).

11) Silly gas -- endows the victim with a DSC of 4 (or less), and a diabolically clever and ingenious IQ of 6 (i.e., he thinks up great tricks to play on his comrades, but is totally unreasonable otherwise) REF saving throw is allowed to avoid inhaling the gas; GM's whimsey is encouraged for the character's tricks, but it is suggested that none be fatal; effects last until a STM saving roll is made at 1/3 STM(roll once per 10 mr).

12) Ecstasy gas -- will grant the victim the illusion that his every desire is being gratified; a REF saving roll is allowed to avoid inhaling; if inhaled, the effects will last for (30 - STM)xD12 mr; if a STM saving roll is missed, the time is doubled, and there is a 25% chance the person will never recover.

13) Thunderbolt -- will blast forth from the panel midway down the short corridor; a saving roll vs 1/2 REF allows the victim(s) to dodge the bolt on the first shot, and a second is required for the rebound from the mirror at the end of the corridor (the mirror is polished silver, not glass; it bends, but does not break); a saving roll against STM avoids instant death, a second against 1/2 STM allows the victim to get up and move (having sustained {4 + 1D4}% damage) - a miss leaving the victim at 0 HTK and in coma.

14) Thunderbolt -- duplicate of #13.

15) Complex of traps -- the floors and ceilings of both areas 15A and 15B contain a regular pattern of holes (1/4" diameter) arranged in a lattice 30 by 30; the floor and ceiling areas of 15 are smooth and plain.

A) Quarrels -- shot at HACO 3; any person on the area will be struck by 4D4; these come from the floor.

B) Quarrels -- again, but these come from the ceiling and are shot at HACO 1.

15) Paralyzation -- with a 33% chance of permanence if the spell takes effect; a saving roll against MGR (at a penalty of -3) allows person to ignore all effects of the ray; the effect covers the entire area, including the side blocks.

SAFETIES

Symbol	Trap(s) Affected
A1	Safeties all traps
A2	Only #1
A3	Only #2
A4	Safeties #4 to #10
A5	Only #5
A6	Only #6
A7	The #15 complex
A8	Only #12
A9	Only #9
A10	Only #10
A11	Only #11
A12	Only #8
A13	Only #7
A14	Only #14
A15	Only #13

The remaining A-markers activate various sliding doors; A16 works Sliding Door 1 (near Trap 9), while A17 controls Sliding Door 2 (near Trap 10); A18 controls the opening of the thick Sliding Doors D, but also resets Traps #3 and #4; A19 safeties Trap 15A, but closes Sliding Door 2, while A20 safeties Trap 15B and closes Sliding Door 1.

RESETS

Symbol	Traps Affected
B1	Locks all traps on (single safeties ineffective)
B2	Resets all traps
B3	Resets #15 complex and closes Sliding Doors D

The Burial Chamber

What the Players See:

As the doors swing aside, a soft glowing light is seen. Directly in front of the entrance is a large rug in red, black, and gold. On the opposite side of the rug is a black basalt catalfalque bearing the body of a man; on the front is a symbol in gold and red of an ankh (looped cross) in a circle surrounded by golden flames. At the feet of the recumbent figure is a small chest.

There are eight statues in the room, two of lovely young women, the other six of huge guardian figures armed with huge scimitars. The two female figures are placed at the narrow ends of the bier; two guardians stand behind the deceased, and the other four are ranged two on each side of the room. All of the statues appear to be incredibly detailed; even the individual strands of hair appear to be separate, and small blood vessels show through the translucent skin of the female figures. There are also two 8' tall poles with 3" diameter hooks placed on either side of the bier.

There are four wooden doors set in the walls. On each door is a one foot square golden plate with a handle; the plates are set between two wooden bars across the door.

On all of the walls are murals: directly behind the bier is one depicting the deceased summoning small elementals of fire. Various other feats of magic are depicted around the room, including one scene of a mage summoning a horrific demon.

GM's Description:

The ceiling has been enchanted, and a Moonlight spell embedded, so there is no need for lighting (if the main doors to the tomb are left open in the time of the Guard, there is a 25% greater chance of being spotted by a Hand on patrol).

The mage has been petrified to prevent deterioration; he is clad in the formal robes of the city of Shale-Chuun (the clothing is also petrified). He holds an ankh in his right hand and a dagger in his left. These items are used as symbols on the various secret panels; the ankh indicates a safety switch, and the dagger a reset.

The small coffer at the mage's feet is trapped; the trap is Comp(lexity) 2 for disarming, Comp 1 for other thievish trap abilities; if it should be set off, it is designed to deliver a spurt of level 50 poison gas to whoever is in front of the coffer (use the poison deterioration table in Trap 8 of Tomb 2 for actual strength). A REF saving roll allows an unsuspecting person to hold his breath and step back, suffering only half the effective levels of poison; a person who voluntarily elects to hold his breath while opening the chest takes no damage. The coffer contains 1000 GP in coins and small gems, and a collar. The collar has the power to detect poison within 3' of the wearer, and will glow brightly when such is the case. The collar is approximately 10" wide, and is similar to the collars on the figures in the various murals that abound in the tombs. It is made of linked 2" squares of silver, and has a base value of 1,350 GP; if the magical ability is known (not just "this collar is magic"), it would be valued at 4,000 GP.

The statues are actually petrified people: six giant guards and the mage's two familiars (actually succubi, rather than human females). If any desecration of the mage's body is attempted, the guards will be released from petrification, and will attack (see the character descriptions at the end of this chapter for NPC descriptions). Close examination of any of the stoned bodies will have no effect on the guards, but any attempts to destroy one will activate all the guards. Examination will reveal that each of the four guards along the side walls has a stone key around his neck; if the guards are activated and destroyed, these keys may be used to open the four doors in this room.



The rug is 12' wide and 24' long, and brightly colored; it is also enchanted. The carpet flies, and has a number of spells embedded which allow the possessor to control its flight to his satisfaction; it will, however, respond only to someone who speaks the name of the mage (this can be discovered in the worship room, or if someone has access to a Read Languages spell, and thinks to read some of the inscriptions on the murals in the room). As noted, the carpet has spells in it which respond to simple thought commands (speed, turning, stop/go), once it has been activated. The carpet's value is 500 GP, and is worth an an additional 7,500 GP if it can be used to fly.

The eight foot poles are -- eight foot poles.

The four doors lead to smaller side rooms; the plates with handles appear to be solid gold, but are actually gold-plated lead. The plates conceal compartments in the doors; in doors A and C are the severed heads of medusas (if the compartment is looked at when the plate is removed, it requires a MGR saving roll to avoid petrification; one saving roll is sufficient for each head). In doors B and D are basilisks (again, a MGR saving roll, but to avoid fire damage - 2D8; a new saving roll is required each time the compartment is gazed upon). All four of the doors are locked, with the locks openly displayed; the locks are Comp 1.

The Small Side Rooms

Rooms A & D
(Rooms A and D are mirror images of each other.)

What the Players See:
In the center of these 10' by 10' rooms stand cruciform tables covered by fitted red velvet cloths. The tables are comprised of two 6' by 2' arms, and appear to be covered by a collection of miniature brass lamps (in the Aladdin style).

GM's Description:
The miniature lamps (there are approximately 250 of them in each of the two rooms) are worth about 10 GP each, and weigh one-quarter pound each. They have no magical power of any type, although one in ten has been enchanted; many of these were used to provide storage for either imps (small demons) or Tau power (the power that fuels magical spells).

In the marked corners are trap doors; they are both very well concealed, and as a result are sensed at half normal ability. If sensed, they will be found at normal search ability, but if they are not sensed, they will be found at half normal search ability. The trap doors both lift toward the wall paralleling the main corridor, and stairs leading downward will be found. These represent the only access to the Worship Room of the Tomb.

Rooms B & C
(Rooms B and C are mirror images of each other.)

What the Players See:
Catercorner from the entrances to these 10' by 10' rooms are sets of bi-level shelves. Upon these shelves will be found a collection of varied chalices, cups, and goblets, of assorted materials ranging from metallic to ceramic. There is little else but dust apparent.

GM's Description:
The goblets, etc., are of moderate value, even though garishly decorated, and might bring 1D10 x 1D6 each on the open market. There is an aura of magic about these rooms, which will be sensed (85% chance) by any spellcaster. As some 10% of the chalices are enchanted, the sensing mage will most likely turn in that direction.

On the inner wall of each room, at the farthest end of the wall, is a 4' wide, 8' high opening; these openings are unlikely to be seen since they are masked by very good illusions of the same surface as the rest of the room. These openings, if found, lead to a T-shaped hall. If traps #1 and 2 have not been safetied, they will be activated when a player enters the T-shaped hall. At he base of the T a sliding panel can be found at eye level (quite easily, since no attempt at disguise was made). The panel offers a view of the burial chamber through the eyes of the mage in the mural behind the two guardian statues near the bier. There are no other items of interest in the hallway, and no other exits.

The Worship Room

What the Players See:
The stairs lead down into a brightly lit room with several unusual features. Set into the floor at the bottom of the steps is a large medallion of carnelian inlaid with a golden ankh, and outlined in golden flames. There are five niches, three feet deep and four feet wide, arranged two on each side wall and one on the far end wall; in each niche is an altar underneath a medallion set onto the wall. Toward the back of the room is a 6' diameter table; on this table is a large stemmed bowl in which a thick syrupy substance bubbles and plops. The niches contain (working clockwise from the stairs):

1) a medallion with a golden sheaf of grain on a green background, with some dried flakes of some substance beneath on the altar cloth;
2) a medallion of an anvil overlaid with a hammer, in a greyish metal on a blue background -- on the altar is a model of a ship;
3) a pentagram in silver on a deep red background on the back wall -- underneath on the altar are two small covered cups with a silvery dagger lying between them;
4) a black metal wheel on a gold background for the medallion, and a small pile of coins on the altar; and,
5) a medallion showing a crossed sword and mace in proper colors on a red background, with a skull on the altar.

All of the medallions are affixed to the wall at the back of the niche with the altar tight against the wall beneath. The altars are covered by a shimmery cloth of the same color as the background of the medallion above; the cloths hang down about a foot on each of the sides (the altar blocks are about 3' wide and 2' deep -- they stand 3' high and appear to be solid).

GM's Description:
The ankh conceals the safety; to open the secret area (which can be sensed at double normal abilities), one must press the foot, and both arms of the looped cross. At that time, the donut-hole of the ankh will pop open. There are also four small metal scarabs with jeweled carapaces concealed here; all four are enchanted, and form half of a set of "Wards" -- the remainder of the set is concealed under the syrupy, plopping substance in the stemmed bowl (Wards may be set up

around a campsite, etc., and will provide warning of the approach of anything hostile which is big enough to ignore their power -- anything relatively small will simply be turned away).

The switches in the niches are hidden behind the medallions on the walls; even if the medallions are removed, it will require normal sensing and searching rolls to discover them. The altars are simply that, large, solid blocks of wood (on the backs of which are drawn fine lines which seem to indicate secret panels -- there aren't actually any there). The medallions are symbols of the five professions of Shale-Chuun, and are worth about 400 GP each -- the little offerings in each niche are also symbolic, but they have value and power:

1) farmer - the dried flakes (approximately 8 ounces of them) are capable of producing nourishing hot soup if a quarter ounce portion is put into two gallons of cold water (the flakes even provide the heat).
2) artisan - the ship model will function as a self powered boat (speed up to 5 mph in still water) for up to 6 people; when it is put into water, it expands -- when withdrawn from the water, it contracts.
3) mage - the two cups are the homes of two imps (small demons) who are bound by potent magic to obey within their limits the possessor of the dagger lying between them; one of the imps has the power to glue (to cause any object to stick tightly to another) for the period of concentration + 1 minute. The other has the power of itch -- which will cause virtually any creature (90% chance) to scratch to the exclusion of all other activities -- the victim will even attempt to remove any armor or clothing that gets in the way of scratching -- the desire to scratch will disappear when the imp's attention wanders (a 17% chance each mr).

   Both imps are capable of teleportation (of self plus up to 1 lb. of other substance), and while they will not materialize in walls or floors, there is only a 50% chance that the popping imps will arrive exactly where they desired -- the other half of the time, they will arrive 1D10 x 5' from their target in a random direction and facing in a random direction (use D6 to determine the various random directions for the hex sheet, a D8 if the field of play is squares) -- there is even a 10% chance they will arrive upside-down.

   If a non-mage and/or non-demonologist gains control of the cups and dagger, the imps will attempt to steal the dagger each time they finish a mission, if they are not specifically ordered back into the cups; the glue imp has a 25% chance of pickpocketing successfully if the dagger is not in the person's hand, and the itch imp 20%; neither will attempt to steal it unless the person sticks the dagger in his belt, etc., or puts it down somewhere unattended. When the dagger is successfully stolen (as it will be eventually), the dagger, the imps, and the cups will all disappear.
4) merchant - each of the coins (there are 10-20 of them -- 2D6 + 8) allows the possessor to make a deal at a 10% to 60% (1D6 x 10%) advantage to himself, providing he spends or otherwise uses the coin in the deal; it is considered reasonable to use one of the coins, and then recover it in any way short of outright theft or murder (the coins will lose all magic if this happens -- blood and curses have considerable power in the realm of magic).
5) warrior - the skull is that of a famous enemy general, Tharses the Sly, known for his sneaky solutions to various problems, and is enchanted to answer questions of strategy and tactics. There is a 40% chance that the answer given will bestow an advantage of +1, +2, or +3 (roll D6: 1-3 = 1, 4-5 = 2, and 6 = 3) to the questioner for the military problem indicated in the question. Unfortunately, Tharses is a bit cranky about being roused, and 30% of the time his answers will cause a disadvantage at the same rate as the advantage.

Under the altar cloth in niche #3, the mage's altar, is a small (3") representation of a pentagram done in silver. If placed in the center of the larger pentagram in the red medallion, it will cause the panel back of the altar to drop, revealing the passageway to the treasure chamber. The silver pentagram is worth about 500 GP, and functions as a demon detector -- if any demons are present within 50', it will glow, and the stronger the demon, the brighter the glow.

The stemmed bowl on the table is also enchanted; it contains two teleportals, on in the bottom of the bowl portion, and the other fixed in the air about 18" above the first. The bowl used to contain wine, which has long since turned to a foul-smelling vinegar; if any liquid half the consistency of honey is placed in the bowl, it will produce a striking fountain effect. Under the thickened vinegar will be found four small cubes that appear to be carved from emerald; they are worth about 900 GP each, but are part of the set of Wards (with the scarabs). If the wards are set out, first the emerald cubes at the cardinal points of the campsite, then the scarabs on top of them, they will function as described above. The idea of Wards is fairly common, and any character who figures out that the scarabs and cubes may go together has an IQ saving roll to remember that he has heard of them before, and to realize what they are.

The altar cloths are spider-silk, and are worth about 350 GP each; their weight is negligible, but they will increase the appearance of any female they adorn by 25% of her current beauty (only APP is altered, not MAG, which is a different characteristic entirely).

The Lower Corridors

What the Players See:

When the panel behind the altar descends into the floor, the players can see a well lit 10' wide passageway leading 25' to a wall. At that juncture, there is a 3-way intersection -- the other two corridors turn after 20' (and eventually rejoin to form a perfect 40' square. The walls of the corridor are made of a polished reddish-brown stone; the floor is marble, and latticed in a diamond pattern.

GM's Description:
GM's should carefully note the locations of the numerous traps in this corridor and their operation. At the southeastern and southwestern corners of the square, two sliding doors conceal the entryway to rooms E and F. In the middle of the northern corridor, there is a hidden switch that activates the huge stone double doors leading to the Main Treasure Chamber (see details below).

The Dead End Rooms

Rooms E & F
(Rooms E and F are mirror images of each other.)

What the Players See:
Short (10') lengths of corridor lead to closet-like rooms; these rooms are softly lit, and appear to be filled with a large pile of coins and gems. The rooms are about 10' square.

GM's Description:
Once the players have discovered the hidden activators for the sliding doors (there is no other way to gain access to either room), and tripped them, the grind of the sliding mass of foot-and-a-half-thick stone will be heard even at the other end of the corridor. These rooms are simply treasure repositories, and coinage and gems are determined in the same manner as the dragon's treasure (see the description of Hranugh and his hoard, page 9-27). It is suggested that the GM allow the players to carry away as much of the treasure in these rooms as they wish; remember that there are 100 coins to the pound. A small sack will hold about 10 lbs. without breaking, a medium sack about 40, and a large about 100 lbs. There is also a limit to how much any one person can carry. A belt pouch can hold about 2.5 lbs. of coins, a money belt about 5, while a good leather backpack will contain about 60 lbs. (the backpack would have to be totally emptied to contain that much), and canvas about 25 lbs. The two rooms contain about 250,000 coins and gems between them. (GM's Note: Remember to adjust the movement allowances of money-laden figures to reflect encumberance.)

The Main Treasure Chamber

What the Players See:
As the 2'-cross-section doors move into the chamber and begin to slide to the sides, many wondrous items can be seen. Directly ahead is a 7' x 12' carpet; on the other side of the rug is a profusion of small and large items. There is a large four-poster bed, a gilded throne, a chariot, piles of rich cloth and sparkling pieces of jewelry, and numerous other items. On the back wall, directly across from the entrance is an 8' diameter medallion of Shale-Chuun, the gold ankh on red, circled by golden flames.

The room appears to be almost 30' wide and 20' deep; the ceiling is about 15' up, and has been painted to resemble a cloud-filled spring sky. Murals depicting great feats of magic cover the walls.

GM's Description:
The rug at the entrance covers a 5' x 8' pit, 30' deep; there are jagged pieces of metal at the bottom. Use the Falling table in the Monastery description to determine damage if someone does fall in; however, there is additional damage from the metal shards, dependent on armor type:

Armor Type	Damage Die
None or cloth	+1D10
Leather	+1D8
Chain	+1D4
Scale or Plate	none

This damage is in addition to that suffered from the fall itself. There is a foot-wide ledge near the large doors; it requires a CDN saving roll to successfully negotiate the ledge. If a person starts to fall, he may attempt to grab hold of the thick stone of the door by making a saving roll at one-half REF. It is also possible to jump the pit (given a "running start" from the back wall of the corridor); the percentage chance of success is (50% base + 2xSTR + CDN). A dwarf has a 15% penalty because of lack of stature, and hobbits, kobolds, and goblins 25%; there is no penalty for any armor up to the weight of leather, but chain reduces chances by 30%, and scale or plate by 50%. The rug will disappear into the pit along with the first person to discover the pit the hard way; if the party is smart enough to pull the rug aside, the pit (and the ledges available) will be revealed. The rug is enchanted; when it is laid by a particular person in an entryway or hall, it will moan if stepped upon by someone with hostile or unfriendly thoughts or intentions toward the one who laid it. If the rug is laid by a servant, it will protect the servant, not the master for whom (but not by whom) it was laid. The rug is worth 300 GP base value, and its arcane function, if discovered, will add another 1,200 GP in value.

The bed must be dissassembled to remove it from the chamber; its various pieces weigh a total of 60 lbs. There is a 5% chance that it will be reassembled incorrectly, thereby losing the arcane effect contained by the bed. The bed is extremely comfortable, enabling the person using it to get by on half the sleep (or rest) he would normally require; the bed is also climate conditioned, and will maintain an ambient air temperature of about 70 degrees, while scenting the air with the attar of flower fields. The bed's innate value is about 1,500 GP, and the special effects, when discovered will add another 6,000 GP.

The gilded throne has an aura of magic about it, but the only spells embedded in it are to allow the person seated in it to know if whoever is addressing him is telling the truth or lying. The throne weighs about 450 lbs. Its pure monetary value is about 3,000 GP, and discovered magic adds 4,500 GP.

The chariot is capable of flying, provided it is being drawn by a flying steed of some sort (pegasus, griffin, hippogriff, etc.); it is worth about 5,000 GP (50,000 if accompanied by a flying steed who has been trained to pull it), but will present a problem in removal, since it is 5' wide, and 4.5' from wheel rims to guard rail. If it is used in combat, it will be discovered that is also equipped with a triple strength Repulse



Missiles spell (this will turn up to 30 points of missiles each mr, where a spear is 4, a javelin 4, a quarrel 2, and an arrow 1).

The bolts of cloth are valuable simply as cloth, and are not enchanted. They are worth:

Die Roll		Cash Value
1	Cotton	(10 + 1D10) x 1 GP
2-4	Linen	(10 + 1D10) x 5 GP
5-8	Satin	(10 + 1D10) X 10 GP
9-12	Velvet	(10 + 1D10) x 15 GP
13-15	Silk	(15 + 1D10) x 20 GP
16-19	Lame	(40 + 1D10) x 20 GP
20	Gemcloth	(40 + 1D20) x 25 GP

per bolt, and there are 10 to 80 (10 x 1D8) bolts in the chamber; each bolt weighs about 15 lbs.

There are 21 to 30 pieces of jewelry (20 + 1D10) in the room; determination of types and values should be made using the rules set down for Hranugh's hoard. There is a 15% chance for each piece that there will be a presentation case or box for the piece, which may be worth 5% to 100% (1D20 x 5%) of the value of the piece it contains.

Additionally, there are 5 + 2D10 other magic items in this chamber. The individual descriptions may be found in the magic item chart at the end of this chapter; there are 40 different items, and the GM may either choose them specifically, or roll randomly for the items. Duplications are possible, but should be kept limited within a single tomb (it is of course quite likely that magic items will be duplicated from tomb to tomb).

The medallion on the back wall positively reeks of arcane power; it has two major powers:

1) it will automatically store in itself half of the spell point power currently held by any person who touches it; this transfer will not be noticed by any but a mage of Veteran or higher level. A spellcaster can

draw power from the medallion by invoking the name of the deceased mage, and concentrating on the eye of the ankh. If If properly used, the mage will receive from 5-100% (5x1D20) of the stored spell power. The medallion can perform either function at any time, but will only perform a total of 10 times per 24 hour period for both functions. The medallion is currently powered with 348 spell points.

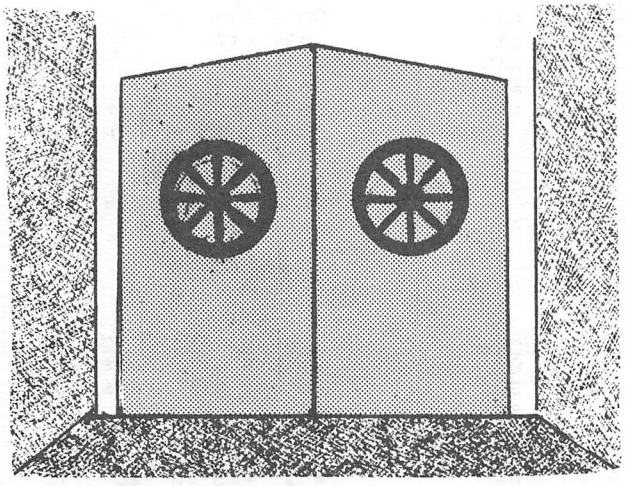
2) it will turn spell points into hit points, replacing 1 lost hit point for each spell point a person has up to the limit of his power. For this function to work the person to be healed must be standing against the medallion, with his arms on the arms of the ankh, and his head touching the loop; an unconscious person may be held by others, or the medallion may be placed on the floor and the person laid upon it. There is a small ledge at the foot of the ankh, which would allow a normal height human to stand upon it in proper position for the healing function to occur.

This medallion may be readily removed from the wall , but it is extremely bulky and hard to handle. If dropped at any time there is a 65% chance that it will shatter.

TOMB DESIGN

II

This is the tomb of a wealthy merchant. The doors leading into the tomb are both emblazoned with the merchant's symbol, an eight spoked wheel with a wide rim, in black enamel on the yellowish metal of the door.



SAFETIES, RESETS,
AND TRAPS

In Tomb Design 2, all safeties and resets are hidden behind small panels 3" wide by 5" high. Inside each panel will be found a small figure (which happens to resemble the merchant buried in the tomb); each figure will either have arms crossed across the chest or hanging at the sides. Operation is initiated by touching the figure; the crossed arms indicate a safety, while arms at the sides indicate a reset. The clicks counting traps disarmed or rearmed will sound when the figure is touched.

The panels concealing the various figures are well concealed if the option is safety; they can be sensed at about half normal abilities. If the option is a reset, the panel can be located at about triple normal abilities. Players should almost <u>never</u> be allowed to know the results of the rolls for secret panels, and a number of extraneous rolls should be made to confuse.

TRAPS

1) Sleep gas -- floods the entire small room with a slightly aromatic gas; failing a saving roll against REF means the gas has been inhaled; failing a second roll against 1/2 STM puts the victim(s) to sleep very soundly (it requires sufficient shaking to inflict 1D6 damage to waken the person) for 15 to 25 hours (13 + 2D6).
2) Rapier thrust -- will pierce a victim at waist height; the thrust is diagonal on the trap area, and attacks at HACO 2; a saving roll against REF allows +6 to effective armor class for "sucking in the belly".
3) Slicing blade -- springs out from the wall horizontally at hip height; it strikes at HACO -4, and any critical means the victim has been neatly divided into two halves, top and bottom; the blade swings in the quarter-arc from 'x' to 'y' on the map.
4) See #1.
5) Crossbow quarrels -- thirteen of them (lucky number); a person facing the back wall will be struck by 5 to 9 (3 + 2D3), and a person turned sideways will receive 3 to 6 (2 + 1D4); they strike at HACO -1.
6) Guillotine -- slashing down diagonally from the ceiling; a REF saving roll allows a CDN saving roll to avoid the blade; if the blade strikes, it will separate a person into 2 or more individual pieces depending on his position.
7) Oil slick -- onto a polished marble floor, released from small vents at the base of the wall; a failure to save on 3D12 against REF slides the person into the area of #8.
8) Needle floor -- will pierce any armor other than leather, scale, or plate; if clad in those armors, but skin is exposed, there is a 20% chance of contact with the needles anyway -- this goes up as the amount of armor coverage goes down; the needles do little damage (1 point for each group of 10; a person lands on 5D20 needles), but they are covered with poison (see Tomb Design 1, Trap 3 for potency chart for the overall effect).
9) Acid drip -- from the ceiling covering the entire area (T-shape) indicated; the potency is as the chart for poison (see above, #8), but acid does 1 point damage per potency level to flesh, and 3 points per level to armor; the drip will leave behind a pool 1/4" deep.
10) Clumsiness spell -- cast at a saving roll penalty of -6; if MGR save is failed, victim(s) will be at a disadvantage of 2D6 to CDN for 2D12 hours -- this will affect all

abilities involving CDN for the time limit; spell covers the full area.

11) Mini-thunderbolts -- from 2 to 12 (2D6) at each victim; zapper strikes do 1D6 damage each; a save on MGR negates damage; if struck for damage by 6 or more, it requires a STM saving roll to avoid death.

12) Stairslide -- suddenly the stairs have become a chute; they lead only downward; to climb back up while they are still in slide form requires a saving roll on 4D12 against the average of REF and CDN.

13) Muscle spasm spell -- as for #10, but affects REF.

14) Firewater -- not booze, but blaze; a saving roll against REF allows half damage (not fully drenched), otherwise victim takes 1D100 in fire damage; anyone receiving twice his HTK or greater has been totally incinerated; the liquid sprays from the ceiling to cover the area.

15) Stairslide -- as #12.

16) Stairslide -- as #12, but the victim will usually turn the corner.

17) Springloaded floor -- tosses the victim out into the area of Trap #18; there is a 35% chance that the spring has rusted and the trap fails to work.



18) Fire -- takes effect as a blast of heat of equivalence 2500o; in the quarter-circular area, damage taken is 6D12, on the stairs 3D12, on the landing 1D12; a saving roll against 1/2 STM reduces the damage by half; the spell is cast on the area, not on the people involved.

19) Ice -- takes effect as a blast of cold of equivalence -150o; damage is as in #18, but a second STM saving roll reduces the damage to one-quarter.

20) Petrification -- will take the victim(s) for granite; a saving roll against MGR allows the person to ignore the field's effect entirely.

21) Mobile blade pit -- can be located in any of the five positions along this 20' corridor; one who falls will land on 2D6 blades, each doing 2D4 damage; the pit will move after 1D4 mr to a new position; the positions are:

Die Roll	Position
01-06	1
07-09	2
10-11	3
12-15	4
16-20	5

the pit will not repeat a position, so reroll if the same one is rolled.

SAFETIES

Symbol	Trap(s) Affected
A1	Safeties all traps
A2	#7, #8, & #9
A3	#13 - #15, #17, #18
A4	#10 - #12, #16, #19
A5	Safeties all traps
A6	#4, #5, & #6
A7	#1, #2, & #3
A8	#20, #21
A9	Only #18
A10	Only #19
A11	Only #15
A12	Only #12
A13	Only #20
A14	Only #21
A15	Safeties all traps for 20 mr (5 min.), then releases all other safeties, and resets all traps
A16	Safeties chests

RESETS

Symbol	Trap(s) Affected
B1	Resets all traps
B2	Resets all traps
B3	#4, #5, & #6
B4	#1, #2, & #3
B5	#7 to #15
B6	#12, #15 to #20
B7	#18, #19
B8	Chests
B9	#1 - #3, #13 - #15, #17, #18, after 8 mr
B10	#1 - #3, #10 - #12, #16, #19, after 8 mr
B11	Resets all traps

SPECIAL TRAPS
ON THE CHESTS

Chest A - a colorless odorless gas is released to encompass the shaded area; to obtain a REF saving roll, one must hear the hiss of the gas (make a hearing roll); a REF saving roll allows the victim(s) to hold breath and stagger back; if the gas is inhaled (there is a good chance it will be), the victim becomes a will-less automaton for 2D6 hours - he will not move or perform any other action unless ordered; the victim is fully conscious and cognizant, and will remember the actions he was forced to perform.

Chest B - the rug is animated (it is effective AC12, and requires 100 points of cutting damage to destroy); it requires a saving roll against REF - 4 to leap off the rug; if victims are trapped, after the 4th mr it will require a STM saving roll to avoid suffocation; only edged weapons can damage the rug, and they will pass 1/4 of their damage to the occupants -- blunt weapon damage passes entirely to those trapped within.

Chest C - the marked portion of the floor in front of the chest drops, as the chest is lifted; the pit underneath is 25' deep, and there is an area effect Sleep spell at the bottom (saving roll against MGR at a penalty of -6). Unless the person(s) trapped happened to be under direct observation, it requires a saving roll against average party DSC to notice the victim(s) are missing.

Chest D - animates the chest (which stands on four stubby legs), which will charge (at speed 3) about the room snapping its lid (HACO 4, damage 2D6 for a successful snap) at various attempted victims, until it is hacked or bashed into splinters (AC16, 60 points of damage to destruction); damage from missiles and pointed weapons is totally ineffective and does not count toward the total of 60.

The Burial Chamber

What the Players See:

The doors open on a room 30' deep, 40' wide, with a 15' ceiling; the walls are decorated with murals showing trading scenes, hunting scenes, parties, and one of the merchant himself, holding a small figure in each hand. This mural is behind a 4' high block of glistening black stone, which bears the body of a man with his hands crossed upon his chest. At his head are three small coffers, at his feet are two large keys crossed one over the other.

Between the door and the bier are a 8' by 20' rug, and a heavy wooden desk, behind which sits a large marble curule chair with cushion.

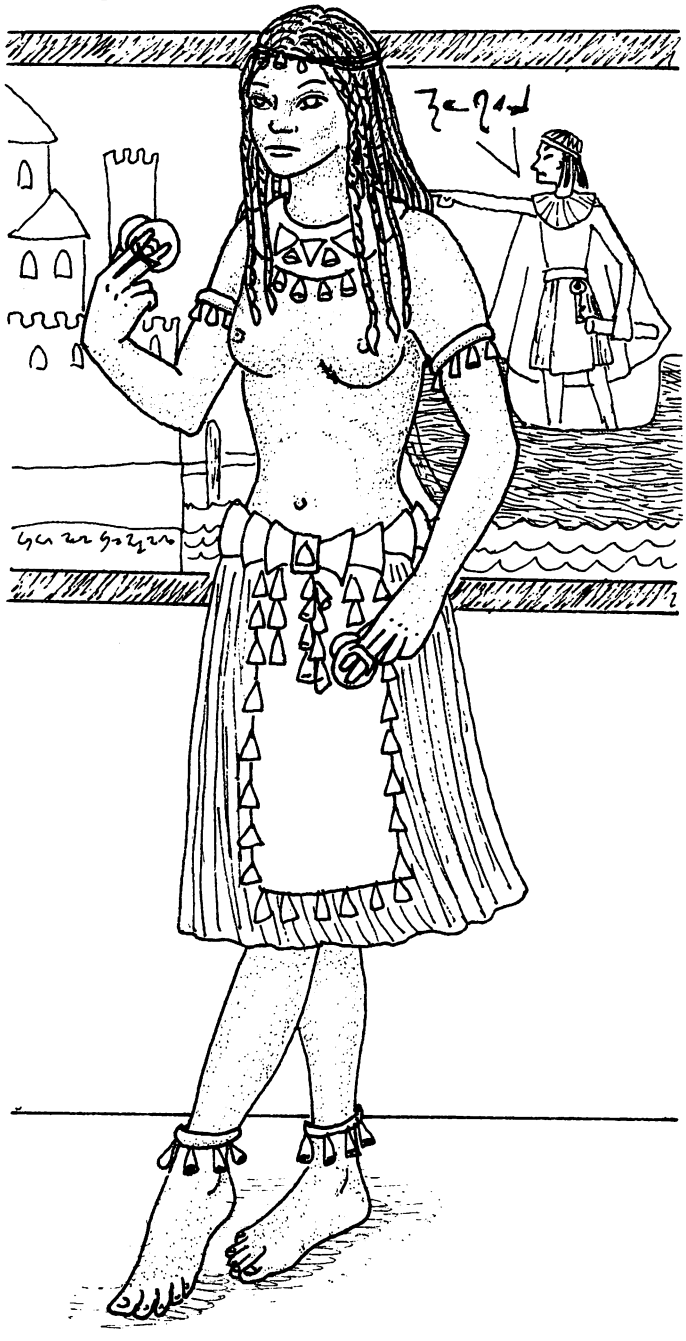
At the head and the foot of the stone block are a pair of statues. Each is of a very pretty young girl (about 14 to 18), and is executed in incredible detail. The artist seems to have blended various colors of finely grained stone to make the statues seem lifelike -- even the individual strands of hair are delineated.

There are four additional doors leading from the room. All appear to be constructed from a greyish wood, and each has a square silvery plate resting on a crossbar. The plates are about 18" square, but are featureless. None of the four doors will open; they appear barred or locked.

GM's Description:

The mural behind the bier shows two small male figures, one in each of the hands of the merchant; one figure, held in the left hand and higher than the other, has his arms crossed upon his breast, while the other, in the right hand and held lower, has arms dangling at its sides. This may indicate to the players which figure is for a safety, and which is a reset (right - reset, and high is safe).

The two large keys are of gold plated lead, and have absolutely no power or relevance; they are simply 75 lb. red herrings.



The three small coffers contain one item each: the center one contains a ring of 20 keys (which can be used to unlock the four doors -- #3 for door A, #7 for door D, #13 for B, and #17 for C), the one on the merchant's left contains a rod of pink quartz (2" diameter, 10" length), and the one on his right a similar rod of grey pumice. The two rods may be used to revive and repetrify the two statues of young girls -- pink for revivification, grey for repetrification. The two damsels are admirably trained dancers and handmaidens, and are very obedient.

The rug, the desk, and the chair are of excellent workmanship and quality (1200 GP for all three, total weight 90 lbs.), but have no hidden relevance.

The locking plates and keyholes for the four doors are behind the silvery plates (which are an amalgam of silver, mithril, and orichalcum, and will attract any missile fired within 25' of it to its general area), and unless the proper key is utilized in the proper door, the person attempting to unlock them will receive painful (1D4 damage) evidence that he is using the wrong key. Behind each plate, additionally, is a rune, inked onto the wood (these may be washed off with a liquid containing at least 15% alcohol -- that means at least brandy, wine is only 12%); if these runes are gazed upon by unauthorized eyes (anybody but the merchant and the girls), they go boom, doing 4D10 damage within 8', 3D10 within 15', 2D10 within 20', and 1D10 within 30' -- over 30' there is no damage, however when a rune goes off, there is a 35% chance it will rattle 1, 2, or 3 other plates off their perches (on a D6: 1 - 3 = 1, 4 - 5 = 2, 6 = 3) -- if anyone happens to be looking in the wrong direction...



If the thieves attempt to pick the locks on the doors (assuming they have managed to survive the disposal of the runes, in whatever fashion), there is a 35% chance per attempt of the above mentioned painful reminder; the locks are Comp 1/2 (yes, they're that easy to pick).

The Small Side Rooms

Rooms A & D
(Rooms A and D are mirror images of each other.)

What the Players See:
In these 10' square rooms, there is little of major note other than a dressmaker's dummy in each room, and a shelf on the two back walls, about 4' up from the floor. On the dummy in Room A is a black cloak, floor length, of what appears to be a plush velvet; in Room D the dummy holds a magnificent cloak of feathers. The shelves hold many books and scrolls.

GM's Description:
The books and scrolls are texts on accounting, business, economics, etc., and travel guides and treatises on geography and the customs of foreign lands. In modern times, many of the lands described no longer exist as political or cultural entities, so the culturology volumes would be of interest only to a scholar. The other books, if one can read the archaic text, will grant an increase of 5% to 15% (1D3 x 5%) on reaction by other traders (fences, etc.), for each book read; to read a book sufficiently to benefit from it however, requires 1D3 weeks (you may gain 5% per week of reading), with a saving roll against DSC each week to be able to continue (the subjects are very dry and dusty).

Both of the cloaks are enchanted. The black plush velvet in Room A prevents freezing or death by cold in any form (the character may go into coma while wearing the cloak, but he will not die); it has a red satin lining, a full hood (also lined), and is worth a base of 3,000 GP -- if the arcane abilities are known (not just suspected), the cloak is worth about 10,000 GP. The feather cloak allows the wearer to converse (i.e., to ESP fully with) with birds of the hawk and eagle families; this is not to say that the birds can be ordered about, but they will tend to friendliness, and will provide information -- any member of the Cult of the Great Hawk (see Thieves' Guild, Highwaymen Adventures, party C-3) will value the cloak highly, simply upon seeing it, and may be willing to part with great value to obtain it (one of the editors will not allow us to say which various portions of his anatomy he would part with). There is a 15% chance of exciting murderously acquisitive instincts in any member of a bird-worshipping cult who gazes upon the cloak. The cloak has a base value of 5,000 GP, and is worth 20,000 GP to a cult member if the magic is known.

Rooms B & C
(Rooms B and C are mirror images of one another.)

What the Players See:
In the center of each of these 10' by 10' rooms is a cruciform table (see map), composed of 5 squares 2' on a side. The rooms otherwise appear to be completely bare. The tables are made of a strangely glowing wood, and the tops seem to be done in a mosaic.

GM's Description:
The two tables are a matched pair, and wre given to the merchant on one of his trading trips. They are made from flame-wood, which has an incredible grain, and which glows with a slight yellowish radiance when it has been polished and prepared. The surfaces of the tables are mosaicked with chips of precious and semi-precious stones to form pictures of gleaming golden dragons. As a pair, the tables are worth 25,000 GP; separately they will bring about 7,500 GP each.

The secret panels open easily once the latch is found, and all abilities in this regard are at normal levels. The panels are located on the back walls, adjacent to the inner walls of these small rooms; they appear to be stone, of the same composition as the rest of the room.

The Living Room

What the Players See:
Short corridors lead to the main portion of the room, which is 10' wide and 26' long, from the heavy curtaining on the inner wall to the semi-circular tiered steps at the opposite end. A comfortable chair heads a table 3' wide and 8' long, with nine other smaller chairs arranged around it; the table is set with crystal, silver, and golden tableware -- there are 10 sets.

Behind the table is a triple-tiered fountain, which is dry; the fountain is a golden color, and gleams (the room is lit by a soft glow from the entire ceiling, 15' up). Two long shelves run about 5' up along both side walls; they have a number of books and small objects on them. On top of the steps at the far end is what appears to be some sort of altar; a golden medallion set with a black eight-spoked wheel is inset into the wall above the heavy block of polished wood which rests there.

(If the players should enter the curtained area...)

Heavy red curtaining surrounds the 8' by 10' area. There is a wide and comfortable divan, covered in expensive looking damask; it is a deep maroon. On the divan are placed three pillows.

GM's Description:
The furniture in the room is of superb quality, and would be worth a fair amount if it were transported to market. The crystal and other tableware are worth 1,000 GP per placesetting, or 12,000 GP for the entire set.

(It may be noted that all objects encountered so far have been in remarkably good condition considering the length of time involved; there are minor preservation spells cast on all the objects which might deteriorate over the centuries -- these spells are still working.)

Most of the books on the shelves fall into the category of novels; however, 6 of the 120 volumes have some other value. There is a text on the use of the main-gauche as a defensive adjunct to the rapier -- four weeks study of this volume, and two weeks practice with the weapons involved will provide a defensive bonus of +2 to the person reading it; the book may be used by up to 4 people before it disintegrates from overuse. The second of the odd volumes describes a method of self-healing by concentration; it requires an IQ of 14 or higher to achieve the desired detachment necessary for the process to work, and the book itself requires 6 months of concentrated study -- after that time the person will be able to immediately cure 2D4 points of damage on himself with 2 hours complete meditation (virtually a trance); this may be accomplished on any damage not received as the result of a critical wound; the book will disintegrate after being used by 3 people. Book three details a process of armoring for chain which will increase the protective value of chain by 1 to 4 levels (roll D10: 1 - 4 = 1, 5 - 7 = 2, 8 - 9 = 3, 10 = 4); the book is of value only to an armorer, and requires 1 year of study. In the fourth volume, a text on natural history, are described most of the fur bearing trappable animals and their habits; study of the book will provide a 40% chance of a successful (fur-wise) trapping expedition. The fifth book is on whips, their design, construction, and use; any person reading the volume, who has the requisites to use a whip will be able to make and use any of the whips for which he is suited; if a person has already been trained in whip, it will give a bonus of +2 to hit prob, due to increased understanding;the book requires three weeks of study, and 4 weeks of practice, to confer its benefits; it will only survive use by 3 people. In the sixth tome, gemology is thoroughly discussed; it requires a saving roll against DSC to complete one week's study -- the book will take 8 weeks to study through; each week of study gives a 10% (cumulative) chance of recognizing the various gems and precious stones, and a 5% (cumulative) chance of knowing their approximate value (there is a 20% base, to which is added the cumulative chance).

The various small objects include a small stone idol, a wooden horse, an obsidian spearhead, a small leather pouch containing 24 stones (12 black and 12 white), a gameboard divided into squares (36 in a 6 by 6), a collection of 1' long sticks, painted white, with cryptic signs and runes, and a stack of 3 coins, each with a square hole in the center; there are a number of other memorabilia, but like the ones just described, they have no value other than memory.

The fountain will function again if any liquid is poured into the triple bowls. Base value is about 700 GP, and known magic will increase that to 2,500 GP. It weighs 60 lbs.

The two secret panels can be found only at half normal abilities, and lead into 3' deep by 2' wide closets. In the one to the left is a form, holding a set of chain, a helm, and a sword and scabbard slung from a belt. This was the merchant's personal fighting gear; it will fit a normal to slender humanoid, and provides a bonus in protection (the chain and helm worn together are AC10; without the helm, the chain is only AC7; the helm confers no bonus except to the merchant's chain). The sword gives a bonus to HP of +3, and increases the REF of the user by 4, while it is in his hand. The second panel conceals a suit of clothing, also set on a form; this suit, which the merchant wore to many affairs (and parties), had the power to make him almost (95%) irresistible to members of the opposite sex.

The sliding stone behind the altar is activated by a small switch concealed on the top step; it can be found at 150% of normal abilities.

In the curtained alcove at the front of the room, the pillows resting on the divan contain permanently activated sleep spells; they will provide a person with exactly 6 hours of sound sleep (if he misses his saving roll against MGR). Behind the curtain to the front is a triple dresser, above which is a 3' diameter medallion of Shale-Chuun, red background with the gold ankh and flames (the safety is hidden behind the medallion); the dresser is filled with various pieces of clothing of assorted quality cloth, some with fur trim. The divan is enchanted, but the spell is very obscure, and only functions in times of passion.

When the sliding stone withdraws, a corridor can be seen, leading to a T-intersection; the corridor which joins leads to stairs down at both ends.

The Throne Room

What the Players See:

The room is brightly lit from the ceiling, and is 24' wide by 30' long. There is a large intricately woven carpet on the floor flanked by four large chests, two on a side. At the far end, a slab of turquoise reaches to the ceiling, and serves as the backing for a throne, also of turquoise, which is set on a semi-circle of gold. The chests are 3' by 2' by 2', and sit on four stubby legs.

GM's Description:

The carpet is 14' by 16', and is valued at 40,000 GP; it weighs 300 lbs.

The four chests can be opened by keys #5, #10, #15, and #20, respectively, from the keyring found upstairs. Failure to use the proper key will cause the trap on the chest to function. Chest D is empty, but the other three contain various items of value. Chest A contains 50 scrolls, all in scroll cases; these scrolls are magical, and their contents may be determined by the methods outlined in Thieves' Guild (Burglary Scenarios, B. Magic Books & Scrolls). Chest B contains 4 matched carved wooden coffers; each coffer contains a piece of jewelry, of very intricate workmanship with many small gems -- these are worth 2,000 to 5,000 GP each (¢2D4 + 2! x 500), and should be rolled on an individual basis. The coffers are worth 1,000 GP each, and are made of teak. Chest C contains a whip and a brace (7) of throwing knives; the whip is a 25' blacksnake, and is enchanted to +6 HP -- however, it will do no damage, simply entangling and tripping its target; the knives are wrapped in chamois leather (on which they are honed), and have a clip which allows all 7

to be carried in a fan at the back of the belt -- they are enchanted with a +3 to HP, and will return to the hand of the thrower after 8 mr (if the thrower is not prepared to catch them, tough luck). In a false bottom of Chest C can be found a map (to whatever the GM wishes).

The throne and its backing slab are too heavy to move in one piece without magical aid, as is the semi-circle of beaten gold at its base. On the throne's seat lies a large cushion, upon which is a crown. Both the cushion and the crown emanate arcane aura. The cushion is quite comfortable, and will enable the person sitting upon it to function at full abilities for a period of two weeks with neither food nor sleep. The crown contains a Truthsay spell, and allows the wearer to know when he is being told the truth or being lied to, and to assess the general honesty of the person to whom he is talking; it will also reveal the DSC rating of the person being questioned.

Behind the slab, on the back wall of the room will be found a door. It is neither locked nor stuck; in fact, it will open with a slight push, and it leads to a 20' corridor to a set of bronze panels. Unfortunately, the entire area back of the slab is under the influence of the Petrification spell set upon it.

The Treasure Chamber

What the Players See:

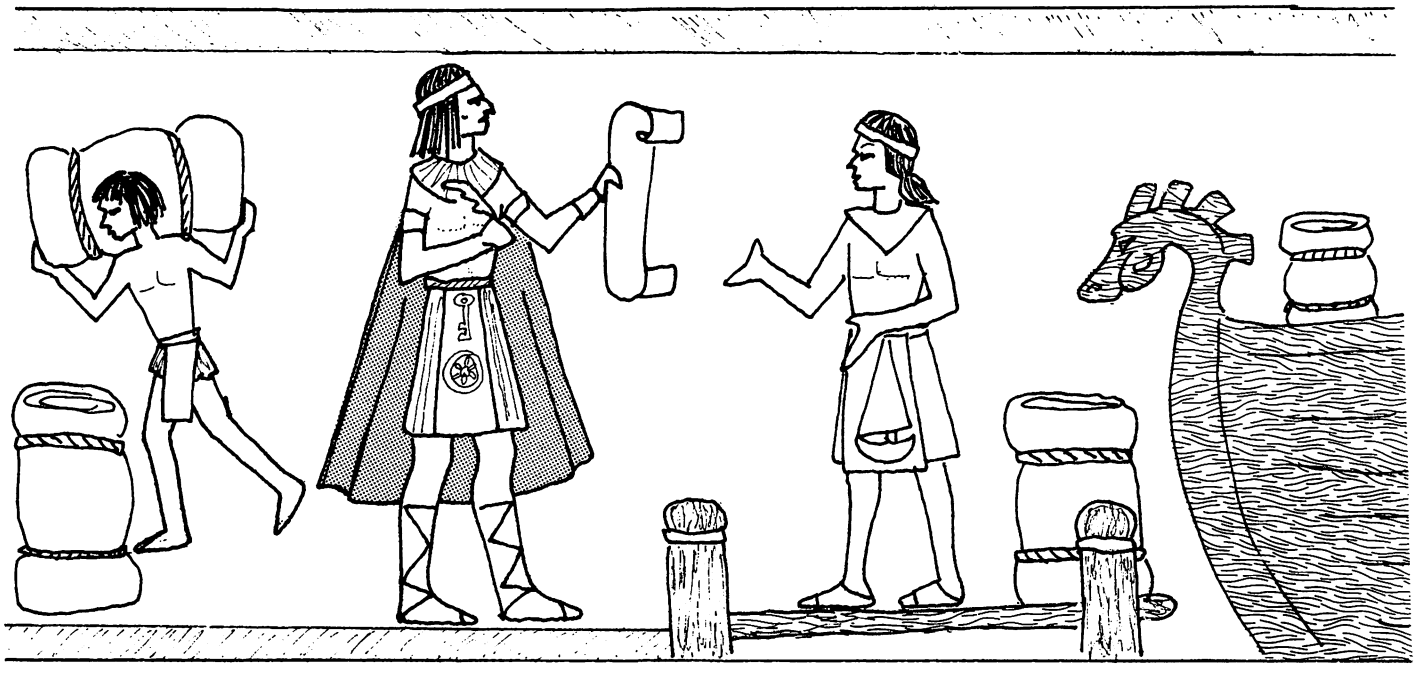
The doors open outward into the small corridor, revealing a room dazzling in its brilliance. On the far wall, set upon a dais reached by five semi-circular steps, is a golden throne; the dais and steps are the deep, rich red of carnelian. Leading to the foot of the steps is a carpet of white fur; on either side of this carpet are three statues, two of well armed, and chain armored, fighters, and one of a large black leopard. All six of the statues appear extremely lifelike, similar in style to the two young girls in the burial chamber.

Behind the statues are immense amounts of treasure; piles of gems and coins, pieces of jewelry, bolts of fine cloth, many small and sundry items are scattered about the room.

GM's Description:

The number and type of magic items may be determined as in Tomb Design 1, The Treasure Chamber; coins and gems should be handled as in Rooms E and F of Tomb Design 1. There is probably 1,500,000 GP in coins and gems in the room, and 3 to 12 (3D4) magic items.

The statues are living beings under spells of petrification; the statistics for the fighters and the beasts are given in the section at the end of this chapter. If any member of the party steps off the runner of white fur, or if the fur is removed (it is ermine, and is worth 25,000 GP, all of the statues will be unfrozen, and will fight to the death (theirs or the party's). If, however, the body of the merchant is placed in the throne (it can be unstoned with the pink rod), none of the statues will activate, whatever is removed from the room, unless an attempt is made to either remove or destroy one of the statues, or the merchant's body is actually desecrated.



ARCANE ITEMS AND MYSTICAL PIECES

01 Hourglass, about 4" tall, and 2" diameter. If the glass is turned and left to run, at the end of an hour when the sands run out the one who turned the glass will be teleported to the spot where the glass rests.

02-04 Small box, 15" square by 8" deep, containing a ceramic pot, 12" diameter and 6" depth, with lid, and a small mold for an arrowhead. When an item is placed into the pot and the lid replaced, the material will be melted (if possible; wood or paper would burn), and the resulting liquid may be poured into the mold. The mold will produce an arrowhead of +3 HP bonus and +1D2 damage. A single potful of melted material will produce 9 + 1D6 arrowheads. It takes 5 minutes to produce 1 arrowhead.

05-09 Roll of rough cloth, with two bronze butterfly clips. When the cloth is unrolled, and then wrapped around any object (must be smaller than a breadbox), will mend that item completely in 24 hours. The object may be either animate or inanimate (an arm or leg mends as quickly as a broken pot or a weapon haft), as long as size restrictions are heeded.

10 Walking stick, with the grip of a serpent's head. When the head of the serpent is struck upon the ground, the stick will change into a live snake, which will remain active for 8 + 2D6 mr. This snake will have AC4 skin, and will take 35 hits (7 dice); it will hit AC0 on 5, and will inflict 2D4 damage plus a level 8 poison (the poison may be injected only twice per activation). If the snake is killed, it will no longer activate, and the item becomes an ordinary walking stick.

11 Wall mirror, 24" high and 15" wide. The mirror is surrounded by a carved frame of an oak-leaf design. Hidden in the design at top and bottom (half normal abilities to locate) are two small switches. When these are both thrown, the next object presented to the face of the mirror will be duplicated perfectly; however, this duplicate will exist for only one hour, then disappear. Anything -- humanoids, animals, or inanimate objects -- may be duplicated, but the mirror will function only 7 times per week.

12-16 Small brass Aladdin lamp, with lid. When this lamp is rubbed, it will begin to glow with a soft yellow light; this light will illuminate a 25' circle or a 20' square room. When the lid is lifted, the light will die. There is no limit to the number of uses.

17-19 Ceramic bottle (quart size) with cork; outside glazed with painting of fountain. When a few drops of a liquid are placed into the bottle, and the bottle recorked, it will fill itself with that liquid. If the bottle is not washed out between uses, there is a 75% chance the next use will be contaminated by the previous liquid. The bottle may be used up to 35 times in one week.

20 An ivory huntsman's horn. When the horn is winded, it will cause the blower to move and fight at triple speed; all else appears to be in slow motion. The effect will last 1D4 normal mr (not the accelerated ones); the horn is usable only 3 times per week.

21-23 A writing case of carved rosewood contains an ebony quill pen, tipped with basalt, and a matching basalt ink bottle (in which the ink has completely dried up). Any writing made with the pen can only be read by the intended reader or the writer; to all others, it functions as a Confusion spell, requiring a saving roll against DSC to avoid confusion for 1D8 mr. Neither the ink or the bottle matter, the pen is the only important item.

24 A large ruby, with a scorpion carved on one face, hung on a gold chain; the necklace is inside a small carved box, and the ruby, while fair sized, is not faceted. The amulet will absorb all damage from scorpion venom if it is worn when one is attacked by a scorpion. The wearer must miss a saving roll against MGR for the amulet to function, but if it works, no poison save against STM is necessary.

25-27 Small soft-leather pouch containing pebbles. There will be 10 + 1D10 pebbles in the pouch; when one is thrown into contact with something hard, there will be all the noise of a major explosion (no explosion occurs, just the noise).

28-30 Velvet drawstring bag containing a glass pennywhistle (about 1/2" in diameter and 5" long), with three holes. The flute has a possible range of eight notes (the three holes give that many combinations); when played by a bard, or a character with Music training, the flute will provide a different sound for each of the eight notes:

1 wolf's howl	5 snake's hiss
2 nightingale's cry	6 lion's roar
3 horse's whinny	7 bat's squeak*
4 griffin's scream	8 dragon's bellow

*The squeak of the bat cannot be heard by humanoid ears; however, animals will react to it like a supersonic dogwhistle.

31 A pair of fine leather boots of average size. The boots when worn lift the wearer 1' off the ground, enabling him to walk over water, hot coals, sharp surfaces, etc., with ease. They will stop any fall 1' from the ground (one still receives all the damage associated with long falls and sudden stops; the effects simply take place 1' off the ground).

32-34 Small ceramic mug. The mug heats any substance put into it in just a few moments; some substances may scorch (like fingers).

35-39 Velvet pouch, containing two pieces of carved jade. The face of one piece depicts a scarab (a small beetle); the

other, the outline of an ear. When the piece with the beetle is left somewhere and the other piece is fitted into one's ear, all sounds within a 20' radius will be conveyed to the listener. Distance limit - 1 mile.

40 Two finger-sized tubes. One contains a miniature sword, the other a miniature spear; when the weapons are removed from the tubes, they expand to full size in the course of 1 mr. They have no fighting bonuses (other than being magical), but they will return to miniature size when reinserted in the tubes.

41-43 2' length of ship's hawser, about 8" in diameter. The rope will stretch up to 100' (thinning in the process to the equivalent of normal rope); at shorter lengths, the rope will be quite strong -- at 100', as normal hempen rope. When coiled, the rope will regain its original size.

44-46 Small box, containing a beautifully carved wooden sparrow, wrapped in velvet. When the bird is held in one's hands and tossed aloft, it will take flight; as long as the person sits quietly, concentrating, eyes closed, he can see through the bird's eyes and direct its flight. Each minute of animation costs the person one spell point in power, and if concentration is broken, the bird will fall. If so, it must be found again to be reanimated. The bird will give the person the power of hypervision if he does not already possess it, and flies up to 2400' per minute; it is capable of sustaining only 2D6 points of damage before being destroyed.

47-49 Small box, containing a well carved model of a rat. The rat functions as does the sparrow described above, but on the ground. It can sustain 3D6 points of damage before destruction, and moves 300' per minute.

50-52 Gloves of soft leather, in beige. A spellcaster can drain the spell power of another entity into himself, if he touches him while wearing these gloves.

53-57 Small bone rod, 1/4" diameter and 7" long; there is a metal ring around each end. If a substance containing poison is stirred with the rod, the rod will turn black.

58-60 Woolen bag, containing 5 1" cubes, 4 black, 1 white. The black cubes are placed at the cardinal points of the compass around one's encampment, the white is placed under the pillow. If a danger passes the line of the black wards, the white cube emits a shrill noise.

61-63 Small (12"x3"x2") ebony case, containing a standard quill pen. When placed upon writing material, and addressed, the pen will begin to inscribe the words of the person who placed it, in whatever language is spoken. The pen will halt at the end of the sheet, and needs to be placed on a new sheet to continue; it will write without needing to be filled with ink.

64 Broadsword, with hilt as a dragon's head. The sword will animate as a defensive weapon in the hand of the wielder; it will defend so well as to add an effective +8 to the wielder's armor class. However, it is so busy defending it has no time to attack. No training is necessary to use this sword, but it is too heavy to use as a main gauche with any other weapon.

65-67 Cotton bag, containing a wooden bowl, with a tight fitting lid, upon which is carved a laughing fat man with his hands clasped over his naked, bulging belly, a wispy mustache, and slanted eyes; there is a matching carved wooden spoon. The bowl is filled with dried dates. As long as a little food is left in the bottom of the bowl (for the god of luck and food), the bowl will refill itself within 4 hours. If the bowl is ever scraped or licked clean of food, the power will die.

68 A brightly painted, carefully carved miniature of a gypsy wagon; it is displayed on a small stand with small wooden horses drawing it. When a door or window of the miniature (it is 4" long and 3" high) is opened, the wagon will expand to full size (not the horses, they are merely models). Inside will be found two bunks with bedding, cookware, harness (with bells!) for two horses, a chest full of gaudy Romany costumes (and costume jewelry), and odd bits of this-and-that (such as a fiddle and tambourine, both non-magical). The wagon will remain full-size as long as a door is ajar or a window open, or if a foreign object (person or thing) is inside.

69-71 Jewelry case, with matching lockets inside, one with a fine chain, the other with a heavy chain. The two lockets are matched in more than just design; when worn by a pair of lovers, they can be used for minor communication. Inside each locket is a translucent opal; these opals will function as small crystal balls, since, when one thinks of one's true love, a picture of the loved one at the moment of the thought will appear on the surface of the gem. If both lovers are looking at the same time, there is an empathic bond created which allows them to feel each other's emotions.

72 Set of 6 small (4" cubical) tooled leather boxes. All appear empty, but when an object is placed into one of the boxes, and the lid closed, the item will transfer to one of the other boxes. If the other box is presently holding something, the contents of the two boxes will switch. Use a D6 to determine which box the item lands in; it is possible for it not to move.

73 Wooden cube, 6" on a side, containing a heavy copper bracelet in which is mounted a shiny dark stone 2-1/2" in diameter; the bracelet looks made for a man's wrist, and is about 3" wide. When the bracelet is worn underground, the stone will display a map (in a scale which fills the stone) in gold lines on the stone's face. As steps are retraced, the lines will disappear, but the stone's "memory" will hold up to three different levels of underground, and will switch from one to another as the wearer ascends or descends. When the surface is achieved, the stone will "forget" the mapping it has done.

74 Fine teak jewelry box, with ivory inlay, about 15" long, 8" wide, and 6" high; the box is subdivided into 4 drawers and a tray on top. When jewelry or gems are placed in the tray on top, any real pieces will vanish into one of the four drawers; any fakes remain in the tray.

75 Small silver snuffbox, filled with a soft grey powder; the top of the box has the masks of comedy and tragedy engraved upon it. If a pinch of the powder is dropped into boiling water, steam will billow which is capable of producing an illusion of major change in appearance to whoever stands in the steam. The illusion cannot hide or alter basic size, but it can alter sex or race (a female hobbit could appear as a male kobold, or even a slightly small dwarf, but not a elf or orc). There is a 40% chance of sex change and a 25% chance of race change; APP rating will be altered by 1D10 plus or minus, and in any case will convince even friends and relatives that this is a different person. The effects are unpredictably random, and last 1D6 hours; there are 10 + 1D10 uses of powder in the box.

76-80 Small case, containing a pair of spectacles. The spectacles allow the wearer to distinguish objects clearly at a distance of 2 to 5 miles (however, items at a distance of less than 2 miles cannot be seen at all).

81-83 Brass-bound coffer, 18" long, 12" deep, and 10" high, with a curved lid; there is a brilliant red stone mounted in place of a hasp. The chest can be coded to open only to the touch of a single person. If blood is spilled on the stone, it becomes sensitized to the bleeder, and will open by itself to that person's touch. It can contain up to 50 lbs. of coins and gems, or any object 16" x 10" x 8".

84 Rod of ruby crystal, 2" diameter, 24" length. When held and pointed at a living being, the rod will deliver a gush of flame, capable of causing 12 + 3D6 damage (15 to 30 points) to all in its path. The flame will reach up to 30'. If the user is a mage, the rod will drain 1 spell point per point of damage given; if the user is not a mage, he will be knocked unconscious for 5 to 30 minutes (5D6). There is a saving roll against MGR for no damage allowed to the being flamed, but none for the user.

85 Curule chair (a Roman style director's chair), with pillow. Both items emanate magic, but the pillow will repulse up to 25 points of missiles per mr (spear 4, javelin 4, knife 2, quarrel 2, arrow 1); it's also quite comfortable.

86-88 Carved cube of bone, on a fine gold chain; the cube is 2" on a side. If worn within 5' of a trap, the bone will turn bright red; if within 2' of poison, the bone will turn black; if within 10' of treasure, the bone will turn azure blue; if within 5' of a secret panel, the bone will turn emerald green. When near two or three of the types, the bone will not function at all, due to confusion; if in proper juxtaposition to all four items, the bone will explode, doing 4D10 damage to the person wearing it.

89-91 Leather sack, containing 5D10 1" diameter glassy balls; inside each of the balls is a roiling cloud of smoke, in one of six colors: red, yellow, blue, green, orange, and purple. Each of the balls will break when thrown against a hard surface (95% chance), and release the smoke inside. Each cloud will fill a cubic area 50' on a side (or an entire room, whichever is smaller) after 1D6 mr; the smoke dissipates after an additional 1D8 mr. The effects of each type of ball are:

Red - all within the cloud feel as if they were attacked by a hoard of fire ants; the effect will be of 3D20 damage, although no one can die from this damage -- exceeding one's limit of HTK will cause unconsciousness, however.

Yellow - all within the cloud save against MGR or sleep 2D6 hours, with nothing able to wake them until the time has passed.

Blue - all within the cloud will feel as if they are drowning; a save against IQ will stop the sensation; if the IQ save is missed, a save against DSC is required -- if also missed, the victim will die, as if drowned; unconsciousness follows unless both saves are made.

Green - becomes a rapidly growing mass of plant tendrils. Those caught within the mass must save against CDN to be able to draw a weapon; it takes 4 mr to hack oneself free of the plant's grasp.

Orange - smells absolutely horrible (STM saving roll, or -4 penalty in combat due to nausea until STM saving roll made), and covers everything within the cloud's volume with a thin film of extremely slippery greasy oil; it will require a CDN save to keep one's footing, a save against both CDN and REF to draw a weapon, etc. The grease can be washed off with wine (2 quarts for a humanoid, 1 pint for a sword, etc.), or completely neutralized by the purple smoke.

Purple - has the aroma of a fine, rare vintage wine. A DSC save is required before a player may voluntarily move out of the cloud; while within, a STM save is made each mr to avoid a 1D4 loss of effective stamina to drunkenness. Effects vary with the percentage of drunkenness, as follows:

-10%	-4 on DSC saves
-25%	-1 in combat, -2 to REF saves
-50%	-3 in combat, -6 to REF saves
-75%	-8 in combat, 1/2 movement
-90%	unconsciousness
-100%	STM saving roll, or death

As long as the balls are kept in the pouch, they may be transported safely. In any other container, the balls are very unstable, and have a 20% chance of breaking during any stress situation (e.g., dodging through underbrush, falling, combat).

92-94 Small leather pouch on a thick leather thong. Inside will be found a small, smooth grey stone, a bundle of dried herbs, a lock of golden hair, a nail (iron), and a petrified cockroach. The stone will glow when within 50' of undead, the herbs have lost their effect through age, the hair when

braided will grow into a long (up to 100') rope which can be secured by the nail (remember Rapunzel), and the cockroach will prevent any small insects from approaching within 20' of itself.

95 Log, carefully trimmed and smoothed, 1' diameter, 8' long. The log will travel through the air (if one sits astraddle the log), or through the water (if one stands upon it, requiring a CDN saving roll, and of course, water). Speed - 5 mph; duration - indefinite.

96-00 Broom, made of a branch, and a lot of rushes bound onto one end. The broom sweeps, all by itself, when stood up in any dirty room; it will sweep until gripped by an intelligent being.

THE MONASTERY

The huge building atop the cliff at the end of the valley is the monastery of the Guard of Death. In modern times, it is partially in ruins, and occupied by Hranugh, the big red dragon. In other times, the monastery teemed with the members of the order, and frequently was the site of festivals for the Goddess Kathilla, presided over by her high priestesses. If a party explores the monastery in present times, they will find that the thick wooden beamed floors are partially rotted from centuries of weather and lack of care; when moving on the second, third, or fourth floors there are chances that a thief will step on a rotted spot, suffering precipitous descent to the next lower floor.

FALLING

Armor Worn	Chances of Falling
None or Cloth	10%/25%/60%
Leather	15%/35%/70%
Chain	20%/40%/75%
Scale	30%/50%/80%
Plate	40%/70%/90%

The three percentage figures refer to chances of falling through the floor for each ten foot square section of flooring entered on the 2nd, 3rd, and 4th floors. The first figure is "unloaded" (nothing carried beyond armor and normal weapons), the second represents a "loaded man" (gear plus a few additional items, like a small sack of coins or a heavy candelabrum), and the third is "encumbered" (carrying heavy or bulky items) If a person does crash through the floor, a REF saving roll will keep him from falling through. If a person does fall all the way through, there is an additional 20% to his previous chance to burst through the next floor encountered (thus it is possible to fall from the 4th floor to the 1st in a series of crashes). The Falling Table represents the chances of a rotten spot in the present period; subtract 10% if the scenario is run in the time of young Hranugh, and subtract 25% if in the time of the desolation between the Guard's departure and the arrival of Hranugh.

Damage will be suffered by the person falling at the rate of 1D6 per floor of descent; heavier armor will increase the damage suffered by the wearer; chain by 1D6, scale by 2D4, and plate by 2D6. Armor adjustments to damage are assessed only once, even on a multi-floor fall.

ROOM DESCRIPTIONS

Four types of information are provided in the area descriptions that follow:
1.- What the players see,
2.- GM's description,
3.- Special furnishings and contents,
4.- Population, if any.

Furnishings and their arrangement seldom change, although their condition will deteriorate over time. Most statements made in the text about the chances for object survival refer to the modern period (older Hranugh). Double these chances in the period of young Hranugh, and triple them in the period between the fall of Shale-Chuun and the coming of the dragon. Population for the monastery is included, in case the GM desires to run a scenario in the ancient times. A room's population may change with the hour of the day, and will be noted where applicable.

THE FIRST LEVEL

I-A: The Great Hall of the Guard of Death

1.- From the south, a pair of bronze doors lead into an enormous hall, with a high (85') ceiling; the ceiling is supported on huge beams, with angled supports of bronze, reaching down 15' from each of the beams. From each third beam hangs a 40' chain ending in a large chandelier. The hall is approximately 250' long and 125' wide, with a circular staircase in the southwest corner, a large hearth and fireplace in the northeast corner, and an altar along the north wall. In modern times there is a tremendous pile of coins, gems, pieces of jewelry, art objects, etc., in the center of the floor. In the east wall is an ornately carved opening 50' wide and 60' to the top of the Moorish style arch. About 25' north of the circular stair is a smaller door in the wall, and in dragon-occupied times the west wall is pierced by a gaping hole. In front of the altar is a railing of carved, gilded wood; on each side is an octagonal raised pulpit.

2.- The opening in the east wall leads to a balcony overhanging the cliff. The staircase is iron and leads to doors on the second, third, and fourth levels. 60% of the time the pile of treasure serves as a couch for a very large red dragon; if the dragon is absent, there is a 35% chance he will return while the party is in the Hall. The broken wall leads through the refectory to another hole opening onto a spring-fed pool. The altar appears to be of carved ivory, heavily decorated with gems and gold-leaf. In the northwestern corner is a concealed door (which can be found by a search 40% of the time), which leads to a raised dais in the refectory or a set of steps leading to the Commandant's chamber on the second level. The chimney of the great fireplace is easily scalable on the interior,

and there are several ledges spaced about every 20' up the first 100' of this 200' tower. There are six of the great chandeliers along the length of the Hall; in modern times, they have long since run out of oil, but in the times of the Guard, they were usually ablaze.

3.- On the third ledge up in the chimney can be found the skeleton of a hobbit; in his pack is the missing cup sought by Hranugh. The pile of treasure will yield approximately 4,000,000 GP value in assorted coins and gems, and another 2,500,000 in assorted jewelry. A pound of coins will normally contain 100 dime-sized coins -- roll first for percentage of copper in the original number, then percentage of silver in the remainder, any residue being gold (a single handful will probably net about a pound of coins, a double handful about 4 pounds). 10% of the gold coins gathered can be considered small gems, worth a D10 squared each in GP. On a die roll of 01-05, there is a piece of jewelry in the handful. Jewelry may be valued on the table below.

JEWELRY VALUES

Die Roll	Value Range
01-20	1D10 x 10GP
21-55	1D10 x 50GP
56-75	1D10 x 100GP
76-89	2D10 x 100GP
90-97	1D10 x 500GP
98-00	2D10 x 500GP

Hranugh does know his hoard intimately, and there is an 80% chance that upon returning he will notice the absence of as little as 50 coins. In a scenario played in ancient times, there are chances for a religious convocation being held in this Hall: 35% in the early evening, and 50% in the morning; if so, there will be 100 to 600 of the Deathguard gathered in attendance.

4.- In modern times the population is a red dragon (60%) and a few rats scurrying about the walls. In ancient times, there would be 5 x 1D20 Guards in the Hall at any given time, with stationed Guardsmen at the positions denoted on the charts by X.

I-B: The Refectory of the Order

1.- In modern times, there is a gaping hole created by the dragon in the east wall of the refectory. What remains of the many long tables and benches have been pushed aside by his passage to the pool. The room is long and narrow, 180' by 35', with a dais about 4' high at the north end. An opening to the south leads to a hall and staircase to the upper levels, and another opening in the west wall leads to the kitchen.

2.- In this room the Order took its meals.

3.- There were 15 sets of long tables and benches arranged in the refectory. About 6 individual tables (there were 3 to a set) are still standing. There is a 75% chance that any table leaned upon will collapse in a cloud of dust, splinters, and termites.

4.- Nowadays, the population consists of cockroaches. In the days of the Guard, meals were served in the first hour after dawn, around noon, and in the early evening. At those times, there would be 500 to 800 hungry men in attend ance. Otherwise, 20 to 50 might be seated at the benches, talking and drinking or snacking. After nightfall, there will be few found in the refectory.

I-C: The Armory

1.- At the east end of both the north and south walls are barred doors. There are racks of spears, racks of swords, piles of shields, and dozens of suits of armor (chain) hung from special racks along the walls. At the west end of the north wall is a door which appears to be locked.

2.- It is actually unlikely that the party will gain entrance to this area, unless someone elects to pick the locks on the western doors, since the double doors are about 1' thick and barred on the inside.

3.- Some of the armor and weapons are usable, even after 2,000 years of no care (they were extremely good quality to begin with). There is a 8% chance (1 shot in 12) that a weapon or suit of chain may be in good shape. Since they were oiled and protected before the Guard left, all appear to be in good shape, but only those which make the indicated roll (it is suggested that the GM make this roll himself, unobtrusively) will be of any use. All other weapons will shatter on the first blow; armor will fall to tatters upon being struck (acts as AC2 on first blow, AC0 thereafter).

4.- Even in the times of the Guard, this area was only occupied just before the changing of the various guard patrols, at dawn, midafternoon, and late evening.

I-D: The Gymnasium and Salle D'armes

1.- This large room is virtually empty but for the dusty remnants of some tumbling mats, and a few scattered pieces of athletic equipment. In earlier times, there would be much activity during daylight hours, with even a few pairs of die-hards working out in the middle of the night. Even today the room is still fragrant.

2.- A gym is a gym is a gym, and little more need be said.

3.- Nothing of much note remains.

4.- As described above.

I-E: The Baths

1.- The area of the baths (85' by 70') is subdivided into 6 smaller enclosures, two pools, one cold, one warm, separated by a walkway and wall 5' wide, two dressing areas, a heated rock steam room, and a area with spring-fed cold showers. The showers are constantly running, and still function even today. If the time is that of the Guard's heyday, there will be a number of benches in the dressing areas, some with piles of folded fluffy towels.

2.- The pool is now the drinking place for Hranugh. Occasionally, he curls his great bulk into the magically heated southern pool, and wallows. The spells put on the southern pool over five thousand years ago were very powerful, and still function well.

3.- In the sauna may be found sixteen head-sized rocks, each of which has a triple strength Heat spell embedded in it; these rocks remain at a constant temperature of about 500 degrees, and will almost instantly turn water thrown on them into steam.

4.- In early times, there was a 80% chance of 2D20 bathers at any given time. Today, there is a 15% chance that the dragon will be there if he is at home.

I-F: The Kitchen

1.- On the north wall is a 25' wide hearth with kettle cranes, and pothooks; to the west is a large bread oven. Against the south wall is the raised enclosure for a pure-water well. There are the remnants of various dough troughs, peeling stands, vegetable tubs, and other pieces of kitchen equipment scattered about.

2.- The water from the well is particularly invigorating, since the well springs from a subterranean source rich in the arcane spirits of great power. A drink from this well will raise the hits to kill of the imbiber by 2D6 for 6 hours. The water loses its invigorating powers (-20% per day) if it is transported away from the monastery.

3.- Other than the water, there is nothing that has survived of value.

4.- Rats...

I-G: The Pantry

1.- In this area were kept the barrels of flour, bins of vegetables, and other dry stores for the monastery. There are six collapsed casks of wormy flour in the northwest corner, and a bin of dessicated vegetables next to them; the remainder of the bins and containers have fallen to dust. There is a cask elevator near the steps on the south wall.

2.- The rope is still attached to the cask elevator, but it is rotten, even though it appears to be in good condition, and will break at any sudden jerk, or if more than 20 pounds is placed on the elevator. The fall is 20'.

3.- Nothing particularly valuable can be found.

4.- Lots of odors and many insects...

I-H: Storage Cellars

1.- The first level is a wine cellar, with a cold ale cellar behind the door. On the next level is a cool storage cellar, and the lowest is an ice cellar. There are three tuns of wine on racks along the west wall of the wine cellar.

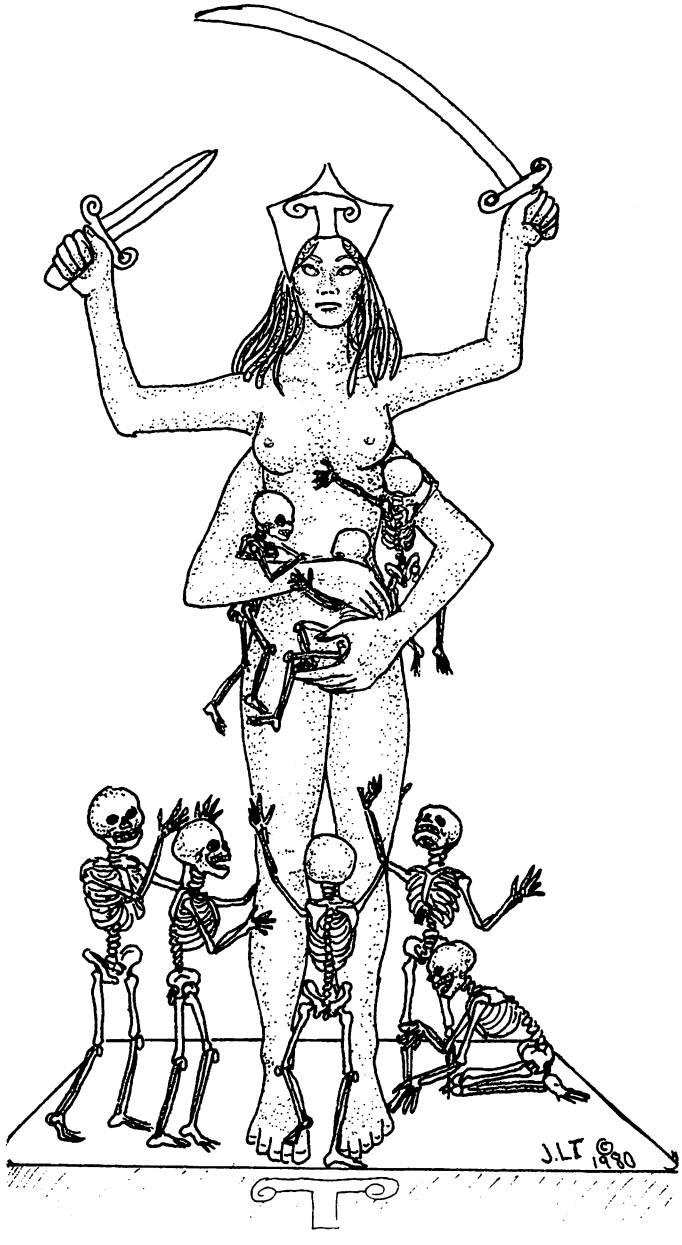
2.- A tun is a huge cask containing approximately 600 gallons; unfortunately, the wine in all three casks has vinegared, and concentrated to about 8 times its normal strength -- a drink from any of the casks (the spigots are in place) requires a STM saving roll to avoid the effects of a level 16 poison (non-fatal; however, all other effects of a poison of this strength apply).

3.- Hidden under the middle cask, at its rear, are twelve bottles of fine brandy. These bottles are sealed with wax, and their contents are in perfect preservation. The bottles are worth 500GP each to a gourmet or a wine-expert.

4.- There are probably vermin among the refuse and petrified garbage of the lower two levels.

THE SECOND LEVEL

II-A: Chapel to Kathilla



1.- On a raised platform against the south wall is a 12' statue of a female with four arms; two of her arms are gathering small skeletons to her breast, the other two brandish a large sword and a dagger. She is nude, and breathtakingly beautiful. Other than the statue, the room is completely empty. In earlier days, there would be a Hand of the Guard stationed at the door, and on both sides of the altar. Two golden bowls of oil with floating wicks would be symmetrically arranged around the altar.

2.- The statue is Kathilla, the Goddess of Death and the Underworld. It has no special powers or endowments; it is simply a superbly carved marble statue, worth about 20,000 GP. However, within a 100 mile radius of the tomb area, it is reasonably well known, and is most likely worth a quick knife in the throat, since the cult of Kathilla has survived the ages since the fall of Shale-Chuun, but has been corrupted and is now a cult of murderers devoted to sending people to the underworld rather than protecting the rest of those already in the underworld.

3.- The statue and the golden bowls (if in ancient times) are the only things of note or value in this area. The golden bowls are worth about 500 GP each.

4.- There would be a Hand of the Guard on station at the X-marks, and from 4 to 40 worshippers at any given hour of the day or night. Presently, the room is tenanted only by the statue.

II-B: The Watchroom, and Station of the Officer of the Guard

1.- There are three exits from the room, an opening to the east, double doors to the north, and a door to the west. Along the south wall are several shelves, some of which appear to have a few piles of paper or books upon then. Centered on the non-door portion of the north wall is a large desk.

2.- In the time of the Guard, this area was constantly busy, with a Hand of the Guard on station at the Xs, another Hand on duty at various tables in the Watchroom, and the Officer of the Guard presiding over the large desk. There would be 10 to 40 Guardsmen, coming to report, and the spillover (the room will comfortably hold 20 people) would be into the stairhall to the east.

3.- The desk contains a ring of keys, which will allow entry into all of the locked areas on this floor and the two above. They are in the second drawer on the left (there are six in all), but there is a 50% chance that the entire desk will collapse into a pile of shards if any drawer is opened other than extremely carefully. If so, it will take 3D20 minutes of sifting sawdust and fragments to find the keyring. The papers and books found upon the shelves will prove to be the KP lists for the next month, and the collected rules and regulations of the Order.

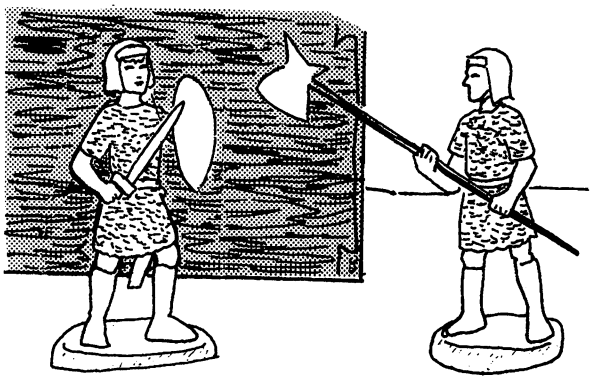
4.- As described above.

II-C: The War Room

1.- In the center of the room is a scaled topoiogical model of the Valley of Tombs, and the surrounding area; it is 75' long and 35' wide, with a 10' walking area all around the map. There are double doors to the north, west and south; on the eastern wall are two single doors and a hall leading to a double door set at an angle. The model stands up to 4' off the floor in various portions.

2.- In this room, the Commandant of the Order and his major officers planned strategies for the defense of the Valley of Tombs. The map was used to indicate the positions of various groups of both Guard and invaders.

3.- In the northwest corner of the map, inside a high hill (the panel involved can be sensed at 2 times normal chances, and even a person without sensing ability has a 15% chance of noticing the door), can be found 20 teakwood boxes. Each box contains, carefully packed, some 100 exquisitely carved miniature soldiers. The collection, in toto, weighs about 8 lbs. per box, and is worth 20,000 GP (each box separately will bring about 750 GP). These figures are in no way magic, simply of incredibly good workmanship.



4.- Under normal circumstances, no one would be present in the room. There is a 3% chance that the Command ant would be reviewing strategies with members of the Inner Circle. In present times, there is a large family of spiders living on the map, happily devouring insects among the miniature arroyos and mesas.

II-D: Quarters for the Salutes

1.- In each of these rooms can be found the remnants of both office and living furniture. There is only the one door to the area.

2.- These were the living and working quarters for the two seconds-in-command.

3.- No special effects are to be found in either room.

4.- In the evenings, there would be a 35% chance to find an officer and his aide hard at work.

II-E: Quarters for the Honors

1.- As for the quarters of the Salutes, except that the rooms are smaller.

2.- The Commandant's Honor was the most senior, and the most junior was referred to as the Youngest Honor. The second most senior Honor was referred to as the Eldest Honor.

3.- The rooms are equipped with bed, chest and desk, but all have fallen in ruin over the centuries.

4.- During the day, the Honors will be with their commands, drilling, on duty, etc.; there is a 25% chance that their aides will be in the rooms, doing general office or personal work; there is another 35% chance that there will be an orderly in the room doing housekeeping. In the evenings, there is a 50% chance the Honors will be in their quarters, doing office work, etc.

II-F: The Ward Room

1.- There are various piles of crumbled cloth, leather, and wood scattered about the room. There is a huge fireplace on the north wall, and bookcases run along the north, east, and south walls. There are a large number of books, tomes, and assorted scrolls on these shelves. Two double doors lead to the south, and there is a door to the east near the hearth.

2.- The piles of refuse would be tables and chairs for the first 1400 years after the abandonment (through the first 200 years of Hranugh's occupation). The reading material is very ancient, and there is a 95% chance that any piece picked up will crumble into dust; however, any piece successfully transported to a city wil have a fairly high value.

3.- The reading material, if in one piece, is worth (1D10 squared x 1D6 squared) GP each piece. There is a 75% chance that it will survive travel, if it survives being picked up.

4.- During daylight hours, the Ward Room is usually empty (10% chance for an orderly). In the evenings there will be 5D6 officers reading, talking, gaming, etc.

II-G: The Commandant's Office

1.- There is an opening onto a balcony to the east, a small door to the south, and another door to the north. There are two desks in the room, one in the southwest corner, and another, larger than the first, in the northeast corner.

2.- The two desks contain what items of value are likely to be found in this room. In the larger desk can be found a number of papers; there is a 25% chance the desk will collapse (in which case all papers in the desk will be ruined). The papers individually have a 40% chance to crumble under examination, but if they survive, of the 25 in the desk, 15 will be found to be letters of credit worth 1D20 x 1000 GP each (unfortunately, each of these letters of credit is drawn upon a banking house in Shale-Chuun, and all of the bankers involved have been dead for two thousand years). In the smaller desk will be found a small brass bound coffer with approximately 1300 GP in small coins and gems; this was the monastery's petty cash fund, which was left behind when the Order was recalled (the Commandant did intend to return to the Order's duty; they just never succeeded). The balcony overlooks the Great Hall, and the Commandant would frequently address the Order from its vantage.

3.- During the day, there was a 60% chance both the Commandant and his aide would be found hard at work. After early evening, there is only a 15% chance either of them (50/50) will be in the office.

II-H: The Commandant's Quarters

1.- There is a door to the west, a door to the north, and one to the south. Arranged about the room are various piles of former furniture which has succumbed to time.

2.- The door to the north leads to an outdoor balcony, from which most of the Valley of Tombs may be viewed. There is a secret door at the south end of the east wall, which leads to stairs down to the first level (see the Great Hall and the Refectory).

3.- There is little of value or interest here.

4.- The Commandant is seldom in his quarters during the day, but there is a 20% chance of an orderly. In the late evening till dawn, he will be asleep.

THE THIRD LEVEL

III-A: Off-duty Lounge for the Guardsmen

1.- Scattered about the room were assorted tables, chairs, and settees. The west wall is lined with shelves, now empty, and the furnishings have settled into variously sized piles of dust and garbage. There are a pair of dart boards on the east wall, with six sets of darts on shelves beneath them. There is a door in the west wall, southernmost portion.

2.- The door is not locked, and leads to the circular iron staircase. The dartboards are still in usable condition, and may be easily transported; they have no value.

3.- The darts are enchanted, with a spell which returns them to the hand of the person who threw them (it requires a REF saving roll the first time the darts are thrown to avoid having the return stick all three darts of a set into the hand of the thrower (1D4 damage); subsequent throws require a CDN saving roll).

4.- Only in the early evening was this area likely to be occupied by more than 1D6 (daytime occupants were likely to be those who had responded to "sick, lame, and lazy call", and had been judged actually sick). Evenings, however, would find 10D20 assorted guardsmen in attendance.

III-B: The Minor Armory

1.- Racks of bows, quivers of arrows, and bundles of javelins line the walls and are stacked into the corners. The door is locked.

2.- The equipment is in a remarkable state of preservation, since the room has been sealed (for some reason, no one has previously bothered to pick the lock on the door, or find the key ring in the watch officer's desk). The lock on the door is a level three lock.

3.- There were 100 good yew long bows, 150 short bows, 250 quivers of arrows, 500 extra bundles of arrows (20 to a bundle), and 100 sheaves of javelins (12 to a sheaf), stored here. There is a 20% chance that these weapons are still usable. There were also 200 practice quilted cloth jerkins here, but they have given up the ghost. Although many of the Guard gained expertise in these weapons, the code of Kathilla forbade their use in repelling grave robbers.

4.- Only during the morning practice period will more than the two guards at the door be in this room.

III-C: Lavatories and Sanitary Facilities

This area needs little description, parrticularly if the GM or any of the party members have ever been in an army barracks.

III-D: Individual Barracks Rooms for the Respects

Each room was the quarters area for the guardsmen of a Respect; there is little here other than bunks and lockers (during Guard times), or refuse, rats, and collapsed furniture (in modern times). Personal possessions have little value to other than the possessor. The key ring found in the desk of the Officer of the Guard will open all the locks found in and/or around the barracks room; in modern times, most of the locks are laying on the floor amidst sawdust and wood fragments. The locks are worth about 50 GP each, and are still in workable condition; there are about 40 locks per barracks room. If your players are running this scenario in the time of the Guard, and have gotten this far, either you're being too generous or they've brought Patton's Armored Division with them.

THE FOURTH LEVEL

The Fourth Level is virtually identical with the Third Level and is not detailed here; if the party successfully reaches the Fourth Level, use the maps and contents for the Third Level. The only difference is that the Minor Armory is now the Quarters for the Commandant's Honor Respect.

NOTES FOR CHARACTER DESCRIPTIONS

(1) If a Deathguard is disarmed, he will utilize unarmed combat techniques. He may strike twice each melee round, and any strike inflicting 90% or more of possible damage has a 60% chance of stunning his opponent. Recovery from the stunning blow requires STM saving rolls until successful, one per melee round.

(2) The priests of Kathilla have two Goddess-endowed powers which they will use if necessary. The first is the ability to summon help, without calling or outcry; this help, in the form of additional Hands of the Guard, will arrive in 4+1D8 melee rounds, sufficient to bring the odds to no worse than 3 to 2. The second is the mindblast, a sort of mental shout which is capable of stunning any within range (the members of the Deathguard are inured to the mindblast, and are only affected at one-fourth the normal chance. The ability requires practice, and the younger priests are not as capable as the older ones. Abilities are:

Proximate Level	Daily Uses	Success/20'	Success/50'
Green	2	60%	20%
Intermediate	4	70%	35%
Veteran	6	80%	50%
Elite	8	90%	65%

An individual priest using the mindblast will be incapacitated until a STM saving roll is made on 3D12; a bonus of 2 for each level above Green is allowed to the save.

(3) Dragon flame diminishes in power with distance at 5% per 5 foot distance up to 50', and 10% per 5' distance to 75'; over 75 feet, only flammables are affected, with only a 35% chance of catching fire (from 75' to 100'), but within 75' from the dragon's mouth, some damage will always be sustained -- there is no saving roll. Damage will only be diminished by cover; a large shield will diminish damage by 35%; a large-boled tree (sufficient to totally cover the person) will reduce damage by 75%; other forms of cover, such as boulders, doors, etc., will diminish damage by varying amounts (GMs should use discretion in the amount reduced). Dragons are not capable of breathing flame in two consecutive melee rounds, since it takes a minimum of a melee round for the dragon to generate sufficient gas for a new blast.

CHARACTER DESCRIPTIONS FOR THE DEATHGUARDS AND HRANUGH

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
The Deathguards															
Guard Type A	GR HU FTR	-	12	11	13	15	10	14	BDSWD	8	2D4		C&S 7	18	
									HANDS	10	1D4	(1)			
Guard Type B	GR HU FTR	-	13	12	11	13	12	11	BDSWD	7	2D4		C&S 7	21	
									HANDS	10	1D6				
Guard Type C	INT HU FTR	-	12	14	13	14	11	12	BDSWD	5	2D4		C&S 7	22	
									HANDS	8	1D6				
Guard Type D	INT HU FTR	-	11	13	14	12	11	15	BDSWDe	6	3D4		C&S 8	27	
									HANDS	8	1D6				
Guard Type E	INT HU FTR	-	14	15	11	13	9	10	BDSWDe	4	2D8		C&S 8	25	
									HANDS	9	1D8				
Guard Type F	VET HU FTR	-	12	12	14	15	11	9	BDSWDe	5	3D4		C&S 8	32	
									HANDS	8	1D8				
Guard Type G	VET HU FTR	-	15	12	13	15	8	13	BDSWDe	5	4D4		C&S 8	31	
									HANDSe	7	1D10				
Guard Type H	EL HU FTR	-	13	14	12	13	10	12	BDSWDe	3	3D4		C&S10	36	
									HANDSe	7	1D10				
Guard Type I	EL HU FTR	-	12	14	14	16	12	11	BDSWDe	3	3D4		C&S10	31	
									HANDSe	6	1D12				
Guard Type J	EL HU FTR	-	15	12	13	13	10	13	BDSWDe	3	4D4		C&S12	39	
									HANDSe	6	1D10				
Officer Type A	GR HU PRT	-	10	14	13	13	13	9	BDSWD	7	2D4	(2)	C&S 7	15	
									HANDS	9	1D4				
Officer Type B	GR HU PRT	-	13	12	13	14	13	10	BDSWD	7	2D4		C&S 7	22	
									HANDS	10	1D4				
Officer Type C	INT HU PRT	-	11	13	13	12	15	8	BDSWD	6	2D4		C&S 8	23	
									HANDS	10	1D6				
Officer Type D	INT HU PRT	-	13	13	12	14	11	11	BDSWDe	6	3D4		C&S 9	24	
									HANDS	9	1D6				
Officer Type E	INT HU PRT	-	12	14	14	13	15	9	BDSWDe	5	3D4		C&S 9	26	
									HANDSe	7	1D8				
Officer Type F	VET HU PRT	-	10	15	13	14	12	10	BDSWDe	4	3D4		C&S10	29	
									HANDSe	8	1D10				
Officer Type G	VET HU PRT	-	14	13	12	14	12	14	BDSWDe	5	4D4		C&S12	34	
									HANDSe	8	1D10				
Officer Types H-K (extremely unlikely to be encountered)															
The Dragon															
Young Hranugh			62	19	14	54	16	18	BITE	3	2D12		PLT16	427	
									CLAWS	2	3D8				
									TAIL	5	3D10				
									FLAME	-	10D20	(3)			
Older Hranugh			74	18	14	50	16	20	BITE	1	2D12		PLT19	685	
									CLAWS	-1	3D10				
									TAIL	6	3D12				
									FLAME	-	12D20				

CHARACTER DESCRIPTIONS FOR THE DENIZENS OF THE TOMBS

CHARACTER NAME	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
A. Warrior Skeletons															
Skeleton 1	INT SK FTR	-	+	+	+	+	+	16	BDSWD	3	2D4		BON 7	20	
									HANDS	6	2D3		(1)		
Skeleton 2	VET SK FTR	-	+	+	+	+	+	14	BDSWD	2	2D6		BON 7	25	
									HANDS	6	2D4		(1)		
Skeleton 3	VET SK FTR	-	+	+	+	+	+	10	BDSWD	3	2D8		BON 7	28	
									HANDS	6	2D4		(1)		
Skeleton 4	EL SK FTR	-	+	+	+	+	+	15	BDSWD	1	2D6		BON 7	29	
									HANDS	6	2D4		(1)		
B. Guards in Tomb Design 1															
Guards 1-2	VET GI FTR	-	27	14	12	22	8	19	SCIMe	2	5D8		SKN 3	67	
Guards 3-6	INT GI FTR	-	26	11	9	24	7	17	SCIMe	4	4D8		SKN 2	56	
C. In the Treasure Chamber of Tomb Design 2															
Guards 1-4	VET HU FTR	-	16	15	12	14	9	13	BDSWDe	2	4D4		C/S 9	35	
Leopards 1-2		-	14	18	22	17	3	12	CLAW	3	1D10	(2)	ANH 4	51	

TOMB DESIGN

III

The Tomb of the Scholar

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

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

SAFETIES, RESETS, AND TRAPS

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

TRAPS IN TOMB 4

1) On door A: a blade snaps out of the side wall and describes an arc to the door itself. It flies at at waist level (3' off the floor), and will cut the person picking the lock neatly in half. A Hearing roll at a 30% bonus is required to notice the faint click the blade makes as it begins its sweep, and a saving roll against REF is required to jump out of the way or duck completely, thus avoiding the blade.
2) On door B: an area 6' square, immediately in front of the door, becomes gravity reversed. A saving roll against MGR is allowed; if successful, nothing happens; if not, the person involved falls onto the ceiling (which happens to be covered with spikes, and 30' distant). A person falling to the ceiling will make contact with [4 + 1D4] spikes; spikes do [1D8 - 1] damage, and are HACØ 4. Falling can also cause damage, doing 1D6 for the first 10' fallen, 2D6 for the second 10', 3D6 for the third, etc.; saving rolls against STM and CDN are allowed to reduce the effective distance fallen by 10' for each successful SR. The gravity reversal effect wears off after 15 minutes, but can be easily turned on again if anyone tampers with the lock mechanism.
3) On door C: A large section of the wall next to the door swings rapidly over to deal a stunning (and possibly fatal) blow. A saving roll against REF at a penalty of 3 is required to sprint or spin out of the way; if the SR is not successful, the victim takes 2D4D8 damage - if the SR would have been made normally (i.e., without the penalty), only half the damage is sustained.
4) On door D: the area immediately in front of the door is drenched with Firewater, a rather potent flammable, which will ignite in 1 mr. It requires 2 saving rolls against CDN to strip completely, and avoid any damage; making either SR reduces damage to half (the victim has managed to remove a good portion of his equipment and clothing. Originally, 100 units of the highly flammable liquid were in the reservoir of the trap; D100% of the supply has evaporated. The liquid does 1D4 damage per unit with which the victim has been drenched, if he has not managed to remove all clothing and equipment. The clothing and equipment will generally (75%) be consumed by the flames in any case.

SAFETIES

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

The Burial Chamber

What the Players See:

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

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

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

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

GM's Description:

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

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

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

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

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

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

Door A:

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

Door B:

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

Door C:

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

Door D:

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

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

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

The Small Side Rooms

What the Players See:

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

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



GM's Description:
In room A, the assorted literary materials are all on the subject of botany. Two years study will enable the person spending the time on learning to identify any plant. The object on the shelf is a small (3" diameter, 12" high) hollow pedestal, shrouded in a velvet cover; in a small depression on top lies a faceted gem (one of the eyes for the head).
In room B, the reading materials concern husbandry and animal psychology. Five years study will enable the person studying to tame and train most animals (95% chance with domesticated breeds, 75% with wild animals, 50% with feral carnivores). On the small shelf is a pedestal similar to room A; however, the depression on top is empty (the gem eye is inside the pedestal).
In room C, zoology is the subject. Three years study will enable the student to identify and fully describe any animal seen. The small shelf contains a coffer of brass; when opened, it will be seen to be velvet lined, with a small depression approximately the shape of an ear - the depression is empty (the ear is hidden in a secret compartment under the shelf - simply peering under the shelf has a good chance [65%] to locate the compartment, since it is just a bulge at the very back of the shelf in the corner).
In room D, the subject is agronomy. One year of study will enable the student to domesticate most plants (85%), and to crossbreed new species (if botany is known). There is a small coffer on the shelf, similar to that in room C, but the depression contains an ear.

The Library

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

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

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

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

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

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

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

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

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

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



The Assembly Room

What the Players See:

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

GM's Description:

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

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

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

Arms only

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

Legs only

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

Other combinations

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

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

Point C is a length of the corridor which passes over the treasure chamber; it is guarded by a bronze railing. The immense fortune of the scholar can be seen from this area. It is not possible to attain the actual interior of the chamber from this balconied stretch; among other things, there is a layer of Disintegration about 12' off the floor of the chamber - anyone diving, or otherwise attempting to reach the floor of the chamber from the viewing area, will simply disappear (permanently).

The Treasure Chamber

What the Players See:

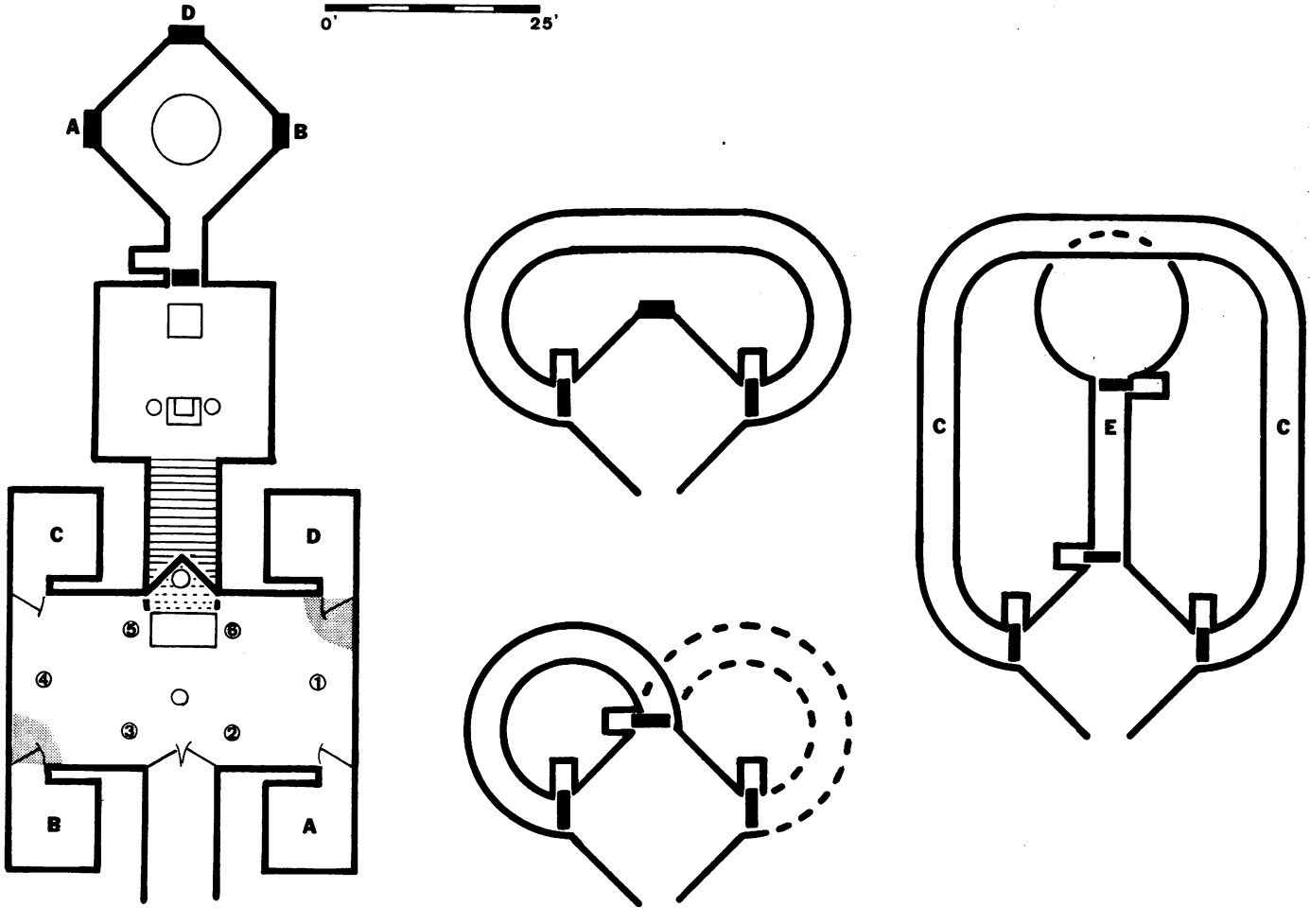
The room is hemispherical, some 15' in diameter, with a guard-railed balcony to be seen high on the back wall. There is immense treasure in coins, gems, and jewelry here, as well as other items of value. The ceiling casts a brilliant light over the entire assemblage.

GM's Description:

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

CHARACTER DESCRIPTIONS FOR THE TOMB

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



B. THE ILLUSIONIST'S TOMB

Nicodraj, the old farmer proudly exhibited the find he had recently made in his field - a large, very ornately carved and decorated bowl of silver. It was completely tarnished, and colors of great age rippled and played over its blackened surface. The bowl had obviously been covered by mud and sand, for remainders clung stubbornly to some deeper cracks and crevices, although attempts apparently had been made to clean it.

"An foun't near t'ole oak in t'back corner m'small field, when Ah wuz tryn'ta dig out t'big stone. Gonna mek m'plantin' bigger, put in sum melon, or mebbe sum squash. Y'know, t'Ah get 'em in fass 'nuff..." the old man's voice trailed off into a speculative silence. One of the listeners reminded Nicodraj of the bowl he was holding and had been talking about. "On... on, well, alrydt, twuz buried under t'rock, 'n An thought twuz jus' 'nother stone, til m'spade nicks t'rim, see, hyeer whar t'mark is, and Ah'kud see't twuzn't no rock. So Ah gits down in t'hole, 'n pulls't out, 'n seems to've bin settin' on sum kinda stone, cuz Ah'kud see't unner where t'bowl'd bin settin', 'n twas all carved kinda funny, wit' humps 'n bumps 'n lines goin' all over, Ah'kud see t'roo t'mud. Ennybuddy got t'idee as t'whar t'mighta come from?"

Most of the other denizens of the Gilded Plow took the opportunity to venture their opinions as to origins of the bowl. One asked Nicodraj what he was planning to do with the bowl. "Prob'ly tek't inta Haven, t'big city y'know, see h'much Ah kin git fur't. 'Speks Ah'kud git mebbe thutty, forty gold, if t'blacknin' on't don bring t'price down."

From a table near the hearth came a voice, "I'll give you thirty gold for it, and save you the trip into the city." A cloaked figure arose, and joined the group around Nicodraj. "I'm headed for Haven anyroad, and the guess as to the price was fairly accurate; t'would most likely bring about 45 or 50 gold in the city."

The man speaking appeared to be a trader, tall, well built, and reasonably affluent by the cut and quality of his clothing. A rapier with a golden hilt swung at his side. "Would you be willing to show me where you found this? I'll tack an extra 5 gold on the price if you will."

"Aye sor, that Ah will. Ah kudna tek t'time ta travel ta t'city noroad. Come now, An'll show ye rightways." The old farmer hobbled toward the door with surprising spryness for one of his apparent age. "Come now, come now. An'll show ye." The cloaked trader followed the old man out of the tavern.



The bowl is a clue to the location of the tomb, long lost and forgotten, of Aold din Heradkon, a rich and powerful illusionist, who died over 4,000 years ago. The tomb is buried beneath the field of Nicodraj, and has been covered, and now uncovered, by the slow fluxions and erosions of great lengths of time. The trader sold the bowl in Haven, and it has been bought by Kerrel ma'Kuszla, a scholar of antiquities. Kerrel is in the process of arranging with the head of the Thieves' Guild for a group of rogues to visit to the area, for the purpose of recovering some of the great treasures which should be contained in the tomb. The Guild and the old scholar propose to split whatever ancient arcane and monetary treasures are found, with fair and suitable remuneration for those who brave the tomb's dangers.

The tomb is located under the spreading roots of an ancient oak tree, some 1400 years old, which stands in one corner of the small field of Nicodraj. Original entry to the tomb complex may be achieved by digging near "t'big stone" the old farmer tried to dislodge (he never did succeed) when he discovered the bowl; there is a 65% chance that anyone doing much digging within 10' of the large boulder to which the farmer referred, will be precipitated into the atrium when the roof of the ancient tomb gives way under him (anyone within 5' of the fallee should make a saving roll against REF to avoid joining him in the tumble). There is also a 1% chance, if the aforementioned happens, that the boulder will also be precipitated into the antechamber (quite possibly on top of the unfortunate initial entrant[s]); if such a disastrous fall does not occur at this time, the huge rock will be quite stable for the remainder of the adventure. If neither possibility should occur, the roofing stones of the atrium will be found, buried in the mud and sand of the field, about 5' under "t'big stone"; many of these are crumbling and loose, and can be easily pried out to afford the party a method of entrance into the atrium (although it should take two strong men about 8 hours of digging to uncover sections of stonework large enough to provide a decently large entry hole for the group).

Once entry to the atrium has been secured, the adventure begins. . .

The Village of ALDUREE

This small village has been well described in "The Tower of Tsitsiconus", in Thieves' Guild III, and the easiest way for the band of rogues to find the location of the field and the large rock is to visit the Gilded Plow, the tavern/inn in Alduree. Nicodraj is frequently found there in the evenings (75% chance he will be in attendance, happily slurping up good home-brewed ale), and is quite happy to show people who express interest where he found the bowl. He does, of course, expect a small gratuity for his troubles. The trader spoiled him by giving him the extra 5 GP, and he will feel slighted if he gets less than 2 GP as a tip; he will grouse, at any opportunity, about "t'cheap strangers as is allus snoopin' 'bout m'fields of a night" whenever he is in the tavern, and there is a 40% chance that Bardol (a young local farmer who is both tough and mean) and some of his cronies will take a notion to go "watch the strangers". If so, there is an additional 65% chance that they will try to bully and harass the party if the group is still above ground; if the party has, by the time Bardol and friends arrive, already disappeared into the tomb, there is only a 10% chance that Bardol, along with Juran and Miggs (his two "best buddies"), will enter the tomb itself. If the bullies do not enter the tomb, there is only a 15% chance they will wait for the party to reappear.

There is a 15% chance that Tsitsiconus (the mage who lives in the tower) will hear of the activity (and, on investigation, of the silver bowl), and he is almost certain to become interested. If this does occur, the mage will likely (65%) put in an appearance, to have a look at the tomb. If the rogues are honest and upfront about what they're doing "on the GuildMaster's orders", Tsitsiconus will simply ask to peruse whatever books or scrolls they might locate, before they take them back to the city - there is even a 10% chance he might offer an aid or two for their work (a ring which Detects Illusions, for instance, or a set of Spiderpaws [felt gloves and boots which allow the person wearing them to walk along walls like a spider]; these are, of course, at the GM's discretion); if they are secretive, nasty, and/or uncooperative, Tsitsiconus will "suggest" that they will find life a good deal more comfortable in the city, and that they should leave for that destination immediately (he does have the power to enforce his suggestion). The thieves will, of course, be able to make their own decision, but discretion, in this case, is definitely the better part of valor.

The TOMB of AOLD din HERADKON

This tomb was constructed under the orders of, and enchanted by, a master of illusions, Aold din Heradkon. The mage had a sense of humor many of his fellows and contemporaries considered a bit eccentric - he was an ardent practical joker (although he had progressed at least a bit beyond the equivalent of the squirt flower and the whoopee cushion, most of the time), and some of his finest and most elaborate illusions began as well planned practical jokes. The tomb is quite thoroughly enchanted, and has been loaded with illusions of many descriptions, some of which are very involute and extremely complex (dealing with all senses, including smell, taste, and presence).

Being a realist, Aold did not expect his tomb to go undisturbed through eternity. He felt that it would be, eventually, opened, whether by those who would be greedy, scholarly, or reverent, he did not know, but he determined that anyone who wished to remove items from his tomb would surely earn them. To this end, the mage designed, and enchanted, his last resting place - the process required a full decade.

The tomb is constructed in five sections:

- the Atrium, with the Door That Falls;
- the Well of Forever,
- the Tunnel of Travels, and
- the Sphere of Imagination, which leads to
- the Resting Place of the mage's body.

Each of the sections must traversed; when the party gains the treasure chamber (where the stone sarcophagus of Aold din Heradkon lies), there are some puzzles to be solved. The old illusionist did not set out to kill purposely (with one possible exception), but there are some portions of the tomb which can be fatal to one who truly believes what he is experiencing; it is possible for one or more of the characters invading the complex to die in the pursuit of the adventure. If the party uses a modicom of intelligence (and has reasonably high IQ and/or DSC ratings), they should survive, however, and reap rich rewards.

The party members may attempt to "disbelieve" some of the illusions set up by the mage; it is possible for one or more of the players to pierce the veil, and see what is actually there. Remember, though, that Aold was a master illusionist, of exceptionally high level (if one or more mages have accompanied the party, treat the old mage's spells and illusions as if cast at the 19th Level of proficiency), and that he had many years to prepare the tomb - all saving rolls for disbelief are a two part process: first, a saving roll against MGR to see if the person has even noticed that that which he is observing might be an illusion (if this SR fails, there is no second roll); second, a saving roll against 1/4 (DSC + IQ) for actual disbelief of the illusion. All disbeliefs function only for the illusion on which they were made, athough any successful disbelief roll

adds 1 point (for purposes of further disbelief rolls only) alternately to DSC and IQ (you can learn from experience).

The First Section of the Tomb

The Atrium (with the Door That Falls)

What the Players See:

The atrium of the tomb is octagonal, about 40' in diameter, with a hemispherical dome. Centered in the room is a marble fountain, which sprays fine streams of opalescent blue liquid into the air; there is a faint, but very intriguing, scent of camellias in the air in the vicinity of the fountain.

Most of the dome's surface is plastered with pale green stucco; once proud paintings and frescoes can now be barely seen in its faded grandeur. The lower walls are done in a glossy tile, colored pastel blue; there are remnants of what was fine carpet on the polished floor. Centered along each of the four shorter walls is a table of glistening black stone; an object rests on each table, and each table is intricately carved. There seems to be an almost palpable feel of enchantment to the entire room.

On one wide section of wall is a pair of bronze doors, some 15' tall by 10' wide, elaborately carved with scenes representing a mage casting spells. These doors bulge slightly inward, and are just a tad ajar, as if from the weight of the earth outside; there are small piles of dirt and mud at their base. Directly opposite the bronze doors is an enormous carved stone archway, about 15' wide and 20' high, within which a heavily built door of dark wood (about 8' high and 4' wide) seals the way; the archway extends some 2' out from the wall, and the door is inset about 6".

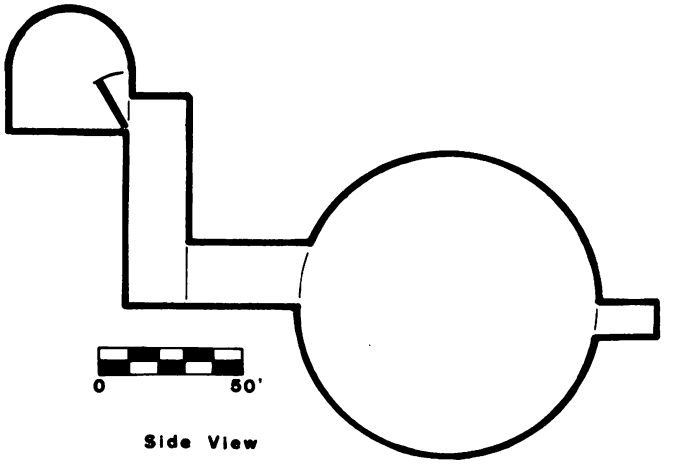
GM's Description:

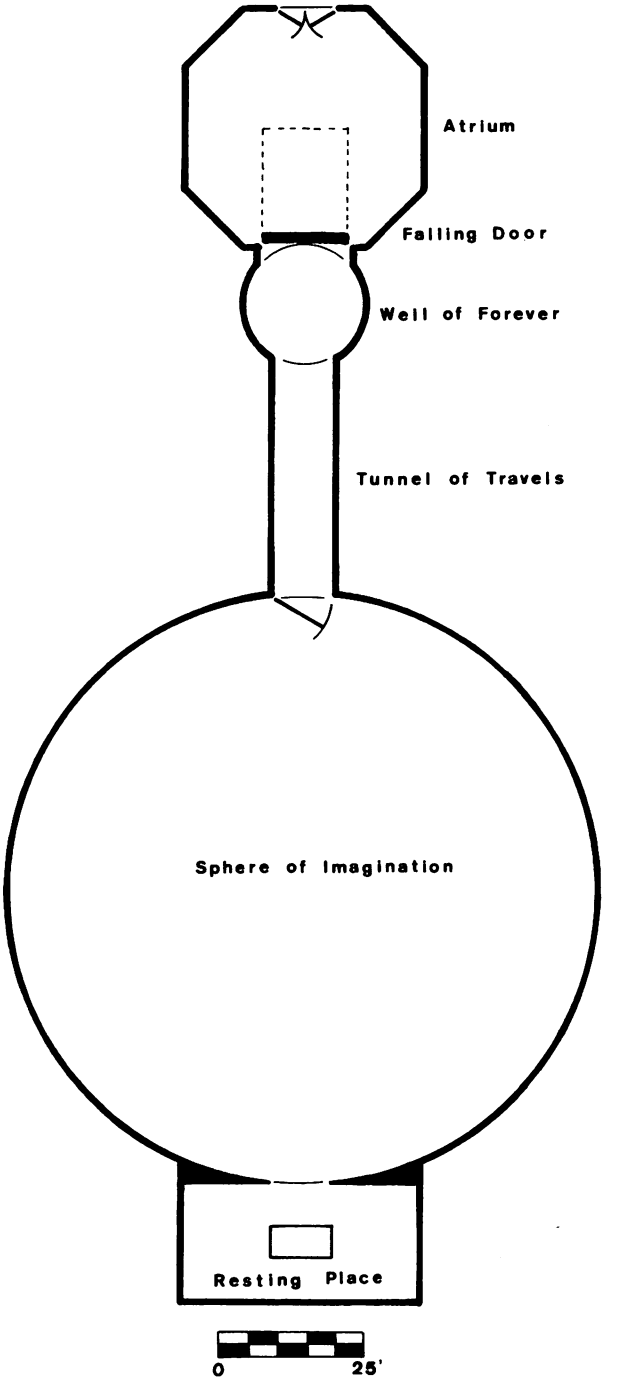
The liquid in the fountain, and the faint scent of flowers, are, of course, illusions, of such quality as to include all the senses (the blue liquid, should any care to sample, has a texture like heavy cream, tastes like blueberries with a heavy hand on the vanilla, and is the source of the camellia aroma). The bronze doors, and the stone archway, are not illusory, but very real.

The four tables (which are made of polished basalt and carefully worked - each is worth about 500 GP) each contain small objects, one per table. The objects are:

§ A small goblet, carved from carnelian (value 3,000 GP) has the power to neutralize poison drunk from it (the poison must be drunk, not just poured in and poured out - in the latter case, the poison will still possess all its toxicity), and to make water taste as if it were finest wine (the red goblet cannot change the water into wine, only give it the illusion of tasting like wine).

§ A cube of petrified wood, 3" on a side (value 2,500 GP) will provide an endless series of fairy tales and other stories for anyone who naps with the cube within 1' of his head; he will feel a participant in the story, and will recall the tale after he wakes up (provided he has an IQ of 9+).





§ A 15" statuette of a slim young girl, (value 2,800 GP) nude and made of alabaster, is capable of dancing (actually, appears to dance; the statue cannot move) when one's attention is focused upon it; it can also be dressed, by clothing it (in nearly any description) by imagination (using an item to be found in the burial chamber, clothing imagined can be created in actuality).

§ A tube of gold, 1" diameter, 6" length, (value 300 GP) with an eyepiece on one end, and a cap on the other, is a pure practical joke. Anyone who looks in the eyepiece will see a kaleidoscopic scene of swirling and brilliant colors; however, he receives a blackened eye (the eyepiece produces a dark bluish-green pigment, which stains the flesh around the eye of anyone looking into it - it takes 6 months for most of the coloring to wear off).

If the party should fool with the pair of bronze doors (pull on them, shake them, etc.), there is a 35% chance that the old hinges will find sufficient freedom to creak open (in a rush, of course), deluging those within 10' with many (filthy) tons of dirt, mud, small (and not-so-small) rocks, and sand. Should this happen, it requires a saving roll against REF for a person in the area to dodge out of the way; if missed, people who were within 10' of the doors and failed to get out of the way (missed SR) will be buried (50 + [1D6 x 10] % - right, there's a very good chance of being completely buried, and 90% should leave only a person's head, hand, or foot free [GM's choice]; 80% or less should [not necessarily] leave the poor wretch's head free, as well as a portion of one or another limb). Freeing a person from the mud (at least getting his head clear) should not be too difficult, but should require some time - it is possible to smother under the weight of dirt before one's mates can dig one out. Victims are usually very easily revived (by using mouth-to-mouth resuscitation - any one who has been trained in first aid would know the technique) if not deprived of air for more than one's STM in mr; there is a 90% chance for quick revival, with a saving roll against STM if this roll is missed. If the victim has been airless for STM minutes or less, the chance is 50%, and the GM may allow a saving roll against 2/3 STM for revival. If the victim has been buried and without air for more minutes than his STM, the chance of quick revival drops by 5% for each additional minute required to unearth him; the SR is made against 1/2 STM for the first 5 minutes used after deadline, but the ratio then drops to 1/4 STM.

To progress further into the tomb, the party must open the door in the stone archway. This archway is one of Aold's practical jokes, and, properly handled, it should cause the party much anguish. The door has a nice, large, inviting keyhole (through which nothing can be seen), which is relatively easy to pick (double the person's normal percentages for lockpicking - but don't tell the players). However, when a click sounds, which will indicate the successful completion of the picking attempt, the entire stone archway will slowly tilt (it requires a saving roll against 1/3 DSC for a player to notice this - the GM should make these rolls for the players, and have notes ready to pass to those who are successful) into the room, toward the fountain and the floor. This is the "Door That Falls", and while it is not totally an illusion, many of the effects and varied ramifications are; the area that will be covered by the archway and door is 15' wide by 20' out from the wall. The archway will intersect the fountain; players are responsible for noticing the fact that the fountain has not been crushed (and is still spraying), and ask about this anomaly for information about possibilities of the archway and door being partly illusory - the GM should be very stingy of information about illusions if they do not notice and ask.

If any players notice the motion of the archway at the beginning of the fall, it requires only a saving roll against REF (bonus of 4) to get out of the way in time; however, this bonus should decrease 1 for each fellow player-character they attempt to warn (and the GM should make the player reroll the SR, applying the appropriate penalty, if the player first succeeds, and then tries to warn other players, unless he specifies that he is getting out from under and yelling after he has moved). If the players do not notice immediately (this would be much the greater likelihood, since SRs against 1/3 of a requisite are very difficult to accomplish), the saving roll against REF (to leap or scramble frantically out of the way - this assumes that somebody starts yelling a warning - if not, GM should require saving rolls against DSC from players in the area to notice the falling stone), when they do notice, should be at 2/3 REF. If the group in the impact area still fails to notice the door, well, that's the way the stone door flops (or the mop bounces, or the ball crumbles, or the cookie falls. . . or something).

When the huge block of stone has fallen (trapping at least one member of the party underneath), a great looming black hole in the wall is revealed where once it stood. Small trickles of blood slowly seep under the edges of the stone (this is part of the ilusion - Aold set it up this way); the cyclopean block is obviously much too heavy to lift. Characters whose crushed bodies lie beneath the fallen arch are dead and gone forever, along with whatever equipment they might have been carrying. Etc. . . (Lay it on thick!! but not thick enough to drive them out of the tomb.)

Actually, those characters under the stone are not dead (remember, he was a master of illusion!); however, they are out of the remainder of the adventure. The archway is a hollow block, the door was an illusion bolstered by touch and feel (Aold was very good), even the blood (which can be felt, smelled, and, yes, tasted if necessary) is quite illusory, and the characters are under the influence of a very powerful Slumber spell (as well as under the door). The block is truly too heavy to lift, but if the party reaches the sarcophagus and succeeds in prying it open, archway and door will return to their normal position, revealing the "dead" characters (still sound asleep) lying on the floor.

The Second Section of the Tomb

The Well of Forever

What the Players See:

(Until one of the players puts his head through the gaping hole in the wall of the Atrium, nothing will be seen)

The edge of the Atrium appears to be some sort of curtain effect, through which nothing can be seen of the area beyond. Once the curtain has been penetrated, the area appears as a sort of a well, 20' in diameter, which has walls of scintillating metallic hue; it goes downward for a great distance, and gradually pinpoints at what would appear to be 1,000' in depth. On the wall on the opposite side from the opening is a ladder of rungs, which proceed down the side of the well.

GM's Description:

The Well of Forever is fraught with illusions, most of which deal with falling and distance aspects. The actual depth of the Well is 60', but it appears to be the 1,000' deep, as in the players' notes above.

Should players attempt to reach the rungs on the opposite side by leaping, or by having one character toss another, a miss will send the one attempting the

leap, or the tossee, in a screaming fall to the bottom of the well. His fall will be controlled by a set of gravity control spells embedded in the well, and the character will actually reach the bottom of the well in relative safety, although it will require a saving roll against 1/3 STM to retain consciousness.

If the group reaches the rungs by use of a grapnel and rope, or some other method of reasonable safety, it will require a successful disbelief attempt to avoid a climb of 1,000' down the ladder; saving rolls against CON should be made for each 50' of ladder traversed to avoid a slip and fall from the ladder. If a character does fall, all below him on the rungs must make saving rolls against STR to hang on; failure means a long drop (don't forget to check to see if he knocks more off).

Should the entire party arrive at the bottom by the quick route (falling), it is likely they will all be unconscious. The first person who is able to make a saving roll against 1/2 STM will wake up, and may then rouse the others. Otherwise, those who climb down the entire way may wake those who fell. Of course, climbers will be totally exhausted - there are numbers of spells embedded in the bottom of the Well which will provide sleepers (as opposed to unconscious) with sufficient nightmares to assure a total lack of restful sleep; any who climb down the Well will function at penalties in the next section of the tomb: -4 to HP, 1/2 normal speed, and a penalty of 4 to any REF saving rolls (it's an exhaustion effect - tired people function poorly).

With the entire party at the bottom of the Well (hopefully!), the following scene can be described:

What the Players See:

Set in the wall at the bottom of the well is a door. It is heavily constructed of wood and metal, and looks resistant to most weapons. There is a knob, set above a keyhole.

GM's Description:

The door itself has an AC equivalent of plate, and would require 400 hits to break through. The resistance of the door is 16D12 (up to 5 persons may shoulder the door at one time; make an accomplishment roll [a saving roll under an alias] on the combined STR of the players trying to knock the door down - on any roll of 144 or more, each person involved takes 2D4 damage).

The lock on the door is Complexity 3. After six tries to unlock it have failed, the bottom of the Well will begin to fill with water (an illusion, of course), which will rise at the rate of 1' per minute. Once the door has been unlocked, it can be pulled open (easily, even against the "weight" of "tons" of water), and the water will be seen to pour out through the open doorway. The doorway has a black curtain effect, similar to the one at the top of the Well; however, no one will be able to see anything until all have passed through the door, since the effect extends for (an illusory) 30' in all directions from the door.

The Third Section of the Tomb

The Tunnel of Travels

What the Players See:

(GM's Note: Before the GM does allow his players to see [and experience] what is in this section, he should select a type of terrain for them to traverse. If the GM wishes to use random determination:

01-25	Desert
26-70	Jungle
71-00	Plains

This section will play much more smoothly if the GM is thoroughly familiar with the possibilities for all the encounters that exist; it is suggested that the GM read this portion carefully before springing it on his poor unsuspecting players.)

A door slams behind the party, and they find themselves gazing out over a landscape of:

(Desert)
rolling dunes, with no vegetation of any type (an area similar to the terrain described on Arrakis, in Frank Herbert's Dune). There is little motion in the scene, save for an occasional lizard, scorpion, or snake skittering across the dunes. The air is dry and arid, with no hint of moisture, and there is no feeling that there will be sweet, cool relief when the sun sets. The sand is dotted by occasional outcroppings of stone and rock, but little else can be seen, to the horizon, except . . .
about 10 miles away, a glint of sun flashes off a tall golden spire.

(Jungle)
swaying trees, draped with lianas and vines. Many small animals and reptiles skitter, wriggle, and chatter amidst the heavy greenery. The scream of a hunting cat reverberates through the lush foliage, and the sounds of myriads of unseen creatures lick and nibble at the ears of the party. All appears to be color and constant motion, but there is a heavy feel to the air, and the heat is oppressive, almost too much to bear. On the crest of a high hill about 10 miles away stands a tall golden spire, glinting in the bright sunlight.

(Plains)
waving grain-like grasses, with scattered small copses of tall slender trees. Small herds of shaggy dark-brown cattle with heavy humps on their massive shoulders wander, lowing and bleating, across the sea of yellow spears. The air is hot and dry, with shimmers of heat and tiny dust devils dancing along the ground, and there is no promise of any cooling with the setting of the sun. Far on the horizon, on a lonely hill about 10' miles away, stands a tall golden spire, its form wavering and distorted by heat and distance.

Behind the party, there is a heavy wooden door, re-inforced with wrought iron bars. It is set in:

(Desert) an outcropping of rock, which has the shape of a skull; the door is set into the area of the mouth, and there is no other rock or stone within visible range which resembles the skull-rock.

(Jungle) the bole of a very large tree, the tallest that can be seen for quite a distance; the leaves of the tree are a peculiar purple, flecked with green and gold, and the tree does not resemble any within visible range.

(Plains) one end of a long barrow, part of a series of a dozen in the area; the one particular burial mound with the door is the only one covered top and sides in lush verdure visible for a great distance.

The door is securely fastened, and does not open at all easily.

GM's Description:

As can be seen from the diagrams of the tomb, this section of corridor is actually only 40' long; however, it will require the equivalent of a 10' mile hike for a party to reach their obvious target, the "golden spire". There are various types of encounters which can occur along the way (see TERRAIN TYPES AND ENCOUNTERS) in each of the three landscapes. Movement rate and

numbers of likely encounters per half mile hex moved are also listed in this table.

As the GM should have expected, this entire area is one massive illusion; if the party elects to give up and turn back (they can, by the simple expedient of lockpicking the door - on this side, it's Complexity 5 - and climbing back up the Well of Forever), the next time they attempt the corridor, the terrain will be (at least, should be) different. The GM can have a lot of fun varying terrain, particularly when players go to all the bother of exiting, going back to the village to equip themselves for specific terrain, and returning (it's a long climb down the Well, even longer when one is carrying a heavy pack).

The Map of the Tunnel of Travels and the Encounters Chart

The small map below is a composite map of the three terrains available to the GM for the Tunnel. The symbol (" **O** ") at the bottom marks the location of the Tunnel entrance from the Well (the skull-rock, the giant tree, etc.) and the symbol within the slope markings at the top of the map (" • ") marks the location of the door to the Sphere of Imagination, at the other end of the Tunnel (behind the curtain on the ground floor of the golden spire). There are permanent villages (or stable encampments) of inhabitants in the various domains: " **X** " for desert, " **Z** " for jungle, and " **Y** " for the plains. The GM may reproduce this small map for his personal use, to aid in plotting the locations of the various terrain features (large rocks, small rivers, obstacles, etc.) the party may encounter, as well as the party's present location.

While the characters are traveling, the system of random encounters described below will help generate the minor terrain features the party will encounter, as well as occasional encounters with animals and natives.

Individual animals are covered in the situations in which the animal might be met; a general form for animal statistics is:

ANIMAL NAME

AC - animal's armor classification (equivalent artificial armor, including absorption)

Dodge - a plus or minus factor, for defensive purposes

HTK - the base number of hit points (delivered) required to slay the average member of this animal species (any animal should have the "fudge factor" applied - roll D6 and D8:

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

This accounts for such variations among the animals as "boss of the pack [herd, etc.]", recent fights, sickness, or superb shape.)

Move - the speed at which the animal moves (given in 5' increments or hexes per mr)

ATTACKS - number, class, HACØ, armor critical, clear critical, damage; specials or explanations.

Natives can be easily classed and generalized as follows (the GM may assume that any local inhabitant has been well trained with whatever weapon(s) he may be carrying):

Generalized Natives Chart

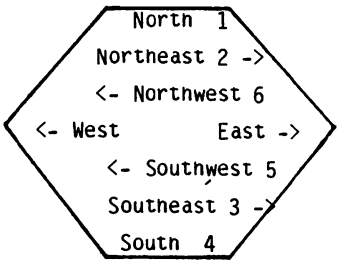
Experience Roll	Level (Damage)	Weapon Skills
01-25	Green (17 hits)	30%+0,40%+1,25%+2,5%+3
26-65	Intermed (25 hits)	15%+1,35%+2,30%+3,15%+4,5%+5
66-85	Veteran (33 hits)	10%+2,25%+3,40%+4,20%+5,5%+6
86-00	Elite (38 hits)	5%+2,10%+3,20%+4,45%+5,20%+6

Equivalent Armor Worn

Roll	Desert	Jungle	Plains
01-10	None	None	None
11-25	Cloth	None	None
26-60	Cloth	None	Light
61-80	Light	None	Cuir
81-90	Cuir	Cuir	Cuir
91-00	Chain	Cuir	Chain
Shield	25%	65%	50%
Mat'l	Leathr	Wicker	Leathr
Shape	01-75	01-00	01-60
	Bucklr	Kite	Bucklr
	76-00	-	61-00
	Round		Kite
Weapon	Sword	Spear	Lance
	Whip	Club	Axe

On an individual local inhabitant, determine general level first - this also gives damagability, and the weapons ability line (CDN bonuses are figured into the chances on this table). Check next for type of armor worn (light = soft leather; hard = hard leather; cuir = cuirboilli). The percentage figures on "Shield" line indicate probability of use by the native; check for style and material to determine the shield's actual capabilities. These people will always attack openly (they are illusions, and you do have to know you're being injured to be injured by an illusion); bows may be used in the jungle or plains, but only when players can see arrows being aimed and fired.

Movement is figured as so many hours per half-mile hex of travel; this is the second line, the one below the terrain designation, on the chart of TERRAIN TYPES AND ENCOUNTERS. Direction of travel should be indicated as shown below:



Of course, any encounters are very likely to increase the amount of time needed to cross a given hex; the number of encounters that may occur when a party is within a particular hex is determined using the formula on the third line of the Encounters chart (for example, "2D3 less 4" - roll totals 4 or less = no encounters, 5 = 1 enounter, 6 = 2 encounters). The GM should roll for, and generate the details of, all the encounters which will occur within a given hex, at the time the party enters it; all encounters will occur at intervals of [2 to 20 minutes (2D10) times the number of hours the hex is rated for travel] after the party enters the hex, or after the party has experienced the previous encounter.

For example, the party is traveling in the jungle (rated as 4 hours per hex), and the GM determines that they will experience 3 encounters (he rolled 10/2D6, and subtracted 7) while travelling in that hex; the 3 encounters turn out to be:

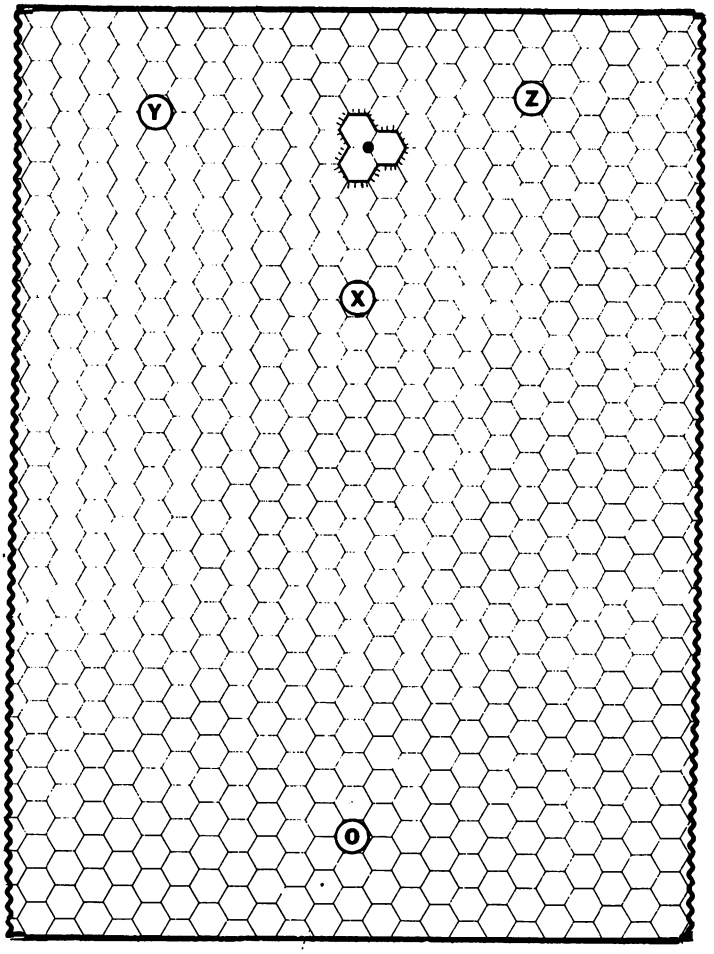
6/2D6 - a heavy and tangled vine thicket,
4/2D6 - a clearing in the jungle, and
11/2D6 - a huge serpent.

The times work out to be 32 minutes til the first of the encounters (8/2D10*4), 72 minutes til the second enounter (18/2D10*4), and 56 minutes until the third (14/2D10*4), for 160 minutes of travel (or, at least, expired time) between encounters; the remaining time, 80 minutes, is relatively undisturbed. An explanation of the encounters and the time involved might be that getting through the thicket was a very slow and tiring process, and a weary party might just decide to rest for an hour or so in a quiet clearing; the snake could possibly catch them there.

(**GM's Note:** Occasionally, cryptic symbols will be used in the tables for number of dice rolled in a given situation. These symbols are:

DICE CONVENTIONS

xDy - the total of the roll of x dice of y sides.
xDy+z - add z to the total of xDy.
xDy-z - subtract z from the total of xDy.
xDy*z - multiply the total of xDy by z.
xDy/z - divide the total of xDy by z.
Dy(g) - calls for the roll of a "graduated" die. To calculate such a die, do the arithmetic total of the numbers of the die (#3 = 1+2+3 = 6; #4 = 12+3+4 = 10; etc.); reverse the order of the line (1-2-3-4 = 4-3-2-1), and assign the values that number of chances - for D3(g), on a 6 sided die, 1-3 = 1, 4-5 = 2, 6 = 3, etc.
n/xDy - means that one particular total is sought off that die roll.)



TERRAIN TYPES AND ENCOUNTERS

Dice Rolls (2D6)	Desert 2 hours/hex 2D3 less 4	Jungle 3 hours/hex 2D6 less 7	Plains 1 hour/hex 2D4 less 5
2	Major camp of nomads	Camp of native hunters	Hunting camp of plainsdwellers
3	Sip/drip well	Loose, low fruits	Small grove of berry bushes and nuttrees
4	Rock outcropping	Jungle clearing	Copse of elders/beeches
5	Stalking dune cat	Prowling hungry leopard	Pride of lions, hunting
6	High dunes with slippery faces	Very tangled vine thicket	Enormous herd of shaggy cattle
7	Drum sand	Slow, deep river with crocodiles	Deep, wide river with fast current
8	Animal encounters	Animal encounters	Animal encounters
9	Unscalable ridge of stone	Very sheer cliff face	Marshes and fens
10	Patrol of nomads	Party of native hunters	Squad of plainsdwellers staging raid
11	Sanddragon	Huge serpent	Flock of predator giant avians
12	Desert oasis	Ancient, ruined temple	Deserted camp

The Encounters

The encounters in the chart follow a particular pattern, which is duplicated in each terrain column:

02/2D6 - a large group of inhabitants in a relatively large and/or stable camp (this is not the permanent camp or village);
03/2D6 - an easily securable supply of food and/or water (the party may not have brought supplies);
04/2D6 - a place of relative safety (a situation in which a beleagured group can rest and feel slightly at ease;
05/2D6 - some examples of the local large feline(s), usually hunting, and almost always hungry;
06/2D6 - a terrain obstacle which slows, and causes a problem in crossing, but which is neither impossible nor improbable to traverse;
07/2D6 - a barrier which might prove absolute, but which probably has some method of being surmounted by the party;
08/2D6 - animal encounters, which may range from totally innocuous (and even provide a food source) to mildly dangerous;

09/2D6 - a definite barrier, one that will force the party to turn aside from its intended course of travel;

10/2D6 - a small party of local inhabitants (these may, or may not, have spotted the party - in some cases, they may even be trailing them);

11/2D6 - a very dangerous encounter, one that might prove fatal to one or more of the party members (in many instances, the GM might wish to allow a secret saving roll against DSC for the character to survive the fatal blow [unconscious, and totally out of the adventure] - although, as far as the other members of the group are concerned, the character is dead and gone); and,

12/2D6 - a totally inviolable place of peace and safety, with food and water, and no attacks from outside sources.

Each column is headed by the terrain type, the movement rate in hours per hex, and likely numbers of encounters to be met within the hex. Encounters are in the form:

What the Players See:

GM's Description:

Desert Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the skull rock (marked " **O** " on the map), a large rock outcropping where stands the golden spire (marked " • " on the map), and a spot indicating the location of the permanent base camp of the desert nomads (marked " **X** " on the map). Along both sides of the map are the great sandstone cliffs (shown by the heavy wiggly lines); they are very obviously and completely unclimbable), which mark the boundaries of the valley in which the party will be travelling.

02) There are 2D5 tents set up on the side of a dune, with each tent anchored into the sand; the rear of the tents are covered by sand so they are nearly invisible. 3D4 nomads in sand-colored robes can be seen around the camp, and there are evidences of more although they are not to be seen.

The total number of nomads in the group is 6D6 (always at least the number to be seen); half of those unseen are inside the tents. There is a 35% chance that the nomads know of the presence of the thieves; if so, a number of warriors equal to twice the thieves' numbers will be conealed in the sand, and waiting in ambush.

03) A damp spot on a small spur of rock seems to have many tracks in the sand about it.

This is a sip well (or drip well), a slow seepage of water from some hidden subterranean source. It requires 2 hours to accumulate sufficient water for one person for one day, or 15 minutes for sufficient to quench a person's thirst.

04) A large outcropping of rock is set athwart the party's path.

The outcropping provides shade, and solidity in the midst of shifting sands. There is a 10% chance that there is a sip well (see 03) in the outcropping.

05) A cat, striped tawny and white and about the size of a small lion, appears to be stalking the party. It seems to have dinner on its mind.

This is an unusually hungry dune cat, and there is a 75% chance that it will attack if a member of the party should lag behind. Normally, dune cats are content to leave people alone, since they taste bad anyway; dune cat is prized as food by the nomads, however, since they believe that partaking of the animal's flesh will impart its cunning and swiftness to the person eating.

DUNE CAT

AC - medium fur (hard leather, 4 hits)
Dodge - +6
HTK - 40
Attacks - 2 claws, 5, 3D3; see below
- 2 hind claws, 4, 4D3; are not used in each attack - if both front claws strike, cat will grab and hang on until thrown or battered off (or for remainder of fight), and gouge with hind claws
- 1 bite, 7, 1D6; used to gain extra purchase on victim for hind claw strikes - if bite succeeds, it will not be repeated

06) High dunes block the party's direct path. They are steep, yet climbable, but their faces are very dry and have a tendency to slide.

These dunes will extend for (2D3 - 3) additional hexes in whichever (or both) direction (left or right) the party turns (roll separately for each direction). If the party tries to climb over the dunes, (full) time for crossing the hex will be doubled, and each member of the party will require a successful saving roll against 2/3 STM to avoid functioning at exhaustion penalties (see the Well) until rest (at least 6 hours) has been obtained.

07) The way ahead looks smooth and inviting; the sand seems not even to be dritted by the wind.

This is drum sand, a tightly compacted area of grains which is capable of creating a booming sound (as if someone were beating on a very large bass drum). This noise will carry for miles across the desert, and there is a 90% chance it will attract unwanted attention:

1-3	Nomad patrol (see 10)
4-8	1D4 Dune cats (see 05)
9-0	Sanddragon (see 12)

This "attention" will arrive in 3D10 minutes after the first boom. Drum sand areas will always fill the rest of the hex (going in the direction in which the party was travelling) where the patch was found, and there is a 65% chance that it will extend into the next 1 (60%), 2 (30%), or 3 (10%) hex(es) in the party's path (this assumes that they attempt to cross the patch). The drum sand patch will also extend ([2D6 / 2] - 1) hexes left and/or right of the party's current location.

08) The party has a small animal encounter of some description.

There are very few animals which inhabit desert areas (any desert areas); this desert is particularly lacking in fauna, but there are a few nasties that occasionally crawl from under a rock:

01-25	1D3(g) scorpion(s)

SCORPION

AC - light carapace (cuirboilli, 4 hits)
Dodge - +4
HTK - 8 (small-30%), 11 (medium-50%), 15 (big-20%)
Move - 5(s), 6(m), 7(b)
Attacks - 1 sting, 7, 1D4, none, 20; poison, levels 12(s), 15(m), 18(b) - injected if victim receives even 1 hit - kills by stopping automatic lung action; victim can be saved by applying artificial respiration until victim makes a successful SR against STM (at current rating affected by poison; only 1 SR per 15')

25-35 1 pit viper

PIT VIPER

AC - light scale (cuirboilli, 4 hits)
Dodge - +3 in daytime heat, -2 at night
HTK - 15
Move - 7
Attacks - 1 strike, 6, 1D6, 20, 19; poison, level 20, injected if victim receives even 1 hit - nerve destroying poison kills within 10 min. if sufficient levels have been absorbed

36-45 1D3(g) sand hawks

SAND HAWK

AC - light feathers (soft leather, 2 hits)
Dodge - -2 on ground, +6 in air
HTK - 20
Move - 3 on ground, 24 in air
Attacks - 1 beak, 4, 2D3, 19, 17; only if hunting or defending nest
- 2 talons, 5, 2D4, 19, 17; only in air

46-75 2D4 lizards

LIZARD

AC - thick hide (hard leather, 3 hits)
Dodge - +6 in day's heat, +2 else
HTK - 10
Move - 12, 18 if scared
Attacks - 1 bite, 4, 1D4, none, 20

Lizards are a food supply in the desert, not to be scorned. They are not a menace, but can deliver a smart nip if cornered; the normal defense is to "run away!!". Successful grabs at lizards will catch the tail 50% of the time; there is a 65% chance that the lizard will drop its tail and depart rapidly.

76-85 1D3 sand runners

SAND RUNNER

AC - light feathers (soft leather, 2 hits)
Dodge - +8
HTK - 12
Move - 24, occasionally bursts of as much as 36
Attacks - 1 beak, 4, 1D6, 18, 15

86-00 2D3 sand lobsters

SAND LOBSTER

AC - medium carapace (plate mail, 8 hits)
Dodge - none, -4 in cooler hours
HTK - 11 (small-45%), 15 (medium-35%), 20 (big-20%)
Move - 4 in heat, 3 when cool
Attacks - 2 pincers, 7, 2D4, 20, 19

Sand lobsters provide a succulent meal for those who can catch them. Many is the desert traveller whose life has been saved by a meal of sand lobster. They are easy to catch (very slow), but can put up a lively scrap if caught. The only safe place to grab is on the carapace, just behind the pincers.

In most cases, the party will not be bothered by these animals unless they do something to bother them (a hand under a rock, sitting on the beastie, stepping on it, etc.). The GM is free to develop his own reasons for successful nuisance encounters.

09) The party's path is blocked by a cliff-like ridge of stone, which runs as far as the eye can see in both directions. The stone face does not appear to be able to be climbed or scaled.

This ridge is meant as an obstruction; it is not, in the least manner, supposed to be climbable or scalable (not even for sure-fingered and -footed thieves); if the party starts to climb, the sandstone will crumble away under finger- and toe-holds, and pitons will fall out as soon as any weight is put upon them - it is an absolute barrrier. The ridge will extend for an extra (2D6 / 2) hexes in either direction, from the point at which the party meets the ridge line. There is a 25% chance of a way to cross (a cleft, a small chimney that is climbable, etc.) in each hex that the party follows along the ridge; however, the party should have to look for these, and find them using Spot Hidden abilities - they are not in plain sight.

10) A small group of people in sand colored robes can be seen on a dunetop about 1/4 mile away. They do not appear to have noticed the party yet.

The patrol consists of 2D4 nomads. There is a 35% chance that the nomads know the party is in the area - GM should adjust this upward if the group has been conspicuous or noisy (sound carries in the desert). The patrol will not attack, but they are not open to friendly overtures.

11) The surface erupts about 60' ahead of the party. A large reptile thrusts itself out of the sand, and charges the party.

A hungry sanddragon let its appetite get the better of its patience, and leapt up too soon. These beasts will normally lurk under the sand until their prey is right on top of them; however, they will rush to the booming of drum sand, as it denotes an easy dinner (an animal in trouble, someone unhandy in the desert, etc.)

These are not true dragons, although their appearance in attack makes them seem so. They are less intelligent than dragons (by a large factor), but possess a certain cunning; they do speak, and 10% of them can speak Common (albeit, with a barbaric accent). They gather hoards (what else do you do with the possessions of travellers who've just become meals?), and will sue for terms, offering portions of these hoards, when badly wounded or greatly outnumbered. Their style of attack is like that of a shark - dash in, rip off a piece, retreat, swallow, then repeat; if the victim dies, the sanddragon enjoys a more leisurely repast. The beasts usually travel on their long hind legs (webbed toes prevent sinking in the sand), but can run swiftly on all fours if need be.

SANDDRAGON

AC - medium scale (chain, 6 hits)
Dodge - none
HTK - 180
Move - 12, 24 in charge (4 mr max)
Attacks - 1 beak, 3, 4D4, 17, 13
- 2 claws, 6, 2D3, 19, 17
- 1 kick, 9, *, 16, 11; used only if cornered; beast rocks back on tail and lashes out with both feet; if struck, victim must make a SR against STR to avoid being knocked off his feet - damage is taken only if STR SR is missed (2D8; STM SR, or stun for 1D4(g) mr)

12) A splotch of greenery and swaying date palms circles a spring-fed pool. There is a hint of cool repose to the air, and the pool is crystal clear and inviting.

There is a 20% chance of an ancient ruin at this oasis (a small building, 40% chance of an intact roof), and a 35% chance that there are other occupants:

01-40 nomads (a small tribe of 25 to 40)
41-90 a caravan (50 to 80 drovers and guards, 90 to 160 pack animals [camels, usually])
91-00 cavalry detachment (mounted on camels [65%], horses [35%], +20% on level rolls, +35% on armor rolls, 65% shield use, add lance to weapons).

The "rule of water" applies at all oases in the desert, and no desertdweller will prevent someone from reaching the pool. In fact, there is a truce standing for the entire hex of the oasis (1/4 mile radius) that even the bitterest enemies observe. He who violates this truce has everyman's hand against him; he is outlaw, free meat for any blade. The oasis is a place of safety, and is so respected by all.

Regarding the Map

The section of map shows relative locations of the starting point in the bole of the large tree (marked " **O** " on the map), a high hill where stands the golden spire (marked " • " on the map), and a spot indicating the location of the large native village slightly to the north-east of the spire's hill (marked " **Z** " on the map). Along the east side of the map is the sheer face of a great plateau, and along the west is a deep and very swift river loaded with voracious little fish (both of these are shown by the heavy wiggly lines; both of these barriers are very obviously completely non-traversable), which mark the limits of the party's explorations.

2) In a small clearing is a group of 2D3 lean-tos. The camp is occupied by 2D6 natives, who are engaged in normal camp maintenance activities. Most are clad in loincloths, bareheaded and bare of foot, but one is wearing a feathered headdress; spears, bows, and some shields of skin-covered wicker are leant against the edges of the wooden shelters. There is evidence that there are additional hunters attached to the camp, but no more are to be seen.

The camp is the headquarters for 8D4 natives, most of whom are out trying to catch game; the headdress is worn by one of the leaders of the hunting party, and he is treated as either Veteran or Elite. There is some chance (35%) that the natives are aware of the presence of the thieves; if so, the likelihood that they are ignoring the party is 60% - else they are planning an attack at a time when the party has been lulled into a semblence of relaxation. If the party should try to attract attention and open negotiations of some sort, the natives' friendliness should be governed by these same percentages as above (60/40 friendly/hostile).

03) In a patch of mixed palms and other trees, there appears to be a large number of coconuts, dates, and other fruits fallen to the ground, or low enough for a person to pick easily. A troupe of monkeys is enjoying the bounty they have happened upon.

The monkeys are easily chased away (but the tribe will continue chattering and scolding from nearby trees, and one will occasionally dash in to snatch a morsel from the trove). Enough food is available to feed a medium-sized party quite amply, and also to provide more than sufficient supplies for an extra day.

04) A broad clearing in the tangled vegetation offers a view for over 100' in all directions at its center, which is occupied by one large spreading tree. A small stream wanders across the far side of the clearing.

Rest and relaxation, pure and simple - the tree spreads its branches over a 40' circle, protecting most of the area underneath from the bright sun. The water is clean and potable. Anything approaching can be noted easily (if a watch is kept - the big tree will make a superb crowsnest) well before it arrives.

05) The scream of a leopard reverberates through the jungle greenery, and a slinking black form can be seen, occasionally, between the leaves. The cat seems to be trailing the party.

If any member of the party should get separated from the others, the leopard is certain to attack. There is a 35% chance that the cat will get frustrated enough to attack into the party if they stay bunched. If the cat attacks, it will select a single victim (the GM should choose the poor wretch randomly), and try to drag him off into the rain-forest to enjoy a comfortable repast.

LEOPARD

AC - medium fur (hard leather, 3 hits)
Dodge - +6
HTK - 40
Move - 14 on the ground, 8 in the trees
Attacks - 2 claws, 4, 3D4, 16, 11
- 2 hind claws, 6, 4D4, 17, 13
- 1 bite, 7, 2D4, 19, 17

The attacks of the leopard tend to be straightforward, with murder, pure and simple, being the object. Handle as for the dune cat (Desert/05); the leopard is just bigger and stronger.

06) The way ahead of the party is choked with vines and lianas, growing so closely together that it is not possible to move through them.

The vegetation may be chopped through, but the time to cross the area will be double the full movement time for the hex, and exhaustion penalties (see the Well) will apply to whomever does the chopping. The tangle will extend for (2D3-3) hexes on both sides of the party's path.

07) Directly ahead is a wide, slow moving river. The banks ease down to the water, and, in many places, are covered with the long green bodies of crocodiles. There does not appear to be any easy way to cross.

The river flows from the plateau to the big river on the other side; it may be plotted in its twists and turns by using a D6 and the direction indicator (see above), to see which direction the river flows to or from. In each hex that the party moves along the banks, there is a 40% chance that they will discover a canoe left by some other traveller; there is a probability of 60% that the canoe, left so long unattended, has rotted and weakened, so that the first person to step in will step through the bottom, into the river. The party may choose, instead, to build a raft. This will require twofull 12 hour daylight sessions to gather logs, lianas, etc., and construct it; normal encounter chances are rolled during this time, but terrain encounters are ignored except for spacing. The GM has discretion as to what happens once the party is on the water.

08) The brush about 30' ahead wriggles, and something bursts out of its concealment.

The jungle is alive, in its flora as well as its fauna. If the encounter should happen to be with one of the carniverous plants that infest the jungle, the party need not be given the warning of the wriggling brush, until they are very close.

01-10 a small clearing with a few scattered bones at the base of a large tree

JACKKETCH

AC - wood bole (plate, 9 hits)
light scale tentacles (cuirboilli, 4 hits)
Dodge - effectively -12 for the bole
-3 for the tentacles
HTK - 800+ for the entire tree, 12 for each tentacle to be chopped through
Move - 0
Attacks - 3D10 tentacles [available], 8, *, none, 20; the tentacles do no damage, but they have an equivalent STR of 8 for purposes of dragging a victim into the tree's maw (located at the top of the bole); when sufficient tentacles are attached to equal the victim's STR * 1.5, he can be pulled to the maw; a critical will lower the tentacle STR requirement by 25% (to 1.25, 1.00, 0.75, etc.; minimum 0.25)

The Jackketch is a semi-sentient plant which needs animal blood to survive. It cannot move, but does put

out an aroma which is very attractive to unintelligent creatures. If more than half of the tree's tentacles are severed, the tree will retreat into itself (except for defense), hiding its whips in the maw at the top.

11-35 a herd of 3D4 wild pigs

WILD PIG

AC - thick hide (hard leather, 3 hits)
Dodge - none, -3 if in charge
HTK - 15 (young-35%), 35 (adult-65%)
Move - 8, 16 in charge
Attacks - 2 tusks, 4, 2D4, 19, 17; damage is doubled if beast hits at end of charge attack

Only the adults will attack, and only if the herd is threatened or cornered; the young will run off at high speed (they have the tastiest flesh).

36-50 1D4(g) elephants

ELEPHANT

AC - very thick hide (studded leather, 5 hits)
Dodge - none
HTK - 80 (calf-30%), 200 (cow-60%), 250 (bull-10%)
Move - 6, 15 in charge
Attacks - 1 trunk, 4, 2D4, 19, 17
- 1 tusk attack, 6, 2D8, 18, 15
- 1 stomp, 9, 4D6, 19, 17

Elephants seldom attack those who do not attack them; there is a 15% chance that a bull elephant may be in "must" (a berserk state, cause unknown), and will go on a rampage, attacking anything in his path and wreaking as much havoc as possible - the state eventually wears off, if the bull is not killed meantimes.

51-70 a pack of baboons, 5D8 strong

BABOON

AC - medium fur (hard leather, 3 hits)
Dodge - +4
HTK - 14 (young-40%), 25 (females-30%), 33 (bulls-30%)
Move - 12
Attacks - 1 bite, 4, 2D5, 18, 15
- 2 claws, 6, 2D3, 19, 17; will be used only if the bite fails

Baboons are usually robbers, and will snatch items from the party as they stream past, usually food items or those carried loosely in plain sight. A victim will receive his fair share of baboons (number of baboons divided by party members = baboons per person), and each ape will attempt to grab 2 items; a successful saving roll against REF will save the item.

71-85 animal trap has been set by the natives.

TRAPS

There are three basic types of traps used in the jungle: the pit (45%), the spring noose (30%), and the deadfall (25%). The traps allow many easy opportunities for the victim to escape in the jungle milieu, since it is necessary for the victim to appreciate that he has been trapped for the illusion to function well. Making a successful saving roll against REF allows the victim to leap back in time, when he feels the ground give way beneath his feet, or sees the rope of the noose rising before him, or sees the tree falling on him (a deadfall is so called because a dead tree falls, usually making the victim dead too), avoiding the trap completely.

The pit is a 10'-30' [1D3(g)*10'] fall onto a soft landing area (unless, of course, the pit is staked [40% @ 10', 25% @ 20', 10% @ 30'], in which case a victim will suffer 2D3D6 hits - 1D6 for each of the 2D3 stakes he lands on), and the big problem will be getting the victim out.

The noose will catch the victim around the ankles, and suspend him in the air; there is a 5% chance that the victim's neck will be snapped by the jerky suddenness of the snatch. In most cases, the victim will be found swinging by his ankles from the rope 20' to 35' in the air; the rope must be traced, and the victim lowered (gently, it is hoped - cutting the rope will drop him on his head, doubling the effective distance of the fall, and nullifying the REF SR the victim is allowed).

The deadfall delivers a lot of damage, usually enough to kill the victim outright. If the victim makes a successful saving roll against STM, he is still alive (just barely - only 2 hits left, and 80% of the damage suffered is critical), but is likely to be trapped under the large, stripped log that has fallen on him. Such logs require a saving roll against total STR used on 8D12 (they're really heavy) when people attempt to lift the log off the victim.

86-00 4D5 wild dogs

WILD DOG

AC - light fur (soft leather, 2 hits)
Dodge - +2
HTK - 14 (small-25%), 19 (medium-55%), 26 (big-20%)
Move - 14
Attacks - 1 bite, 4, 2D3, 19, 17; normal attack procedure is to dash in and snap, attempting to hamstring the victims

If the pack loses more than 35% of its members, they will break off the attack, but will trail the targets they failed to get, waiting for a straggler or for the group to relax its wariness.

09) A sheer cliff face crosses the path of the party. It is obviously an absolute barrier.

See Desert 09 for methods on handling this obstruction.

10) In a small clearing are 2D4 natives, seated about a small fire. They are apparently cooking something.

There is a 35% chance that these natives know of the presence of the party in the area (the GM should adjust this chance upward if the group has been particularly noisy or stumble-fumble in the jungle). If so, there are 3D4 natives concealed in the nearby brush, waiting to see what actions the party takes. If it is hostile, it is likely the entire party will be wiped out. The natives will be (60%/40%) friendly/hostile if openly approached.

11) A colorfully scaled, sinuous body drops down out of a tree onto one of the party.

The GM should randomly choose the initial victim; the snake will attempt to loop down, sieze this poor fool in its coils, and carry him off. Should this fail, the serpent will fight, defensively, while continuing the attempt to lift its victim off the ground and into the trees above. These incredible creatures can reach, in some cases, lengths of 90' to 120', with barrel (body) diameters of 3'. They have strength sufficient to lift a full-grown ox into the air if they can put sufficient coils around it.

GIANT SERPENT

AC - medium scale (chain, 6 hits)
Dodge - +4 if looped down from above or if only the first/last 15' of the snake's body is being fought
- -6 if the serpent is on the ground or if the center of the body is being attacked

HTK - 3 per foot of length
Move - strike of 24 over 12 hexes, normal 8
Attacks - 1 bite, 2, 4D5, 17, 13; this will be used defensively under most circumstances - if a victim struggles too much, the snake may apply a coup-de-grace by biting
- loops, 4, *, none, none; each round, the serpent will attempt to throw another loop round its victim (to a maximum of 4); no damage is done on the mr in which a loop is

successfully thrown, but on each following mr, 1D4 per loop will be suffered by the victim - armor does not protect against this damage, since it is pure and steady pressure

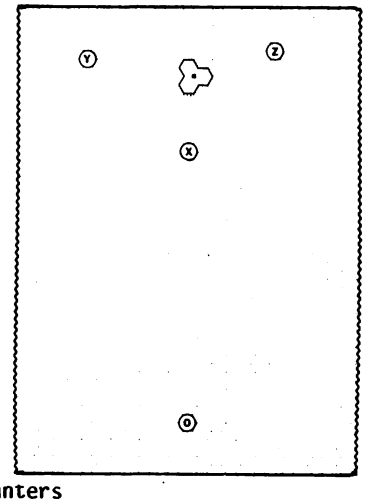
The serpent will usually not constrict if it is engaged in either fighting or trying to carry off its victim.

12) A wide terraced stone ruin looms out of the massed greenery. It appears deserted, most of the stonework is crumbling with age, but the roof of the main building seems to be intact, and the site offers quiet shelter. Only a few non-descript and harmless animals appear to use the old ruin as a home.

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RM=56

This is a place of safety for the party. Many fruit and nut trees grow close around the ancient temple, and the central fane provides shelter from the nightly rains. There is a 10% chance that there is an elderly hermit living in the temple; he will greet the party, and is willing to tell them of the temple's history, including the legend that there is a great treasure buried deep beneath the altar in the main building. GMs may wish to be responsible for designing the temple's catacombs, if they want the party to explore it (remember that all of this is illusion, the party is actually moving about in a corridor 40' long, 10' wide and 20' high).



Plains Encounters

Regarding the Map

The section of map shows relative locations of the starting point in the barrow (marked " **O** " on the map), the lonely hill on which stands the golden spire (marked " • " on the map), and a large, relatively stable, encampment of the plainsdwellers (marked " **Y** " on the map). Along the west side of the map are extensive marshes and fens (which only the local plainsdwellers know the ways to cross), and on the east runs a deep and swift river with many rapids (both of the barriers are shown by heavy wiggly lines; in both cases, they should be very obviously uncrossable), which mark the boundaries of the party's area.

02) A large fire burns in a carefully cleared area, lined with stones. A picket line of horses is roped between two bushes, and there appear to be 4D4 men in breechclouts, leather calf-boots, and breastplates of linked shells and tubes lounging about the camp. Many of them are wearing feathers stuck into, or tied to, the ornate headbands which hold back their long flowing hair. There are many lances stuck point-first into the ground; some of them have small round wicker and/or leather shields and/or bows and quivers hung upon them.

The band totals 6D6 riders, most of whom possess two or more horses in the remuda. There is a 35% chance that the plainsdwellers know of the presence of the party. If so, a number of warriors equal to the party's size will be concealed in a nearby copse of trees. These people are quite honorable, and will not attack those who come openly into their camps; there is a 75% chance that hospitality will be offered (else the party will be escorted about 2 miles away from the camp and there released); an additional 15% chance exists that mounts will be loaned to the party to allow a quicker trip to the spire - a group of 2D4 riders will accompany the party, as guards and to bring back the horses. Thievery and murder are treated harshly among the plainsdwellers with mutilation or torture the likely penalty if the perpetrator is caught.

03) A small grove of trees appears to be laden with nuts; various bushes growing in the tangle promise a supply of berries. A stream trickles nearby.

A food supply and a chance to rest are always welcome.

04) Nearby stands a copse of tall slender trees.

Few animals venture into these areas, particularly the big herd beasts which roam the plains in great numbers. The defensive value of the copse is readily apparent.

05) A pride of great tawny leonine beasts seems to be trailing the party. There are 3D3 of the animals, and they appear to have dinner on their minds, with the party as the main course.

There is a 65% chance that the pride will be distracted from the party by a nearby herd of the humped cattle. If, however, the party shows fear (by running away from the lions, etc.), they will certainly attack. Lions are a bit timid in many cases; if the party should charge the pride, there is an 85% chance that the lions will back off in confusion, and decide to pursue some other prey (one that doesn't attack).

LION

AC - thick fur if maned (studded leather, 5 hits)
light fur (soft leather, 2 hits)
Dodge - +4, -2 if in charge
HTK - 60 (females-70%), 80 (maned males-20%)
Move - 12, 18 in charge (maximum 60 hexes)
Attacks - 1 bite, 2, 4D3, 18, 15; used when both paws have struck
- 2 claws, 4, 4D4, 17, 13; these great cats will rear and use their front paws to swipe at their prey.

Most of the actual hunting and killing is done by the females; the males will pace (or run) along with the hunt, and serve to keep the prey in line - they will attack prey that is likely to escape otherwise.

06) As far as the eye can see, the plain is filled with a huge herd of the shaggy, hump-shouldered range cattle. They are moving steadily past, but it seems as if it would require days for all of them to pass.

It will require some 36 hours for the herd to pass. It is possible for the party to force their way through, but it will require 4 times the normal time to pass through the hex, and any who do use this method will, of course, suffer exhaustion penalties (see the Well).

07) The party's path is cut by the banks of a wide river. The water tumbles swiftly over the rocks toward the center of the river, and it appears that the middle is very deep. There does not appear to be a bridge or any other easy method to cross.

This river flows east, and will eventually conjoin with the big river at the eastern wall. If the party travels along the banks, they have a 35% chance in each hex of locating a bark- or skin-covered coracle beached on the

bank (if one is found, there is a 35% chance of finding a second at the same place); these coracles only have a capacity of 4 people, and they are difficult to handle. If the party uses one of the fragile craft to cross the river, they will be swept 1D3(g) hexes downstream while making the attempt, before the circular craft can be brought to either bank. There is a 5% chance that the craft will overturn while afloat on the river.

08) Animals are encountered by the party.

Herbivores tend to be the primary animal life of any grasslands region; there are predators who feed on them, however.

01-30 4D8 antelope

ANTELOPE

AC - light fur (soft leather, 2 hits)
Dodge - +8
HTK - 30
Move - 16, 24 in panic
Attacks - 1 horns, 6, 2D5, 20, 19; used only in defense if cornered; standard defense is to flee

31-35 1 bear (25% chance of 1D3 cubs)

BEAR

AC - thick fur (cuirboilli, 4 hits)
Dodge - none, -4 if standing
HTK - 36 (cubs), 80 (adults)
Move - 6, 3 if standing, 12 in charge
Attacks - 2 paws, 3, 3D3, 17, 13; if both paws strike, victim must make a saving roll against STR to avoid being knocked down
- 1 hug, 6, 6D4, 19, 17; attempted on any mr following one in which both paws have struck and the victim has remained standing
- 1 bite, 4, 3D4, 18, 15; attempted only after a successful hug

Bears are extremely protective of their cubs; if the cubs are threatened, double all damage delivered by the enraged momma-bear. Bears will almost always fight in a standing position; the charge is on all fours.

36-45 a herd of 6D6 wild horses

WILD HORSE

AC - medium hide (soft leather, 2 hits)
Dodge - +2
HTK - 16 (foal-15%), 35 (mare-50%), 45 (male-30%), 60 (stallion-5%)
Move - 16, 24 at speed
Attacks - 1 kick, 8, 4D6, 18, 15; hind legs only
- 1 bite, 5, 2D3, 20, 19
- 1 rear and stomp, 6, 3D4, 19, 17; front legs

Horses will normally employ only one type of attack at a time. The normal reaction of a herd stallion is to watch the intruders warily, drive the herd off if danger threatens closely, and fight to the death if cornered. Males will aid the boss stallion, but mares seldom fight unless protecting foals.

46-60 a pack of 4D4 wild dogs

(see Jungle 08 for description)

61-95 a herd of shaggy humped cattle

BUFFALO

AC - thick hide with shaggy fur (cuirboilli plus quilted cloth, 5 hits)
Dodge - none
HTK - 20 (calf-20%), 55 (cow-50%), 70 (bull-30%)
Move - 10, 16 in stampede
Attacks - 1 butt, 6, 2D3, none, 20

Buffalo tend to avoid situations where they could get attacked (being near predators, etc.). The bulls will form a mass against any major threats they can see, but the likely response to danger is - run, sometimes right over the danger (you get a lot of squashed predators that way).

96-00 1D3(g)+1 bobcats

BOBCAT

AC - light fur (soft leather, 2 hits)
Dodge - +6
HTK - 24
Move - 16
Attacks - 2 claws, 4, 3D3, 19, 17
- 1 bite, 7, 1D4, 19, 17
- 2 hind claws, 6, 3D4, 18, 15

Bobcats tend to fight in the same manner as dune cats (see Desert 05).

09) The ground is growing soft and squishy, and little pools of water start appearing all about. The party's feet sink into the ooze.

This is an absolute barrier. Anybody who continues into the swampy morass will disappear forever (GMs, please note: if anyone is dumb enough to continue into this, he deserves to die - such stupidity should earn a full and just reward). The marshes will continue for (2D2-1) hexes in either direction that the party turns.

10) A group of mounted plainsdwellers is approaching the party at a rapid clip. They are armed with lances, bows, and shields, and are wearing breastplates made of shell and quills. It appears that they are heading for the party's position.

A band of 3D4 warriors is heading out for a raid on the village of another tribe; it is purely incidental that they are heading for the party. If the party runs for cover (GMs should check for nearby copses of trees and bushes), the plains warriors will give chase. When the party makes the cover, the warriors will give up, and ride on, laughing; otherwise, the party will be forced to fight. If the party stands (bravely?) to meet them, they will surround the group, and play a bit, a warrior dashing in (solo, they do have a rough sense of honor) and attempting to snag a piece of equipment, etc., with his lance; if the party stands firm, they'll eventually salute and ride on (GM's discretion if one of the party attacks the warriors).

11) A drumming sound is heard from behind the party, and a cloud of dust can be seen approaching. As the cloud draws closer, a flock of giant birds can be made out. They near the party rapidly.

These are axe-beaks, very large ostrich-like birds with a taste for raw meat. They will attack; if the party does not succeed in reaching cover in time, they will have to fight in the open, where they can be attacked by more than one bird at a time. In a copse, it will be difficult for more than one bird at a time to attack a person.

AXE-BEAK

AC - thick feathers (hard leather, 3 hits)
Dodge - none
HTK - 20 (chicks-30%), 60 (hens-45%), 80 (cocks-25%)
Move - 10, 14 at a gallop
Attacks - 1 beak, 4, 3D5, 17, 13
- 1 kick, 8, 3D4, 20, 19; can be made either forward or backward with equal force

12) In a large clump of trees is found a deserted plainsdweller camp; some of the hide and pole tents were left, and are still standing. A small stream trickles through the site, and many of the trees bear fruit or nuts.

The camp has been deserted for some time; the ashes of the fires are very cold. There will be 2D3 tents still standing; 1D3(g) of these will be usable. Searching will give a 25% chance that some dried meat can be found in a pouch, and that one or two pieces of pottery are whole enough to hold water. There is a feeling of safety to this area (the party will not be attacked while here, even if other encounters so indicate).

The End of the Journey

The Golden Spire

What the Players See:

The spire is set on:

(Desert)

a large rock pinnacle, which has a relatively easy path winding to the top. It is unlikely any one will slip and fall, but there is always that rare chance: a saving roll against CDN at a bonus of 4 must be made to avoid slipping - if one slips, a saving roll against REF will avoid going over the edge of the ledge.

(Jungle)

a high hill, with a path leading to the top. This area is sacred to the local natives, and there is one chance in 1000 (000D1000) that there will be natives in the area, who will attack; a saving roll against STM will allow the player to race up the hill, and into the spire.

(Plains)

a lonely hill, with no other sections of high ground around; the hill is easy to climb.

The building is over 300' to the top of the pinnacle, and is some 60' in diameter; it is constructed from a marble-like stone veined with gold, and polished until it reflects like a mirror. There is an arched entryway in the side facing the path followed by the party, and the golden gates are swung wide. It can be seen from without that the area immediately inside the gates is brilliantly lit with many lamps, and occupies the major portion of the ground level; it appears to be quite comfortably furnished.

GM's Description:

When the players enter the chamber, a feeling of peace and tranquility will come over them (remember that all illusionary effects may be awarded saving rolls, although at this point the characters should have so completely succumbed to the effects of Aold's spells that no further saves are necessary), and they will have no trouble resting, and recovering their wits and strength. The room is quite comfortably furnished, with many divans, lounges, and settees, and there is what appears to be a kitchen off to one side where they can prepare a meal (of course, an illusion of a kitchen might come equipped with every modern convenience, like a microwave, dishwasher, refrigerator, etc., right?).

Once the players have rested, they will likely try to explore the tower. There are two flights of steps along the walls, one on each side, going up (the GM is responsible for designing the remainder of the spire - since it's a pure illusion anyway, he can enjoy himself thoroughly). At the back of the main room (on the first floor, where the party is [or has been] resting) is a heavy floor-to-ceiling velvet drapery. Behind this red curtain can be found a heavy wooden door, with a latch and an obvious lock (Complexity 3). This door, when it has been opened, leads to the next section of the tomb.

The Fourth Section of the Tomb

The Sphere of Imagination

What the Players See:

The area beyond the door seems to be completely filled with a pearly, foggy light, shot with opalescent gleamings and sprays, and occasional interweavings and roilings of sparkling color, as of oil on water. In the far distance can be seen a rectangular shape which is much darker than its surroundings.

GM's Description:

The Sphere is lined with a material which is the equivalent of milky mother-of-pearl; this substance is very refractive (like a prism, in many of its effects), and tends to confuse the vision of onlookers at first. When a character has gazed at the Sphere for at least 3 minutes, his vision should clear (80% chance, which can be repeated each minute thereafter, until the roll succeeds), and he will be able to see that the Sphere is round, and that it is some 100' in diameter. The darker rectangle in the distance can now be seen to be an opening on the opposite side of the Sphere. There is no apparent easy method of crossing the intervening air space from the doorway in the golden spire to the dark opening.

The Sphere does have some very interesting powers embedded in it, primarily the ability to make whatever activity people believe that they are accomplishing, the activity that they are accomplishing. For instance, if a person ventures out into the foggy light before his eyes become used to the light of the Sphere, and slides his feet carefully along the floor (to avoid tripping, or a pit, etc.), he will find a floor beneath his feet, and will be able to make satisfactory progress, albeit slowly; however, when his eyes clear, and he sees that he is walking on air, it will require a reversed saving roll (reversed means the saving roll must be missed, rather than made) against DSC to keep his footing in the air. Whatever a person imagines that he is capable of physically accomplishing while within the Sphere, he will be able to succeed in doing - including flying, walking on air, the lifting of tremendous weights, etc.; all that is required is a reversed saving roll on DSC (these should really be made for each activity, but the GM may wish to allow a person with an exceptionally low DSC [6 or less] to make only the one reversed roll - such a character is truly credulous, and liable to believe anything). Of course, damage to the material of the Sphere, or to the Sphere itself is not possible, nor will effects imagined within the Sphere function outside the Sphere; creation is not a possible action within the Sphere, although objects which have been brought in may be enhanced (all enhancements will, of course, disappear when the objects leave the influence of the Sphere; for this effect, leaving the complex of rooms which make up the tomb is considered leaving the influence of the Sphere - this is the only area of exception to effects fading when the Sphere is exited). Those players with creative imaginations should have a heyday creating and doing in the Sphere.

The sides of the Sphere are slick, and slippery beyond imagining. If a person should fall, it's 50' to a hard, smooth surface, and it is virtually impossible to climb out on one's own hook - some form of help is required. The following method is suggested to handle the damage taken by a person subject to a fall of any great distance:

DAMAGE CAUSED BY FALLS

§ Falls cause damage at 1D6 per point of fall. Points of fall are the arithmetic total of the 10's of feet fallen (on a 50' fall: 1 + 2 + 3 + 4 + 5 = 15; on a 30' fall: 1 + 2 + 3 = 6; etc.), and should be calculated for the effective distance fallen.

§ Effective distance is determined by subtracting (or adding) adjustments for various conditions to the actual distance fallen. Adjustments are:

- -10' for a successful saving roll against CDN
- -10' for a successful saving roll against STM
- -20' for landing on a soft surface
- -20' for landing on a yielding surface
- -40' for landing on a prepared surface



(such as a blanket held by a group of men, a safety net, etc.)
+10' if either saving roll is missed with a result of 23 or 24 (to denote a particularly bad landing)
+10' for landing on an extremely hard surface
+20' for landing on a jagged or broken surface
+20' for wearing full plate armor or plate mail
+10' for wearing heavy armor (chain, scale, half plate, etc. [other than full plate])

§ All adjustments are cumulative; landing on a jagged surface which is also extremely hard (broken and jagged rocks) while wearing full plate armor would add 50' to the distance of the fall. Note that it is very possible for adjustments to balance out, or for positive factors to be cancelled out, or over-compensated for, by negative factors.

The GM should remember that all the things which the players are allowed to do in the Sphere are truly illusory, and are limited to physical actions (players should not be allowed to "imagine" great ideas, or the summonings of demons or gods, etc.). Also, the items enhanced are limited to non-magical enhancements, and enhancements to the appearance of the various objects. The GM should not allow a player to imagine that his sword is now capable of flaming or flying, for example; if, however, the player imagines that his sword has now been sharpened expertly to give it +2 bonus to hit for sharpness, such a bonus should usually be allowed, but the GM might wish to hold even these minor amendments within reasonable limits.

The Fifth Section of the Tomb

The Resting Place

What the Players See:

The dark opening leads into a rectangular room 10' high, 40' wide, and 20' deep. As the party enters, soft light begins to glow from the ceiling, and all the fine detail of the room can be seen. On each of the two side walls is a shelf laden with assorted boxes and small objects. The back wall is covered by a curtain of heavy green cloth, and the walls on either side of the entry are painted with elaborate murals. In the center of the room is a large, carefully carved, ornately embellished sarcophagus of pink marble and golden metal.

GM's Description:

This is Aold's final resting place. After he was placed in the sarcophagus, and it had been sealed, one of his fellow mages set into effect the illusions Aold had built into his tomb (with a one hour delay to allow the burial party to exit, of course). It was expected that the spirit of the old illusionist would wander his tomb, and enjoy some of its treasures (and some of the pleasures to be found in the golden spire - GMs take need: the tower is not all danger; even if all of the treasures and pleasures are all illusions, there are a good many of them); it was also expected that he would be of at least some aid in protecting his tomb (Aold was a good bit more of a realist than his fellows - he didn't expect to hang around; but he did want to make sure no ordinary, everyday grave-robber succeeded in carting off the treasures he had created), operating some of the traps with which most other mages expected the tomb to be filled, scaring off would-be looters by his very presence, etc. (little did they realize the warped sense of humor the old man possessed).

The protection Aold din Heradkon placed upon his treasures (there is little in the way of actual coinage and gems - most of Aold's fortune went to his children, or into the construction of the tomb) was, as usual,

illusion, but most powerful illusion indeed. The varied objects on the two shelves are seldom what they appear. All, or nearly all, are disguised in some fashion, even if only mis-direction (a particularly arcane-looking - and thoroughly enchanted - torc, for instance, can be found inside a rather plain box; the box is the true treasure, while the torc [a fancy collar of a style developed and worn in ancient Ireland] is simply a hunk of enchanted metal).

Descriptions of the items found on the shelves are given in terms of appearance, with true shape, powers, etc. in parentheses. There are ten different items; the GM may arrange these on the shelves to his taste:

01) Carved wooden box, 18" cubic, with runes scribed on the four sides; inside is a golden torc. (The box is the creation machine described in the Atrium, and has enough material to make 18 garments, or 30 meals; other objects require more of the substance retained, and so will exhaust it more quickly; no metallic objects.)

02) A wooden book rack with 8 thick volumes in it; the exteriors of the books have golden lettering, with one letter larger than the others, but the interiors are blank. (These are the mage's spell books. The interiors will remain blank until the volumes are removed from the rack, and arranged back into it in proper order, so that the larger letters spell "HERADKON"; they are now in the order "ADEHKNOR". The spell books can only be understood by a mage of elite level.)

03) A carved onyx case, velvet lined, with a plain gold headband inside. (There is another small gold ring under the velvet. When both of these are worn together, they provide the wearer with the appearance of the finest raiment one can imagine; they also increase a person's overall APP by 25% [dwarves can look good].)

04) A small leather case, containing two wands, one silvery, the other golden. (These were Aold's most favorite possession, having been made for him by his wife. When both batons are used to conduct, they create the sounds of an excellent orchestra; the silver baton controls woodwinds and brass, the gold strings and percussion.)

05) An aurochs horn, lipped and tipped with silver, and banded with leather to attach a strap for carrying. There are four rubies spaced equally around the lip. (The horn can be used for either drinking or blowing. Despite the hole in the tip, wine (etc.) will not spill out - nor will it run out, until the horn is emptied on one long pull (all 2 quarts worth). If blown hard, the horn can be heard for over 10 miles, and has a timbre so distinctive it cannot be mistaken; if blown softly, it will summon game [5% chance of much too much game].)

06) A jewelry chest, 18" by 9" by 9" high; it contains a number of small objects. (The jewelry box howls if opened by unauthorized hands [at this point, anybody's; the only authorized hands died 4,000 years ago]. There is nothing special about the objects - just knickknacks and keepsakes that were buried with Aold: rings, small ceramic statuettes, cameos, a little ivory rod, etc.)

07) A heavy block of polished black stone, 1' cubic; it has a small 1" hole in one side. (Aold's "camping gear", this is a tesseract which can unfold into a neat little cabin 12' by 12' by 8' high; it is completely equipped, including kitchen, bath, etc. To open it, a key must be inserted; the key can be found among the small collection of keepsakes in item 6 - it is a small ivory stick about 6" long and 1/2" in diameter. If opened in an area to small to contain it, the tesseract will explode, doing letnal damage to anything within 50'. To close, the key is simply removed from the door.)

08) A clay statuette about 1' high, depicting a young couple kissing. (Actually a mini-servant, capable of expanding to 10' tall [1' is the minimum height]. The golem will follow simple orders, when prefaced by the command word; the command word is engraved on the statuette's bottom, but the illusion's glamour must be removed to read it.)

09) A box of whitened wood, 12" by 12" by 6"; the bottom is hollow about 2" up, and a pair of wires are stretched to form a cross, holding a penpoint at their juncture. (The automagical scribe will write, in a fair hand, whatever is dictated to it, when it is sitting on paper, vellum, parchment, etc. The scribe needs to be programmed to a particular language, but this is done by talking to it steadily in that language for 2 days.)

10) A mirror of silver, highly polished and so truly ground that no imperfection can be found; it is mounted in a frame of ebony. (The mirror will show the true mien of anything seen in it - a mirror of truth. It can also be used to show scenes of areas within one mile of its position, provided the viewer knows the area he desires and can picture it mentally - the scene shows the area as it currently is, including inhabitants.)

There is a way that the party can switch off the illusions, particularly those in the Tunnel (which are the most difficult to handle). When (and if) the marble sarcophagus is opened, the mage's skeleton, unadorned, will be found. If the coffin is closed, no desecration of the remains, most of the major illusions in the tomb will be turned off (the Tunnel, including the spire, the Well, even the fountain in the first chamber - the Sphere will be left as is, since, if the Sphere were turned off, it would be impossible to get out). The sarcophagus must be opened and closed for this effect; desecrating the remains in any way will leave all the illusions active, and release a particularly vicious illusionary monster to wander the complex. The monster will appear in the Resting Place within 1D20 mr [0.25 to 5 minutes] after the desecration is performed; it will pursue the party, drawing ever closer (or maybe lagging back just a touch), and will finally catch them in the Atrium, where it will gleefully tear them into illusionary pieces (it's hard to kill an illusion, even if you believe it's dead). Those poor wretches who fell to the Door That Falls will not be touched by this monster, as they will be unconscious and totally unable to respond to illusions (unless, of course, the party gets there with sufficient lead on the monster to wake them up - tough luck if they do).

The Monster

The monster Aold created, in a form of stored, but releasable, illusion, stands about 13' tall. It has the head of a lion and body of an ape, six limbs, and is covered with a ghostly white fur. It is armed with sets of extremely long claws on each paw, which appear able to do horrible damage when they connect; they glisten, like some arcane or incredibly forged metal, and would seem able to tear good, high quality steel plate into little pieces of metallic confetti. There is a maniacal look to the beast's eyes, and any who meet its gaze (75% chance for one who stands his ground to fight) must make a saving roll against DSC or flee in terror (if the DSC SR is failed, a saving roll against STM at a bonus of 6 is required to avoid heart failure from sheer fright). The beast has a thick fur equivalent in armor class to chain mail; it absorbs 6 points damage per blow. It does not dodge, going instead straight for its opponent (dodge penalty of 4). Its claws have a hit prob of 8 for the two upper paws, and 6 for the lower ones - they are capable of delivering 6D4 damage on a successful blow; it can attack two opponents at once. Possessed of an immense vitality, the beast requires a total damage of 280 hits to kill it . If any fight this monster and survive (not bloody likely!), experience gained is only 1/4 of normal, since it is an illusion (even if it is an extremely powerful one).

PICKPOCKETING SCENARIOS

AND

CUTPURSING ADVENTURES

A. THE DUKE'S DRESS BALL

Harden Sheerfall halted the team of horses when he saw the human-sized form lying crumpled and unmoving by the side of the road. Leaping down from the wagon onto the gravel roadway, he scrambled through the gathering dusk to the prone figure, who uttered a low moan as if in response. The other man was a pudgy, well-dressed gentleman of middle age; he was bleeding profusely from a deep wound across his forehead. Harden cursed as he removed a cloth from his pocket and clamped it over the wound; with his other hand, he withdrew a thin metal flask from his belt, and forced some brandy down the other's throat.

The older man gagged and roused briefly; his eyes tried to focus on Harden's face in the dim light, but could not. He gasped softly "Brigands -- gold -- must stop -- them". Harden muttered "Save your strength, friend", but he felt in his heart it was already too late. He dragged the now unconscious form back to the wagon, and lifted it with difficulty into the front seat. Clambering back aboard, he reached beneath the seat, and removed a small first aid kit. He quickly bandaged the still bleeding wound, and wheeled the team of horses at a gallop back in the direction of town. Harden felt certain that he was making the biggest mistake of his life; but he was a thief, not a killer, and he prided himself on that distinction.



Two miles later, when the victim's shallow breathing ceased, the whole point of his efforts abruptly became moot. Again he halted the wagon, this time along a flat stretch of farm plain, and took a stiff draught of the brandy. He could not risk continuing on to town now, not with the price currently on his head and a dead man in the front seat of a stolen wagon. He would have to bury him here - and quickly, too. Still, he instinctively began to search the body of the victim, hoping against hope for some monetary recompense to justify his extravagant risk-taking. He was about to give up until he opened the other man's satin waistcoat, and felt the envelope and stiff slip of vellum that partially protruded from an inner pocket. Anxiously scanning the moonless night to assure that he was still alone, Harden decided to take one further chance and lit a torch. By its flickering light, he read the contents of the slip, not once but twice:

Duke Fernando di Cotillion,
Sovereign Lord of the Free City of Haven,
cordially invites
Sir Edry Buwinban
to a Dress Ball
honoring the betrothal of his niece,
Lady Madalena, Baroness Overbrook,
to
Beneadios Cellini.

Reception will begin at 8pm
on the fifth day of Krios
at the Duke's city estate.
Guests are welcome to hospitality
and lodging for the night.

Hands trembling, Harden hastily examined the name on the envelope: Sir Edry Buwinban, Master of Hamptonshire. He stripped the clothes from the still warm body, and dragged the corpse into a recently harvested field. Using a small shovel from the back of the freight wagon, he dug a shallow ditch, and laid the former master of Hamptonshire to rest. Turning back to the wagon, the new master of Hamptonshire was already calculating how many days of travel it would take to reach Haven. He had an appointment with destiny on the night of the 5th, and there was much to be done in very little time . . .

* * *

In this adventure, player-thieves will use a purloined invitation like the one described above to gain access to the Duke's Ball. If the thieves design appropriate disguises, they will be able to move freely about; attempting to pilfer some of the fabulous jewelry items worn by the other guests. Players may choose to pickpocket these items one by one during the course of the night's festivities, or to try to locate the central repository where many of these prized possessions will be placed for overnight safekeeping.

If a pickpocketing adventure is selected, the thieving party should be limited to one to three player-characters (preferably with two portraying a husband-wife, brother-sister, or other related combination). If more players are present, they can be accommodated in one of two ways:

1) by sharing a thief character among several players, making decisions by group agreement, or
2) by having some of the players portray prominent NPCs in the adventure (and awarding them general EP for good role playing).

Any thief attempting the straightforward pickpocketing adventure should have a minimum 60% pickpocketing ability, and above average intelligence and discretion (the prime requisites for designing and sustaining a reasonable disguise). Characters of noble or guild upbringing will also have a natural advantage, for they will have a good understanding of the intricacies of court behavior, and be less likely to commit a fatal faux pas.

If, on the other hand, a full-scale heist is planned, the thief characters using their invitations to attend the party will likely require additional help. To provide such assistance, other gang members may gain access to the ball by other means (as servants, entertainers, etc.), or may be provided an entry to the estate by their confederates. Appropriate party size for such a heist would be 4-6 characters.

For the "inside" men on the job, disguise skills would be even more critical, for the character will likely be in attendance at the ball for the entire evening; but abilities in Lock Picking and Detecting Hidden Objects would assume greater importance than Pickpocketing skills. The "outside" gang members should provide added muscle and fighting skill to the party.

* * *

The GM should be aware before starting to read through this scenario that this adventure is drastically different from a traditional dungeon delving expedition. There are no monsters hiding in the Duke's mansion, no vicious deadly traps at every intersection, and - except for the members of the Duke's personal guard - no "other side" directly doing battle against the thieves' efforts. The substance of the adventure will be the players' interactions with the other characters they meet, and their success will depend on their abilities to react quickly to opportunities that appear. And there will be many of these opportunities, because instead of having one or two NPCs capable of playing an active role in the course of an adventure, there are 54 active well-detailed NPC guests at this ball! So, please . . . take your time, and read completely through this scenario two or three times before you try to set it up -we think you'll find the Duke's Ball an exciting and enjoyable change of pace, well worth the effort!

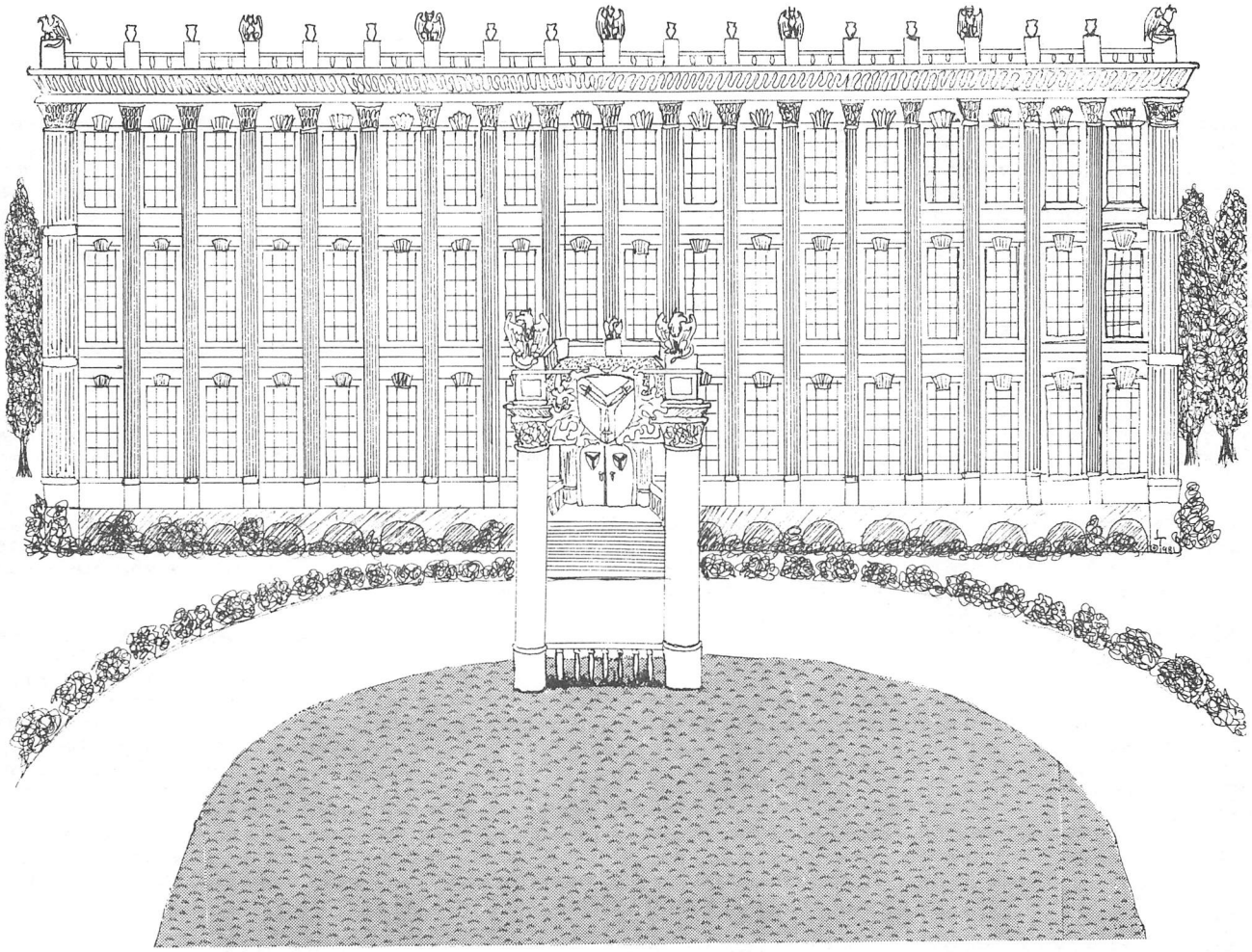
GENERAL BACKGROUND

The Free City of Haven, strategically located along the banks of the swiftly flowing Dorian River, was founded during the time of Allemagne the Great to serve the two major overland trade routes of his realm. Over the years, Haven built on its centralized location to establish itself as a leading producer and seller of quality goods, and rapidly expanded its boundaries. The city was governed for years by the feudal aristocracy; but political and economic power has shifted in the last two centuries into the hands of a select number of Guildmasters whose goals are to foster the continued commercial growth of the city.

Duke Fernando is at present the last surviving male heir of the di Cotillion family, the traditional (and still titular) ruling lords of Haven City. Although many of the local nobles have actively and bitterly opposed the Guild leadership, and still seek to restore their own hegemony over the city's affairs, Fernando has vocally supported the new leadership, and has used that support as a powerful bargaining chip to retain political influence for himself and for his family. The fortunes of the di Cotillions have increased dramatically under the Duke's management, at the same time that many of the other great houses have lost much of their traditional wealth. Slowly, some of his noble peers have begun to recognize the two basic principles that reshaped Fernando's own thinking, his strong beliefs that a) regardless of who controls political power, the guildsmen have created a fundamentally more profitable economic structure, and b) that the nobles must learn to take advantage of that structure in order to survive. As a result, Fernando is again respected by all but the most rabid royalists, and his lavish social affairs are the most widely attended in the city.

Fernando has put a large portion of the family's money into the development of iron and silver mining enterprises, and used the profits from these initial ventures to move into the smelting and casting of finished metal goods. In this way, he first became acquainted with Salvatore Cellini, a fiery and extremely wealthy Guildmaster and disputably the best metal working artisan in the city. The Duke sought to furthur ensure his continuing political influence, Cellini to legitimize his family's claim to power beyond the skill of his own hands. Over time, the two agreed that it would be to their mutual advantage to unite their families, through a marriage between Salvatore's son and heir, Benedios, and Fernando's niece Madalena. Tonight's ball is in celebration of this event, with the nuptial ceremony scheduled to take place in two days.

Through the completion of this alliance is a result that brings joy to the hearts of the two responsible, some of the others involved are not so happy. Though Fernando did not have difficulty convincing his brother, Baron Tyndal, of the wisdom of the marriage (for Tyndal is not a strong man, and has frequently gone to Fernando in the past for financial favors, Madalena's mother, Baroness Marika remains convinced that mingling di Cotillion blood with that of a commoner is an insult and



a mistake. At the dinner party preceding the ball, she left no doubts about these fellings, though she recieved a vicious upbraiding from Fernando in response. As for the bride herself, it is not the mixing of bloodlines that causes her drawn and pale countenance tonight. Poor girl! For alas, she loves another, the young nobleman Varkin, whose suit has been rejected because of his family's abject poverty. Thus, she longs only for the end of this evening, wondering if Varkin can possibly keep his promise to rescue her from this fate.

Meanwhile, across the great city, the lucky individuals (some 300 in all) with invitations to the ball, outfit themselves in their best finery, occupied with their own private thoughts. Most are simply looking forward to a pleasant evening of partying, an opportunity to taste wondrous delicacies and mingle with the high and mighty.

Others will come to the ball beset with their own personal conflicts - like Anson Blackbourne, threatened with exposure of a terrible secret that could jeopardize his political career; or Antonio Berensten, a young nobleman who has been a bitterly outspoken critic of Guild rule, but finds his thoughts consumed by visions of a beautiful Guildsman's daughter. These conflicts bring their own undercurrent of emotions to the events of the ball, and may themselves erupt during the course of the evening.

THE DUKE'S ESTATE

Front Gate, Grounds, and Auxiliary Buildings

The Duke's estate sits upon a gently rolling hillside, and is a completely walled 100 acre tract of land. There is but one main gateway onto the property, a double gate made of elaborately wrought iron marked with the ducal insignia. There is a square stone gatehouse on either side of the gates, which are connected by a rough granite archway. The gates are normally locked, but will be thrown open between 8 PM and 1 AM on ball night. Five guards will be on duty at the gate during that period: two standing in the roadway to verify invitations, one in each of the gatehouses, and the fifth (armed with a bow) standing on the archway. After 1 AM, the guards will have to manually open the gates to allow guests to depart (a situation sure to give a booty-laden thief cause for paranoia), and will not allow anyone personally unknown to them to enter the grounds.

The remainder of the estate is surrounded by a 30' high double wall. The first wall is of quarried stone, providing ample footholds for anyone attempting to scale it. There is a 10' wide ditch separating this wall from a second wall made of the same material; the latter wall is crumbling in a few places from age (it predates the first wall by almost 200 years). Characters may attempt to standing

broad jump across the ditch by making a saving roll versus CDN -3; if they fall, they take 4D6 damage (STM saving roll to avoid unconsciousness). More prudent players carrying ropes may choose to climb down into the ditch and scale the second wall (a 50' climb, for the ditch extends 20' below the base of the first wall). There are also Wards (a magical form of intruder alert mechanism) spaced regularly along the wall; each person on the walls has a 40% chance of setting off a Ward, alerting those in the guardhouse to his presence. Three guards on horseback are assigned to patrol the outer walls during the ball; it takes them 15 + 1D20 minutes to complete a circuit of the grounds.

The estate has literally dozens of auxiliary buildings, where the servants and staff of the estate provide for the basic food, clothing, and entertainment needs of the manor occupants. Very few of these, however, are likely to play a significant role in this adventure. Areas which may be entered or explored by the thieves include:

The Stable and Carriage House - The enclosed stable area has the capacity to handle up to 80 horses and 8 vehicles. Many more horses can be held in the enclosed exercise area in front of the stables. Ten grooms are available to care for the horses of the guests; there are also 2D6 carriage drivers or footmen present. A keg of beer has been set up here and is rapidly being emptied; many of those present are also engaged in a spirited game of dice. Thus, there is only a 15% chance that anyone here will notice something happening in the surrounding area (e.g., a thief successfully sandbagging a guest on his way to or from the stables), unless a great deal of noise is made.

The Guard Barracks - The barracks house, a long one story structure of stone, is about 50' south of the stables. At any time, it is likely that 50-80% of the off-duty guard can be found here, sleeping or relaxing between shifts. Intrusions are not normally appreciated.

The Gardens - The grounds immediately behind the mansion are surrounded by a 10' ivy-covered stone wall, and are subdivided into three garden areas. The West Garden is a true formal garden patterned in a series of regular ovals, and populated with elegantly trimmed hedgerows and a variety of late-blooming flowers. A large stone fountain sits in the center of the garden; a temporary canopied stage has been erected in the NE corner. Between 8 PM and midnight (unless otherwise noted in the timetable), 3D20 guests will be seated or standing near the stage area, watching the entertainments provided; another 3D6 people will be strolling the gardens. Between midnight and 2 AM, there will be 2D12 guests in the West Garden, and there is a 30% chance that 1D6 couples will be contentedly spooning here long into the night. Entrances to the West Garden are symmetrically set into its eastern and western walls.

The East Garden is more informally arranged, with long winding flagstone paths that wend their way through stands of fruit trees, dogwoods, and flowering shrubs. There are a number of statues (tributes to the Gods, or likenesses of former ancestors) in this portion of the garden, including an immense likeness of a chariot riding on a sea of flame, driven by a young lad. In the eastern end of this garden there is a gazebo bedecked with multicolored flowers; this is to be the site of the wedding ceremony later in the week. Between 8-9 PM and 1-3 AM, there are 2D6 people wandering through the garden; between 9 PM and 1 AM this increases to 3D8 guests.

In between the two gardens is a hedge-lined central promenade, with flower boxes planted along both sides. The promenade may be entered from the rear of the ballroom; after 50', there are openings onto the East and West gardens. At the end of the promenade there is a lover's maze of well kept hedges, with several benches set in the various nooks of the maze.

Cookhouse - Unless one of the thieves gains entrance to the ball in the guise of a servant, this area will prove of little interest. This area will be a source of frantic activity throughout the evening, as the chefs attempt to keep ahead of the gargantuan appetites of the guests. All activities are supervised by the Duke's personal chef Atooni, a greying human of middle age with a notoriously short temper. He will spend the entire night furiously shouting orders to any and all careless enough to be in his path, and nothing will completely satisfy him.

THE MANSION
INTERIOR

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

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

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

THE FIRST FLOOR

A) Entryway and Guard Room

1- The front doors of the manse are immense double doors of polished bronze embossed with the Ducal coat of arms; they are thrown open during the course of the ball, but will be shut and locked at 2:30 AM. The doorway empties into a 20' wide passageway, lit by two enormous crystal chandeliers; there is an opening immediately upon the righthand wall that leads into a small office containing a desk, four chairs, and a strange looking apparatus of crystal.

2- The room to the right is the Guard's day room, the centralized location used by the duty sargeant to receive reports from current patrols. The entryway is lined with paintings depicting great moments in the di Cotillion heritage.

3- The set of linked crystals mounted into the guard room wall are Voice Teleportal units

that can be used to communicate with a) the guard barracks, b) the Duke's sitting room, and c) the front gate. They are used in cases of emergency to relay information or call for assistance. They are of no value if removed unless their corresponding units are also stolen (in which event each pair is worth 1500 GP).

4- The entrance passageway will be bustling with activity throughout the evening (2D8 people passing through at any time). There will be 2 guards stationed in the guard room for the entire evening, with a change of personnel at 2 AM; the captain and the sargeants charged with patrolling the interior of the building will be found here whenever they are not making their half-hourly patrols.

B) Drawing Room and Informal Audience Chamber

1- A spacious sitting room with velvet curtained windows and a stone fireplace in its eastern wall. There are two couches and four chairs set about the room, all upholstered in blue or gold satins. There is also a high-backed chair of mahogany, adorned with finely carved detail and covered with crimson velvet embroidered with gold and platinum threads; there is a small side table beside it.

2- This room is normally used on occasions when the Duke wishes to consult informally with visitors. Tonight, with its fireplace blazing cheerily and its relative seclusion from the main focus of activity, it is primarily occupied by young lovers wishing to share a few private moments without braving the cool autumn evening. The uniquely styled chair is the one that Fernando occupies during his meetings in this room.

3- The chairs are of excellent quality, but aren't going anywhere. In the single drawer of the table (locked, complexity level 1), there is a supply of parchment bearing the Duke's emblem, quills, and a small candle used for sealing wax; there is also a small porcelain box half-full of snuff (worth 120 GP including contents).

4- Between 8 and 10 PM, there is a 45% chance that the room will be empty, otherwise there will be 1D5 people present. After 10, there is only a 15% chance that the room is empty, and it otherwise will be occupied by 1D4 couples.

C) Museum and Trophy Room

1- This room, located between the parlor and the salle d'armes, can be reached through doors at either end of its west wall. It is filled with a wide variety of family memorabilia sitting in glass cases, mounted on pedestals, or hung from the walls. The items constitute a truly unique selection, including the pickled head of a medusa and the stuffed head of a cave bear, a fully preserved horse, an assortment of weapons and medals, a bejewelled goblet and ceramic bowl, and a suit of young boy's clothing.

2- The museum contains a number of interesting items. The cave bear head is mounted on the wall and was a trophy acquired by the Duke's grandfather on a hunting expedition. The medusa's head was brought back by the Duke himself during his adventuring days; he has never told anyone how he obtained it. The horse is the steed he rode during his service in Prince Beragond's cavalry, magically preserved; his lance and pennon are also on display. The goblet is richly bejewelled, and was used on the occasion of a great treaty signing; it is worth 35,000 GP and is kept in a glass case trapped with an alarm (which rings in the guard room [A]) The ceramic bowl is also encased, but of sentimental rather than monetary value (400 GP).

Finally, there are two rather unique magical items in the room. The first, the boy's suit of clothes, is more than 350 years old; its only magical attribute is that it will never wear out. The clothing is being saved for the Duke's son, if the Duke ever has a son. The second item, a sword in a scabbard, is the infamous Sword of Fraeddus Ta'hr. This sword, one of the dwarven weaponeer Marildo's less successful efforts, was designed to be a Sword of Dancing -- unfortunately, what actually resulted was a Dancing Sword, capable of doing the cha-cha, the tango, and even the Aztec two-step, but totally inept as a fighting weapon. The sword even hums a little song to itself while it is in use (worth 20 GP, or 200 GP to someone with a really sick sense of humor).

3- As listed above.

4- There will be 1D6 people browsing through the museum between 9 PM and 11:30 PM; at other times there is an 80% chance of 1D3 visitors. A single guard is always on duty here, stationed at the G on the floor plan (see the Maps section at the end of this book).

D) Salle d'Armes and Armory

1- Double doors lead into a 30' by 70' room, with mats lining the floor and several pieces of light exercise equipment along the north wall. In the back of the room there is a padded dummy with a rapier clenched in its hands. There are two doors along the south wall; both are closed.

2- In this room the guardsmen practice their weapon skills and maintain their physical training. The dummy is an automaton used for weapons practice; it becomes activated if touched by a weapon, or if the weapon it holds is touched. Once activated, the dummy continues to fight until its opponent can land a blow to its head or chest area. The doors lead to the armsmaster's quarters and to the armory. The armsmaster is present in his room, and between 8 PM - 1 AM there is a 60% chance that he will come out to speak with anyone who enters the room, proudly showing off the facilities they have available. The doors to the armory are locked (level 3 complexity); there are 3 enchanted (+2 to hit, plus 1D4 to damage) broadswords in the supply of 80 in the room; there are also 24 maces, 50 longbows, and 30 quivers of arrows stored here.

3- The enchanted blades are valued at 1200 GP each; they can be identified by using a Detect

Magic spell, or an expert swordsman will have a 30% chance of recognizing these swords by their feel. The armsmaster has a small box hidden beneath his bed that contains 140 GP in coins.

4- There is a 40% chance that there will be 1 (01-28 on the die roll), 2 (29-36) or 3 (37--40) persons in the room, with the additional possibility that the armsmaster is present.

E.) Steward's Office and Quarters

1- These rooms can be entered through either a double door on the north wall, or a single door on the east wall. The room is covered with wood paneling, and contains a desk and a set of hardwood cabinets that cover most of the eastern wall. Doorways in the western wall lead to a staircase and a set of living quarters.

2- In this office, the steward Harchens manages the household affairs of the mansion. The drawers of his desk are filled with the typical details of his office - receipts, bills and other records, names and addresses of local tradespeople, etc. There are also 5 letters of credit in the Duke's name, worth 2,000 GP each. In the middle of the Southern wall there is a secret panel -- it slides back to reveal a safe with two keyholes in it. The two locks are Level 3 and Level 5 complexity, respectively; the steward keeps one of the keys in his desk, and Fernando keeps the other in his private rooms. The safe is alarmed, but the alarm will not be set until the door is opened (so that Trap Sensing rolls before that point will not be successful). The alarm, which is located in the wall below the safe, is tripped whenever an object breaks the plane of the safe's door; it can be deactivated by a third key kept by the ranking guardsman on duty, or by a thief making a successful detrap roll (at 1/2 normal abilities, for it is a Level 2 trap).

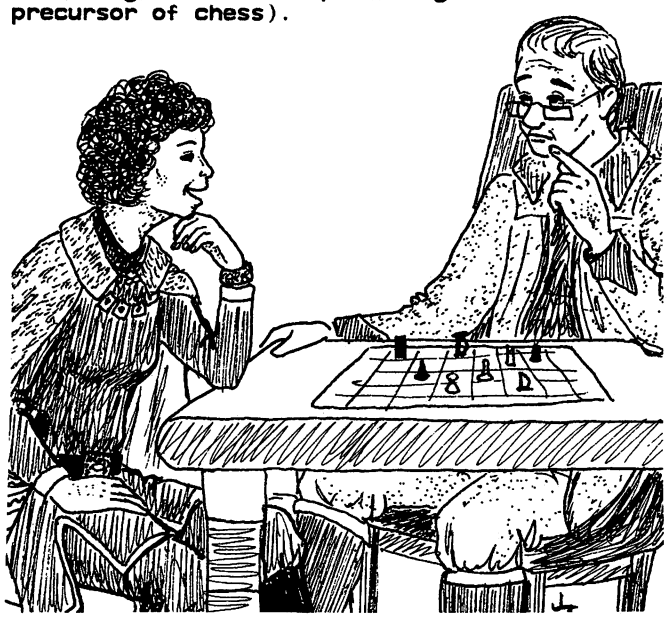
3- The safe contains Carn-ne-Seval's sceptre of power, and Tarquinio Alder's wedding present to Madalena (both described in the individual descriptions of these characters). In addition, there are 3 class B items of jewelry belonging to the Duke's family (all with a notoriety of S); 1 A and 2 C jewelry items belonging to the von Vogelsangs, and a piece of C jewelry belonging to Marika di Cotillion.

4- There should be no one present in the office during the ball. The steward's wife will be in the inner room after 10 PM, trying to sleep; there is a 40% chance she will be wakened by an intruder in the office (unless the latter specifies and successfully makes a Moving Silently roll); if wakened, she will call out (several times if unanswered), but will not enter the office.

F.) Game Room

1- A room filled with various gaming tables to test the physical or mental skills of their participants. There is a billiard table (the newest gaming sensation from the East), a dart board, and four marble inlaid gaming tables. Doors lead from this room into the ballroom, the library, the east corridor, and the east gardens.

2- The gaming room is a place of high conviviality during this evening, and sometimes of high and serious competition. The billiards table is a matter of great interest, though very few know exactly how to play. On the gaming tables, contestants may be seen playing fox and hounds, backgammon, or shaturanga (a four person game that was a precursor of chess).



3- The billiard balls (3 red, 1 white) are made of ivory and are worth 15 GP; the cues are of inlaid ebony and worth 200 GP. There is a beautifully carved set of pieces used for shaturanga (a four color set made of ivory, carnelian, jade, and polished basalt - 32 pieces in all). Each piece is worth 50 GP, but a complete set would be worth 2500 GP.

4- There will be 3D10 guests in the game room between 8-12 PM; after midnight, when the arm--wrestling contest is taking place, this will rise to 5D10. There will be one guard stationed in the game room from 8 PM to 2 AM.

G.) Library

1- An enormous room, 55' x 120', with more than 2000 books and scrolls lining all four of its walls. In the NW corner, there is a librarian's desk and chair, with a set of wooden cabinets built into the wall behind it; in the center of the room, there are four huge tomes on stands and a huge globe. There is also a comfortable reading chair and a scribe's desk with slanted top in the room; in the SE corner, there is a stairway, but it is blocked by a bolted gate. There are double doors in each of the four walls.

2- The Duke's library is well stocked with a collection of religious, historical and geographical tomes. The encrypted key to the location of the various tomes is kept in the top drawer of the librarians' desk; a character has a 5% chance of deciphering the code for each point of INT he possesses above 14.

The most valuable volumes are kept under lock and key in the wall cabinets; the locks are Complexity level 3, and the keys to fit them are on a ring kept by the librarian in her room (see First Floor plan for location of her room). The four huge tomes each weigh 50-60 lbs; one of them is the Canticle of Fire, the holy book of the Sun God sect. The scribe's desk contains a good supply of quill pens, ink and vellum. The staircase is locked (complexity 5 lock) and trapped with a Tanglefield spell (MGR saving roll or no movement possible for 10 mr). The stairway leads to the Duke's private chambers, and the Duke has the only key.

3- Most of the books in the library have a value of 5-30 GP each; those in the locked cabinets are worth 100-300 GP. The materials available in the scribe's desk are of above average quality, but are otherwise unspectacular.

4- There is a 75% chance that 1D6 people will be browsing through the shelves at any point in the evening. For 15 minutes between 11 and 11:15 PM, all the doors to the library will be locked from the inside.

H.) The Ballroom

1- The ballroom is an awesome architectural feat, 200' long and three stories high, with ornate dwarven stonework in its walls and ceiling, and a polished, patterned wood dance floor. The room is a sea of dancing and mingling people. A 30 piece orchestra plays from a platform on the second floor; elsewhere on this balcony, threescore personal servants stand awaiting their masters' commands from below. Regularly spaced wood shields bearing the Duke's device line the walls of the first level; in the southern end of the room, there is a raised dais bearing the ducal throne.

2- Lighting and sound amplification in this room are provided by magical means. Between 8:30 PM and 10 PM, all guests entering the ballroom for the first time will be formally announced by Harchens, the steward, and then descend the velvet-carpeted stair to the floor, where they will be received by the families of the bride and groom-to-be. (This alone may unnerve a thief unsure of his ability to carry off his disguise, and any unnatural actions on his part may rouse the suspicions of Harchens [see Servants listing under the character descriptions].)

There are four guards stationed around the hall, and servants with trays filled with food circulating through the room. The shields on the walls are enchanted with the noise amplification spells that transmit the orchestral music to its dancing audience. The Duke's ceremonial sword is laid across the seat of the throne; two of the guards keep guests away from the dais and throne.

3- Since touching the sword is almost a sure bet to get you bruised and beaten by the guards (if not worse), the only items worth stealing are attached to the various guests in the room.

4- In addition to the four guards and the servants who are constantly present, there will be 2D100 other people in the ballroom (with an absolute minimum of 50 at any time before 12 PM) until 1 AM, and 4D20 thereafter. While the orchestra is playing, 20-50% (10 + 1D4x10) of the ballroom occupants will be dancing.

I.) Formal Dining Room

1- This 50 x 150' room is dominated by two objects: a very long table of mahogany, with gold leaf inlaid on its legs; and a mosaic mural that covers the west wall from waist height to ceiling. There is a high wooden hutch filled with pewter dishes on the northern wall.

2- The table has been moved back from its normal central position in the room, to allow people to move freely about. On the table are three serving trays of sterling silver, laden with various delicacies. There are also two large punchbowls of cut crystal, with matching cups. The mural portrays important scenes from the di Cotillion family history and includes many significant events from the early years of Haven.

3- The trays are worth 350 GP each, but are engraved with the di Cotillion emblem; the punchbowls are worth 425 GP each, and the cups 8 GP each. The hutch contains plates, cups and saucers, and bowls; individual pieces would be worth 10-15 GP, while a complete place setting would be valued at 75 GP.

4- There will be 2D20 guests in the dining room between the hours of 8 PM and midnight; and 3D8 after that point. During the first period, 40% of the occupants will simply be entering briefly to grab a bite of food; later in the evening this percentage will drop to 10%. There are also 2 guards present in this room between 8 PM-2 AM.

Second Floor

There are four stairways connecting the first and second floors, as detailed on the map below. The stairwell in the library is locked; the other three each have two guards placed on the second floor landing. Only those who have arranged to lodge at the mansion for the night will be allowed to continue upstairs to the third floor (since the stairway from the steward's office does not extend up to the third floor, all guests climbing this stairway will be turned back). No one outside the Duke's immediate family (Kataleyna, Elise, or Castillia) will be allowed access to the second floor, unless they are accompanied by one of the aforementioned. The doors to the chambers on this floor are all locked, and only the family members and the ranking officer currently on duty have keys; the locks are Complexity level 4; and are hooked to alarms in the guard room (no penalty to trap disarming attempts). We believe these security measures should be adequate to protect the lives and personal belongings of the Ducal family; and have therefore not detailed the contents or floor plans of these rooms. If the GM chooses to allow his players to broach these carefully planned defenses, it is his option to generate the treasures that will be found.

THIRD FLOOR

There are 58 guest rooms on the third floor of the mansion, of assorted shapes and sizes. All contain either 1 or 2 beds (comprised of a goose down mattress and a straw tick), a wash basin, and a dressing table with mirror. 3 sets of rooms have been converted into linked suites; each of these has a well-furnished sitting room and a fireplace as well as 4 or 6 bedrooms. If the thief decides to stay at the mansion for the night, he or she will be assigned to Guest Room #58 (if a second thief participates in this adventure and also stays, use Room #22 as a second choice). The following rooms on this floor will be occupied sometime during the night of the ball.

#1 - The acrobat is taken here after his fall. He does not stay in the room for long (see timetable, and character description under Entertainers). No additional contents.

#3 - Erich and Marta von Vogelsang's rooms. Both have heavy leather traveling cases. Erich has a pin embossed with the family insignia (C,S) and a pair of gold cufflinks (C,N) kept in the room; Marta a pair of jade earrings (D,N), and a matching bracelet (C,N). If the acrobat has managed to enter this room, Marta may notice that her items are missing when she retires for the evening at 2:20 AM. Erich will return to his room blind drunk at 4:20 AM, escorted by a member of the guard.

#5- Room of Flame Master Carn-ne-Seval. Seval has three small cases in his room; each, however, is protected by a Blaze of Noon spell (MGR saving roll -4, or blinded for 1D8 hours) if opened by hands other than his own. In addition to his vestments and incenses, the cases contain a headband with a sunburst emblem on the front (in zircons and rubies,C,Y), and two armlets of filigreed gold (C,S); he also has a gold cloth purse with 20 x 2D10 GP in it in coins and small gems. He will go upstairs to his room at 3 AM but will not go to sleep, instead preparing a ritual for the coming dawn.

#8- One of the unidentified guests is billeted here. He has a locked wooden chest, containing a purse with 5D10 GP in it, and a platinum brooch with small quartz chips (D,N). He will retire at 1:10 AM.

#17- Donia Savonna's room. She has left a small leather make-up case, and a small roll of parchment which contains a number of crude sketches of trees and buildings.

#18- Margery Savonna's room. She has a small leather case crammed with a variety of rouges and scents (there are six small perfume bottles, in various degrees of fullness; each contained 200-250 GP of perfume when full). At 12:30 AM, she will come up to her room and leave her large leather handbag behind; it contains a purse with 1D100 GP in coins, and a crumpled and dirty bank draft note worth 600 GP.

#20- Another unidentified guest (young female noble). Traveling chest items include a sequinned silk scarf (50 GP), and a bottle of good brandy (half full). She will return to her room at 12:45 AM (30% chance she does not return alone); she is wearing 1 C and 1 D value item of jewelry (hair combs, bracelet).

#28 and #29 - Rooms occupied by Harz and Claudia de la Riis. After staying late into the evening, the elder de la Riises decide to remain at the mansion instead of driving back to their country estate. Consequently, there is nothing unusual in these rooms until they retire for the night at 2:45 AM.

#32- High Judge Cardallo is brought up here at 3 AM, after his gout and drunkenness combine to incapacitate him. He will remain clothed, and spend the night either passed out or throwing up.

#34- Suite occupied by Tyndal, Marika and Madalena. Their four traveling cases are kept under a table in the sitting room and include the bulk of Madalena's clothing, in preparation for her planned move to the Cellini city estate. In Tyndal's room there are two letters of credit, worth 500 GP each, signed by the Duke.

#36- Portia Maggia's room. No additional contents until she retires at 3:15 AM; she wears the bracelet mentioned in her character description to bed with her, but leaves her other possessions on the dressing table.

#39- Arden and Alyra's room. There are two elven traveling cloaks of excellent quality left in the room; when worn, they block out 80% of the adverse effects of bad weather. No other unusual contents.

#42- Tarquinio Alder's room. Tarquinio has brought along five rather weighty tomes (on subjects like astral projection, herbology, etc.). Each might be worth 250 GP to the right buyer; they weigh 7-10 lbs each. He also carries a substantial supply of medicinal herbs; which he has been using to treat his stomach ailment (a pinch in a cup of tea adds 5% to a character's chances of recovering from a disease).

#53- Hulee Packard's room. In it are his purse (1D12 GP; like we said, times are hard) and a notebook filled with maps planning a new expedition route (the route is one fraught with high risks, but offering an equally high payoff if successful).

#56- Unidentified guest. Purse (empty) in traveling case; its contents (50 x 1D8 GP in gems) and a silver medallion (D,N) are hidden under his mattress (will be missed by the acrobat if he enters here).

#58- The room assigned to the thief. If the thief drops off any purloined prizes here before midnight, there is a very good chance that they will be in the hands of the acrobat by 1:15.

All other rooms contain the contents identified at the beginning of this page, and nothing more.

CHARACTER DESCRIPTIONS

This section contains detailed descriptions of 55 NPCs likely to be encountered during the Duke's ball. For each character so described, four categories of information are provided:

1) GM's description of the character;
2) Character's physical appearance, as seen by the player;
3) Character's personal possessions; and
4) Character's special features.

In describing the personal possessions of these guests, letter codes are used to identify three facts about each item: a) the location of the item on the character's person, b) the relative value of the item, and c) the relative notoriety of the item. The ID codes used for each of these categories of information are listed below.

Location

CH - chest	LW - left wrist
CP - coat pocket	NK - neck
HD - head	RA - right arm
HP - hip pocket	RH - right hand
LA - left arm	RL - right leg
LG - both legs	RW - right wrist
LH - left hand	VP - vest pocket
LL - left leg	WS - waist

Value

A - very expensive	500-50000 GP (D100 X 50)
B - expensive	800-8000 GP (2D10 X 400)
C - good	200-2000 GP (2D10 X 100)
D - fair	150-900 GP (3D6 X 50)
E - inexpensive	10-200 GP (2D20 X 5)
F - facsimiles	.5-50 GP (D100 X 5SP)

Notoriety

N - not well known
S- some notoriety (25% chance that any fence within 200 miles will recognize item as hot; see Fencing Stolen Goods section of TG1 for effects)
Y - very notorious (70% chance that fence will recognize item as hot)

Following these detailed descriptions, general information is provided on other types of characters that may be encountered - guards, entertainers, servants, or uninvited guests. All relevant statistical information on the major characters in this scenario (fighting abilities, requisite characteristics, states of drunkenness, likely location) is presented in the Character Description table at the end of this scenario.

THE NOBILITY

THE DI COTILLION FAMILY

Gamemaster's Description:

The Duke's current household consists of his fiery consort, Lady Kataleyna, his daughter by an earlier marriage, Elise, and an older recognized bastard daughter, Castillia of Argonne. The Duke has been heard to complain half-seriously on more than one occasion of the trials of living with three women; and certainly the strong wills of Kataleyna and Elise are enough to test any man. These two often live in an uneasy truce , competing for Fernando's attentions; occasionally they may unite to concoct mutually rewarding schemes. Castillia is frequently mocked or excluded by the other two, but remains content with her good fortune in being here.

Tyndal, Fernando's brother is an indecisive man, and this hesitancy has cost him greatly in his financial dealings. He has never been able to refuse his generous but overpowering brother, although his wife Marika has often demanded that he do so. His daughter Madalena, the unwilling pawn in this wedding gambit, felt herself completely trapped and alone upon arrival; she now senses a possible bond of kinship with Castillia, and has begun to hope of getting her freedom.

Physical Appearance

A) Duke Fernando - A handsome, stocky middle-aged man with a full black beard and steely grey eyes. He is dressed entirely in black, highlighted with silver. Invariably debonair and charming around members of the fairer sex, he has a calm and regal bearing when dealing with the politically important.



B) Lady Kataleyna - A slender lady of great grace, with red hair and a temper to match. Half-elven, she is well aware of her physical allure, and how to use it. She is extremely jealous of any who might threaten her present position. She is dressed to complement the Duke's outfit, in a low-cut sleeveless silver lame gown with black accessories.
C) Elise - A young girl of fourteen, just approaching the full blossoming of her womanhood, and already very cocky and headstrong. Elise has dark, shoulder length curly hair, and a dark complexion; she wears a crimson gown with silver

brocade. She is always looking to be the center of attention, and is still capable of throwing tantrums if she doesn't get her way.

D) Castillia - A girl of sixteen, with dark straight hair, blue eyes, and a sunny disposition. She wears a gold satin gown with black velvet piping and matching sash.

E) Baron Tyndal - Heavy-set man in his late thirties, with a square jaw, brown hair, and a nervous tic in one eye. He wears a long rust-colored tunic trimmed with fur, and black leather belt and boots with elaborate buckles. He has a slumped posture, and a drink in one hand at all times.

F) Baroness Marika - Her plump, pale face already shows the ravages of age. She wears a soft white linen wimple around her head to hide her double chins and greying hair. Her blue gown of fine imported wool is somewhat old-fashioned in style and is adorned at the waist by a long girdle of embroidered linen. She carries a lace handkerchief that sees frequent use during the course of the evening.

G) Madalena - A tall young woman, with long blond hair partially drawn up under a blue velvet cap. She wears a floor-length gown of white velvet and satin with blue piping and pearls embroidered at neck and wrists. She appears shy around all the strange guests, and very fidgety.

Personal Possessions

A) Fernando
   1- Coronet carved from ebony, inset with five evenly spaced rectangular pieces of silver-white moonstone feldspar, each in turn set with a pair of tiny diamonds (HD,A,Y).
   2- Ducal signet ring, made from a lead-silver alloy, enchanted with a permanent Repulse Missiles spell (RH,B,Y).
   3- Three other rings - of black opal, moss agate, and diamond, all in silver settings (LH/RH each C,N).
   4- Diamond miniature replica of a sceptre (CH,B,N).
   5- Ormamental baton studded with rubies (WS,C,S).
   6- Black cloth purse (HP,2D10GP).

B) Kataleyna
   1- Hair combs of obsidian with matching snowflake markings (HD,D,N).
   2- Black star sapphire pendant mounted on a silver fleur de lis, and hung from a heavy silver chain (NK,A,S).
   3- Matching rings of black pearl triplets (LH/RH, B pair, SS).
   4- Silver reticule (LW, 2D8GP).
   5- Silver shoe buckles (LG,E,N).

C) Elise
   1- Clip earrings of silver lion's heads, with ruby eyes and an opal dangling from its mouth (HD,D,N).
   2- Ring set with a black star beryl (RH,C,N).
   3- Gold bracelet, with seven paste diamonds (2nd level fake; LW,F,N).
   4- Hair combs of bronze and gold, with tiny glass rubies (2nd level fake [-5% to detection chances]; HD,E,N).

D) Castillia
   1- Black obsidian pendant in the shape of a heart (NK,E,N).
   2- Mother of pearl hair combs (HD,E,N).
   3- Matching copper bracelets with glass emeralds (LW/RW,F,N).

E) Tyndal
   1- Necklace of gold and multi-colored irregularly shaped pieces of coral (NK,E,N).
   2- Silver belt buckle embossed with family insignia (WS,D,Y).
   3- Knee and shoe buckles of gold (LG,D,N).

F) Marika
   1- Wedding band of finely worked gold, a family heirloom (LH,C,N).
   2- Necklace of yellow and brown topaz on a thin gold chain (NK,D,N)

G) Madalena
   1- Gold necklace, exquisitely crafted, of miniature gold roses with pearl centers -- a gift from her father-in-law to be, Salvatore Cellini (NK,B,Y).
   2- Small bronze ring with the di Cotillion arms (LH,E,S).
   3- Silver ankle bracelet, a gift from Duke Fernando (RL,D,N).

Special Characteristics

A) Fernando is an inveterate womanizer, and is very likely to "set his cap" for any woman present who has an APP of 15 or greater.

B) Kataleyna - The Duke's dalliances are likely to ignite an outburst from Kataleyna, who is very insecure about her position in the household. She has been trying for months (with the Duke and any other available man) to establish herself permanently by producing a male heir for Fernando, who as yet has none. If she succeeds, she is sure that the Duke will marry her.

C) Elise is very careless with her possessions, and may lay down her earrings or bracelet if the jewelry begins to hurt.

D & G) Madalena has broken down and confided in Castillia, telling her the entire story of her secret lover. Castillia has promised to aid Madalena's elopement attempt and the two will stay together for much of the evening. This will eventually pique Elise's curiosity, and she will start to tag along, asking questions and being a general nuisance.

F) Marika is wholly opposed to letting her daughter marry outside the nobility; she will be openly hostile to the Cellini family throughout the ball.

THE DE LA RIIS FAMILY

(GM's note: In this and other family descriptions, an asterisk next to a name means that particular family member is not present at the ball.)

Gamemaster's Description:

The de la Riis, like the di Cotillion, are one of the oldest noble families in Haven. Their line boasts an outstanding military heritage, and many of their land holdings are the spoils of war. The current patriarch of the family is Count Tybalt von Bremenwald, 70; his senile younger sister, Grazia, lives with him on the family's country estate. Tybalt has four surviving children - Harz, 50, his eldest son and heir (married to Claudia, with three adult children, sons Paul and Thomas and daughter Cortina); Sir Bruning, 45, knight

and warrior (recently remarried to a 22 year-old gypsy woman, K'maill, he has a daughter of 20, Ingrid, by his previous marriage, and a bastard son*); Rutmilla, daughter, 40, (married to Clemente Panfusille*, a member of the Citadel Guard of Haven); and youngest son Morgan, 34, also a haughty member of the Citadel Guard (married to Astrilde*, with 10 year old son Carlo and newborn daughter Bismunde*).

The de la Riis are deeply divided among themselves these days over two internal family conflicts. Paul has become a rabid leader of the Young Stallions, a group of young nobles dedicated to returning political control of Haven to the aristocracy; he views his father as a fool for acquiescing to the hegemony of the Guildsmen, and is openly hostile to Harz. Since young Paul is the apple of his grandfather Tybalt's eye, tensions become further exaggerated by frequent arguments between Tybalt and Harz. The second family crisis revolves around Bruning's hasty courtship of, and marriage to, the ravishingly beautiful commoner K'maill, a woman but two years older than his daughter. Ingrid is intensely jealous of her new stepmother, and she and Rutmilla (who is envious of K'maill's beauty) have spread rumors that K'maill has used some sort of gypsy witchcraft to gain and hold Bruning's affections (these rumors are completely false). Bruning, always publicly reserved and quiet, seems able to ignore this malicious gossip; but K'maill, who at first was in awe of her new relations, has become frustrated by such unjust treatment and is beginning to fight back.

Physical Appearance

A) Tybalt - An older man of small stature with shaggy, shoulder-length white hair, a broad nose, and a crooked scar across his lower lip. Dressed in a light blue, leather-belted tunic, with a dark blue satin cloak; wears a silver coronet studded with amethysts on his forehead.

B) Grazia - Frail and small white-haired woman, with cataracts on her eyes and hands twisted by arthritis. Walks unsteadily, but will not use a cane; will almost certinly be seated if encountered. Wears a simple, unadorned long lavender gown, and a fur cloak wrapped tightly around her shoulders.

C) Harz - A husky, broad-shouldered man of medium height, with grey-streaked dark hair and a deeply furrowed, careworn face. Wears a dark-green fur-trimmed tunic and soft brown leather boots.

D) Claudia - A tall spare woman with sharp angular features and a thin oval face. She uses excessive make-up, perfume, and a tightly bosomed gown in a vain attempt to hide the effects of age on her former beauty. Her long brown hair is pulled back from her face to display a matched diamond necklace and earring combination; her floor-length gown is of light yellow silk, high waisted and sashed, with elaborate lace trim on the high neckline and long sleeves, and a long train.

E) Paul - Young man of medium height, clean-shaven with dark, elaborately pomaded hair, and lively dark eyes. Well built and very handsome, he has a haughty bearing that exudes self-confidence. Wears a white lace-trimmed silk shirt, grey leather breeches and black fur-trimmed boots. Also wears a dark green velvet swordsman's cloak, with an emblem of a rearing white horse on its back, and a matching broad-brimmed velvet hat with a feathered plume.

F) Thomas - Sandy-haired, with brown eyes and his father's broad features. His attire is a carbon copy of his brother's, except that the garments look awkwardly suited to his taller, more gangly frame. Subject to asthmatic coughing spells when he exerts himself physically.

G) Cortina - Small and somewhat chunky, with long, upswept brown hair and hazel eyes, and a slightly crooked but enticing smile. Dressed in a a low-cut, sequinned gown of green chiffon, loose-fitting from the waist down and elaborately ruffled.



H) Bruning - Stocky, sandy-haired man whose robust appearence belies his age. Square-shouldered, with a very formal military gait. Wears a long sleeved dark brown tunic adorned with several awards, and a heavy bronze-studded leather belt.

I) K'maill - A voluptuous, raven-haired beauty who stands almost as tall as her new husband. K'maill has very expressive green eyes, long lashes and full, pouting lips painted a deep crimson. Her ankle-length gown of cloth of gold is sleeveless and outrageously low-cut, and her arms are covered with multi-colored bracelets. She moves with a natural, feline grace, now tempered with a touch of intentionally brazen exhibitionism.

J) Ingrid - A well-proportioned young lady of medium height, with curly, shoulder-length auburn hair, pale complexion and green eyes. She seldom smiles, for her facial appearance is marred by poorly-spaced teeth. Wears a white taffeta gown with a finely embroidered lace shawl around her shoulders, and silver cloth slippers.

K) Rutmilla - A big-boned, very homely middle-aged woman with straight sandy hair (worn forward to cover disproportionately large ears), a broad flat nose and two moles on her chin. Built more like a linebacker than a beauty queen, she walks slump-

-shouldered and with an extremely heavy step. Wears a long loose-fitting dress with a dark blue embroidered bodice, and a parti-color skirt of blue and purple satin.

L) Morgan - Tall but slightly built, with a plain face adorned by a well-kept Van Dyke beard, and very bushy brown eyebrows and sideburns. Wears the scarlet and grey uniform of Haven's Citadel Guard. Moves about incessantly, exhibiting a great deal of nervous energy.

M) Carlo - The young lad is dressed in a brown velvet shirt and tan corduroy breeches, with white leggings, black shoes and silver buckles. He is thin and frail, with an unkempt mop of brown hair, and very round peering brown eyes. His left arm is severely withered and hangs uselessly at his side.

Personal Possessions

A) Tybalt
- 1- Silver coronet studded with small amethysts, symbol of the de la Riis land rule (HD,B,S)
- 2- Pair of matched daggers with inlaid mother-of-pearl handles in black leather scabbards (WS,D,N). Also carries a regular throwing knife in the sleeve of his cloak.
- 3- Leather purse (HP,2D10GP)

B) Grazia
- 1- Large turquoise pendant carved in the shape of a flower, mounted in silver and hung from a heavy iron chain (NK,E,N).
- 2- Thin bronze headband, covered with a garland of assorted wildflowers and fragrant herbs (HD,F,N).

C) Harz
- 1- Large gold ring engraved with the family device, and surrounded by five small emeralds (LH,C,Y).
- 2- Small green jade medallion carved into a woman's profile, hung from a silver chain; it contains a miniature portrait of Claudia holding the infant Paul (NK,E,S).
- 3- Ceremonial long knife with a handle carved from black jade (WS,E,N).
- 4- Cloth Purse (IP, 3D12GP).

D) Claudia
- 1- Ring set with with a deep yellow topaz stone (RH,D,N).
- 2- Thin circular ring of banded serpentine (LH,E,N).
- 3- Matched diamond set - necklace, earrings, and ring - all clever facsimiles; treat as 7th level for detection (HD/NK/RH,F,N).

F) Paul and Thomas
- 1- White ivory brooch of a horse's head (NK,E,Y).
- 2- Golden belt, knee, and shoe buckles (WS/LG,E,N).
- 3- Ceremonial broadsword (WS,E,N)
- 4- Hickory walking sticks, also with horse--head design (LH,E,S).
- 5- Belt pouch (WS, Paul 2D8GP, Thomas 5D10GP).

G) Cortina
- 1- Large, flat aquamarine pendant cut in the shape of a C, hung from a silver chain (NK,D,N).
- 2- Matching hair clips of white opal (HD,E,N).

H) Bruning
- 1- A shortsword emblazoned in gold leaf with the insignia of the house of Kvek-lan, held in a velvet-lined metal scabbard (WS,D,N).
- 2- Bronze armband studded with emeralds, embossed with a picture of a mounted lancer (RA,D,S).

I) K'maill
- 1- Earrings of pinkish coral, in a shell pattern (HD,E,S).
- 2- Assorted armlets of quartz, nephrite jade, and glass (LA/RA,E,N).
- 3- Diamond wedding ring (RH,C,N).
- 4- Gold ankle bracelet, with clasp in the shape of two tiny crossed swords (RL,D,N).

J) Ingrid
- 1- Pin in the shape of a sailing vessel, made from onyx and dyed chalcedony (CH,E,N).
- 2- Bracelet of small yellowish pearls (RA,D,N).
- 3- Lace mantilla (NK,D,N).

K) Rutmilla
- 1- Wedding ring of purple amethyst (RH,D,N)
- 2- Paste tiara of moderate quality (treat as 3rd level fake [-10% for detection purposes]; HD,F,N).

L) Morgan
- 1- Silver pin with two small garnets, symbolizing ten years of service in the Citadel Guard (CH,E,Y).
- 2- Leather purse (HP, 2D6GP).

Special Characteristics

B) Grazia - After 11PM, there is a 10% chance that Grazia will confuse any young male she meets for her lost son Porcassio, and will make an enormous scene. After 12PM, chances rise to 30%.

D) Claudia - Loves to gossip, and will be an attentive hanger-on if she overhears any provocative conversation. Anything she hears of interest will be known by at least 10% of the ball-goers within an hour.

E/F) Paul and Thomas - Will travel in the company of the other Young Stallions for the entire evening, and pointedly ignore their father. May become involved in a scuffle with Romano Maggia (see time schedule).

H) Bruning - Is being wooed by Duke Fernando to take the job of captain of his personal guard. Bruning is not interested in such a sedentary duty, but does not wish to offend the Duke.

I) K'maill - Seeks to prove to the crowd that her new husband is completely devoted to her. At 11:30 PM in the ballroom, when her tormentor relatives are nearby, she will fall into a well-rehearsed swoon, counting (rightly!) on her husband to rush to her aid. This could provide a few moment's diversion for a thief, if used properly.

M) Carlo - Boy has minor precognitive abilities (i.e. he has visions of events a few moments in the future). If a thief is operating within 10-15 feet of Carlo, there is a 75% chance that he will know what is going on. Carlo's likely response will be to approach the thief with his knowledge, seeking either a piece of the action or training in the thiefly art.

THE GERONDE FAMILY

Gamemaster's Description:

The Geronde are an old aristocratic family that have actively joined the new merchant class. Lady Rowena, Baroness Windemere, is an Enchanter of magical items, and owns the largest (by far) establishment providing such services in the city. She is a shrewd businesswoman and a hard bargainer, and has single-handedly restored the family's financial resources to their former greatness. She remains aloof from the Nobility-Guild struggle, judging each individual by character rather than rank. She is grudgingly respected by most in the community, but is rumored to be hard to get along with.

Rowena's husband died ten years ago, leaving her with the responibility of caring for his deaf-mute brother Udral*. She has four children: Karl, the eldest, already an intermediate level Enchanter in his own right; Valma*, a married daughter; Gunter, a member of the Young Stallions; and young Adrienne, tomboyish and exceptionally bright. The family is not close-knit, save for Karl and Adrienne, for Rowena's mind has often been preoccupied with business.

Physical Appearance

A) Rowena - Tall and stately woman in her mid-forties, more regal than beautiful, with dark hair and grey eyes. Hair is bound up under a blue veil held in place by a silver coronet; her gown is dark blue satin with pearl trim and a high neckline.
B) Karl - In his late twenties, Karl is very tall and thin, with a long bearded face, angular jaw, and promiment nose. Dressed simply in a long grey tunic, and a dark blue velvet cloak fastened by two handsomely crafted copper clasps. Easy going, smiles often; very good listener.
C) Gunter - A thin, dirty-blond haired lad of twenty, Gunter wears the recognized outfit of the Young Stallions - the black leather boots, and green swordsman's cloak with the white horse on its back. His tunic is of lighter green silk, with a mahogany-colored leather belt.
D) Adrienne - A young girl of sixteen, tall but full-bodied, with a thin aquiline nose and long, dark hair. Her dark green cap matches her eyes; the gown of the same color is embroidered with gold latticework on the cuffs and shoulders. She is likely to gently nag Karl to take her home early.

Personal Possessions

A) Rowena
   1- Coronet set with sapphires and pearls (HD,B,Y).
   2- Silver pendant set with a large sapphire, on a strong silver chain; magically enchanted (see below; NK,B,S).
   3- Plain gold wedding band (LH,D,N).
B) Karl
   1- Copper cloak-pins in serpent shapes, with ruby eyes (NK,D,N).
   2- Similar serpent-knot design embossed on a bronze belt buckle (WS,D,S).
   3- Large silver ring with small sapphires, carved in the shape of the family arms (LH,R,S).
   4- Belt pouch - contains a very small sum of money, and a magic item (see below; WS,C,N).
C) Gunter
   1- Ivory stallion brooch (CH,D,N).
   2- Hickory walking stick (RH,E,N).
   3- Shortsword and scabbard (WS,D,N).
D) Adrienne
   1- Necklace of banded serpentine, with an ivory unicorn hung as a pendant from it (NK,D,N).
   2- Open silver ring with a fire opal, containing a Daylight spell (RH,D,N).

Special Characteristics

Rowena's medallion Detects and Discerns Magic within 100' of her. If held by anyone other than her, it becomes unbearably hot after sixty seconds and must be dropped. Karl's purse contains a tiny Wizardly Lock device that allows anyone possessing it to lock any door, etc., and to unlock and reverse such a spell at any time.

MATHILDE HOCHRITTER

Gamemaster's Description:

A somewhat plump middle-aged woman with short-cropped, greying blond hair, a double chin, and a prominent mole on her left cheek. She is garbed in traditional "widow's weeds" - a black satin gown with a long train, veil and black velvet slippers. In spite of this, she is also elaborately bejeweled from head to toe.

Physical Appearance

"The Widow Hochritter" has been mourning her late husband Stephan for 16 years, and with each passing month, her fond memories grow more elaborate - though when he was alive, she sang a different tune. The Hochritter's fortune has been greatly dissipated in recent years, and many of the family's valuables have been sold off; consequently, much of what Mathilde wears are clever imitations. Mathilde has one son, Zender*, who is an extremely hot-tempered member of the Young Stallions, and refused to attend the ball tonight; the subject of her son invariably flusters Mathilde, and initiates another sorrowful round of "If only Stephan were here . . ."

Personal Possessions

1- Filigreed wedding band from "dear Stephan", dwarven-made of intertwined gold and silver (LH,C,N).
2- Pendant, headband, bracelet, and 3 other rings of paste diamonds and sapphires (treat as 8th level fakes [-35% to detection chances],F).

THE SAVONNA FAMILY

Gamemaster's Description:

The Savonna family has long owned one of the largest tracts of good farming land in the area of Haven; and this fertile ground still yields an excellent profit each year. The dowager Lady Margery duMond Savonna leaves the handling of the estate's affairs to male cousins and uncles, preferring as always the faster-paced life of the city. She spends her afternoons at the Golden Ducat, chatting with out-of-town noble guests; she makes it her

business to follow all the comings and goings around town. Margery had two daughters by her first husband: the oldest, Willetta*, is a priestess of the city's Earth Mother cult, while the younger, Donia, lives in Margery's imposing shadow. The family still has money to burn and Margery is doing her best to burn it. She does not understand her daughter's shy, retiring manner at all, and nags her incessantly to be more outgoing (often in public). Donia will act like a total wallflower for the entire evening, even if approached (see below).

Physical Appearance

A) Margery - An immense woman, with a booming voice; she wears a shoulder length strawberry blond wig over her sparse brown hair, and has sparkling grey eyes and a gap-toothed smile. She is clad in an extremely loose, tent-like lilac gown, with amethysts sewn into its brocaded pattern. A profusion of jewelry - everything but the proverbial kitchen sink - adorns her costume.
B) Donia - A very plain young woman, with lifeless straight brown hair worn under a brown velvet cap, and a haunted look in her evasive brown eyes. Her dress is a biege satin, with lace trim, long sleeves, and a high sash. She speaks with a stutter that becomes pronounced in the company of men.

Personal Possessions

A) Margery
   1- Obsidian hair combs flecked with ruby chips (HD,C,N).
   2- Enormous dangling diamond earrings (HD,B,S).
   3- Necklace of a half-dozen immense sapphires. Each is set in a teardrop-shaped piece of beaten gold, surrounded by small amethysts, garnets and tourmaline; the teardrops are hung from a thick collar of white gold (NK,A,S).
   4- Large, circular diamond on a deep purple velvet choker, lined with tiny yellow pearls (NK,A,S).
   5- Matching 2" gold bracelets, set with diamonds and emeralds (LW/RW,B,S).
   6- Three rings on each hand, all gold and silver with enormous settings of rubies, diamonds, or emeralds (LH/RH, each B,S).
   7- Lavender silk reticule (LW,2D10GP).
   8- Blond wig (HD,D,N).
B) Donia
   1- Small gold ring in an S-shape, set with a single pearl (RH,C,N).

Special Characteristics

A) Margery has three notable features. First, she is scatterbrained, and frequently leaves her possessions behind as she flits about the ball. Second, because of her incredible pudginess (which has increased since her hushand's death, through that hardly seemed imaginable) her bracelets and rings are very difficult to remove (reduce normal pickpocketing abilities by an additional 20%). Finally, Margery has a vast store of trivial knowledge about almost any noble family within a 500 mile radius of Haven; consequently, she is very quick to loudly comment on any misinformation given by a thief impersonating a noble (give her a +6 to intelligence for purposes of determing Disquise effectiveness). If she catches the thief in a lie, she will quickly relate this peculiarity to others, making it perhaps wise for the thief to begin looking for the exits.
B) Donia is painfully nervous around men of her age group, and stutters horribly in their presence. Nonetheless, she is desperately starved for affection, and any kind word or gesture from another will make that person a friend.

ANTONIO BERENSTEN

Gamemaster's Description:

Antonio is a young nobleman who has been "fostered" to the household of a local aristocratic family to complete his education and training. For the past three years he has been a leader of the Young Stallions movement, a charismatic Pied Piper, vociferously condemning the rule of the great guilders. Now he finds himself torn, for his heart has been stolen by Marita Maggia, daughter of one of the city's Guild leaders. In recent weeks he has become quiet and brooding, and begun to spend much of his time away from his formerly inseparable companions. This has caused a number of heated arguments, particulary between Antonio and Paul de la Riis, though the Stallions do not suspect anything about his affections for Marita. Tonight, although he has come in the company of the Stallions, he hopes to find a way to see Marita alone, and profess his love. During the course of the evening, he will be confronted by Marita's twin brother Mano, who suspects what is going on.

Physical Appearance

Antonio has a muscular build, long shaggy blond hair, and a bushy moustache. He wears the green cloak emblazoned with the emblem of the Stallions, and a gold long-sleeved tunic and blue breeches. He is outwardly calm, but drums his fingers nervously against his sword belt as he walks.

Personal Possessions

   1- An ivory brooch of a horse's head (NK,E,Y).
   2- Silver cufflinks with monogram AB (LW/RW,D,S).
   3- Pendant in the shape of a golden claw, hung from a thin bronze chain (NK,D,NO).

Special Characteristics

In his confrontation with Mano, Antonio will attempt to avoid a fight at all costs, although his friends will be egging him on, hoping to teach the hot-blooded Maggia a lesson. Later on in the gardens, Antonio will leave a message for Marita, and if received, the two will meet later in the evening (see timetable).

PRINCE HARRULD

Gamemaster's Description:

Prince Harruld, heir to the rule of a semi-barbarian province at the edge of the southern hill country, was traveling through town and caught wind of this evening's festivities. Never one to miss a party, he arrived unannounced and unexpected, and only the swift intervention of Fernando prevented a wild brawl between Harruld and the half dozen

guardsmen at the gate (it is likely that Fernando was merely protecting the health of his men). The prowess of Harruld's tribesmen in war is long renowned in legend, and none wish to incur their wrath. Unfortunately, legend also tells of their Herculean proclivities for drink and wenching; here too they do not exaggerate. Harruld will spend the night and early morning consuming every potable in sight, between rather crude forays into attempted seduction. He will remain until the last guest passes out, and even willing maidens cannot satisfy his gargantuan appetites.

Physical Appearance

Harruld is shaggy maned, rangy and well--muscled; His jaw is square, and a day's growth of beard darkens his face. He has a booming voice, and an infectious laugh (at least he'd call it infectious -- if he laughs, you'd better laugh too). He wears a long woolen tunic with fur trim, heavy boots, and a grey woolen cloak.

Personal Possessions

1- A necklace made of enameled bone fragments from wild animals, strung on a thick iron chain (NK,E,N).
2- A headband containing an enormous gemstone of golden beryl -- a focus to store the sun's power (HD,C,N).

Special Characteristics

This guy isn't strange enough for you already?

GUILDSMEN, MERCHANTS, AND CITY OFFICIALS

THE CELLINI FAMILY

Gamemaster's Description:

Salvatore Cellini was the second son of a struggling blacksmith, an unlikely candidate for great wealth and stature. As an apprentice to a silversmith in a small seaport city far south of Haven, he showed remarkable talent and craftsmanship, and his works (purely through chance) caught the eye of a local noble Baron Addessa. From the moment the patronage of Baron Addessa began, Cellini produced some of the greatest examples of metalworking skill in the memory of man. As his fame grew, so did his prices, and his skyrocketing wealth gave him the independence to write himself a ticket to anywhere in the world. It is not surprising that he chose to relocate in Haven, the city where the strength of the Guild movement had reached its apex, or that, within two years of his arrival, he had seized leadership of the powerful Artisans' Guild. Unsurprising, that is, to all but the dwarven craftsmen who had traditionally wielded that power, and who believed the work of the brash interloper to be no better than their own . . . Thus did the raging feud over control of the city's artisans begin, a rancorous battle marked by underhanded trickery on both sides, and one that shows no signs of ending.

Salvatore, it must be fairly said, represents virtually everything that is wrong with the nouveau riche. He is pushy, crass, and totally oblivious to the dictates of chivalry -- a street fighter made king by his creative gift. Everything he owns is the height of ostentatiousness, an attempt to make up for lost time. His son and likely successor, Benedios, has inherited his brashness, but only a fraction of his skill. Thus, Salvatore has decided to vouchsafe his family's future by arranging a marriage that allies him with the traditional great houses. Though he is hard-hearted and ruthless in his business dealings, he is intensely loyal to his family and ignores their flaws. His brother Nicolo, a profligate spendthrift and incompetent card cheat, has relied on Salvatore to pull his irons out of the fire on several occasions. Benedios himself is no bargain, carrying a large chip on his shoulder as a result of his small stature. Daughter Vecchia is still a tomboy at seventeen, ill at ease in the high society life her family thrusts her into. Only wife Linnea causes no problems; she is a steadfast partner who keeps Salvatore's spirits high.

Physical Appearance

A) Salvatore - A somewhat plump middle aged man of small stature, with wavy brown hair worn swept back from his forehead and pomaded, and dark darting eyes. His fingers are extraordinarily long and supple for a man of his size, and are adorned with oversize rings. Wears lush oversized robes of purple and crimson velvet, and a huge medallion of intricately worked gold and jewels; smokes a pipe incessantly.
B) Benedios - A very short (4'11") young man, homely of face and with oily skin that perspires heavily. Dressed all in gold, with a vast assortment of decorative ribbons and buckles; he wears a long flowing cape and carries a heavy blackthorn walking stick shod with gold on both ends.



C) Nicolo - A slender, dandified gentleman of late middle age, with dark hair silvering at the temples and scarred, gnarled hands. A man of frequent mood changes -- can be boisterous, then turn serious and introspective in a matter of moments. Wears a white silk shirt with elaborate lace trim, and a sleeveless coat and breeches of black velvet.
D) Linnea - Though in her late thirties, Linnea shows no signs of age; she has a magnificent mane of mahogany hair, wrapped up about her head in a gold mesh cone. Extremely fair complexion, and green eyes; wears an orange satin gown with a flowing train.
E) Vecchia - Tall, tomboyish girl with no figure to speak of, and short dark hair with reddish highlights. Dressed in a long-sleeved satin gown, with a violet skirt and white bodice, and gold slippers; she looks extremely uncomfortable in her finery.

Personal Possessions
A) Salvatore
1- Intricately detailed medallion depicting an artisan at his bench, adorned with small chips of rubies and emeralds (NK,A,Y)
2- Four gold rings set with purple sapphires, morganite beryls, rubies, and greened amethysts; all the gemstones are large, and the settings of a delicate filigree (LH/RH,B each,S)
B) Benedios
1- Walking stick (LH,C,N)
2- Ornamental buckles on shoes and stocking tops each with unusually rich detail (LL/RL,C,S)
3- A collar of beaten gold, with engraved depictions of a warrior in an array of battle scenes (NK,A,Y)
C) Nicolo
1- Brooch of a triplet of pearls set in gold (NK,C,N)
2- Walnut walking stick with a mother-of f-pearl handle (RH,D,N)
D) Linnea
1- Gold mesh cone with platinum clasps, studded with rubies (HD,B,S)
2- Earrings in the shape of tiny pixies, filigreed wings, each holding an opal in its hands (HD,B,S)
3- Necklace of interlocking geometric shapes, interspersed with red and orange gemstones (NK,A,Y)
4- Belt of beaten gold octagons (WS,B,N)
E) Vecchia
1- A magnificent cap of gold wire net, with golden roses and leaves interweaved in its mesh (HD,A,Y)
2- Matched pair of filigreed bracelets, each over 4" wide, and worn tight over the sleeves of her gown (LW/RW,B,S)
3- Pendant of white gold rimmed by a ring of black opals, with a raised diamond encrusted V in its center (NK,A,Y)

Special Characteristics
B) Benedios will be extremely overbearing in trying to impress his bride-to-be, especially in attempting to play up his physical skills. These efforts may be dealt a severe blow if he should be cornered by the Young Stallions, who are likely to taunt him ruthlessly. In such an event, father Salvatore is liable to come to his aid by summoning the Duke's guard to intervene.

THE BLACKBOURNE FAMILY

Gamemaster's Description:
The Blackbourne family first made its fortune through the importation of fine fabrics; they have now expanded into other aspects of the clothing trade (dyeing, tailoring, and retailing). The family patriarch, Hamlin, is an incredibly vigorous man of sixty whose sole love is now his work. His extensive trade networks bring him the latest in fashion concepts, and he has the good sense to hire the best clothiers in the city to produce these innovative designs. He has three sons: Anson, the eldest, who is adroitly learning both how to manage the business and how to make use of the family's considerable political clout; Marcus*, apprenticing as a cloth trader; and Gladiolus*, a ne'er-do-well who is his father's shame. Only Anson is married, to Talia Corio, whose uncle is master of Haven's Builders Guild; they have one young daughter, Amathea*.

Hamlin is a very austere man, who views formal occasions with great disdain. His son is much more politically aware, and normally uses occasions like this to expand his ever-widening group of well-placed acquaintances.

Physical Appearance
A) Hamlin - A small bald man with a nagging cough and darting watery eyes. Wears a somewhat worn, out-of-style blue satin jacket and breeches. Very stern demeanor (almost never laughs or smiles).
B) Anson - Pale-complexioned, with prematurely thinning blond hair; not physically strong. His dress, as always, is a tasteful advertisement for the latest Blackbourne fashion styles; tonight he wears a grey velvet vest and breeches, a rust-colored lace trimmed shirt with elaborate cuffs, and a jewelled walking stick. Normally polite to all, and very friendly toward those whose influence he covets, tonight he seems restless and distracted (see below).
C) Talia - A rail-thin young woman with straight long blond hair and placid doeish eyes. Dressed in a yellow and green parti-color gown of satin, with high bodice, long flowing sleeves and a lace collar. She blushes easily, and gets very giggly when tipsy.

Personal Possessions
A) Hamlin
1- Watch on a long platinum neck-chain, with a cover of beaten gold; the timepiece itself is exceptional in the accuracy of its craftsmanship (NK,B,N)
B) Anson
1- Walking stick with diamond inset in pommel, and several small jewels set along its length (LH,C,S)
2- Octagonal silver belt buckle, with personal inscription on its obverse face (WS.D,Y)
3- Pin and cufflink set, each a small pearl set into a replica of the Guild of the Loom insignia (NK/LW/RW,C,Y)



4- Silk drawstring purse with false bottom (VP,650 GP in gemstones)
5- Gold wedding band (LH,D,N)

C) Talia
1- Hair combs of tiger's eye (HD,E,N)
2- Ring of orange-red zircons in a gold setting (LH,D,N)
3- Clip earrings of amber, with a tiny leaf inside (HD,B,N)
4- Belt of interlocked bronze ringlets, worn low on the hips (WS,D,N)

Special Characteristics

A)Hamlin - Is a teetotaller, and not at all fond of music. He will be found in either the dining room or gardens, most likely engaging one of the out-of-town guests in a conversation about fashion.

B)Anson - Is being blackmailed by Alarkon, the owner of Magic Books & Scrolls (described later in this section). The latter has evidence linking Anson to a young trollop recently found strangled in the South End, and wants a 2000 GP payment to keep silent. Anson is hoping (futilely) to talk Alarkon down to 500 GP; if that fails, he has enlisted the services of an assassin, Galena Cordovan, who is at the ball in her everyday guise as a chamber musician. Anson and Alarkon will meet in the library and fail to reach an agreement (see timetable). Anson will then signal Galena to proceed, and go out into the gardens, where he will sit and drink alone and miserable, rebuffing even the well-intentioned inquiries of his wife.

C)Talia - Knows nothing of her husband's extramarital affairs, and loves him deeply. At the time she is rebuffed by Anson in the garden, she will already be quite drunk (having a very low capacity for liquor). His gruffness will greatly depress her, and she will return inside, continuing to drink; if encountered after this point, there is a 60% chance she will break down into a crying jag on the other person's shoulder, desperately seeking solace and attracting some degree of attention from others in the vicinity.

THE MAGGIA FAMILY

Gamemaster's Description:

The Maggia family is one of the oldest Guild families, and its members are engaged in diverse activiities throughout Haven (and, it is rumored, on both sides of the law). Of the nine brothers, sisters and cousins of the current generation, three have made the greatest mark -- Gilberto*, Master Winemaker and fiery strong-willed head of his Guild (ill and unable to attend); sister Portia, a learned scholar of philosophy and successful spice trader; and Prospero*, owner of a large grain mill, and reputed to be a major figure in the Black Hand underworld organization. Gilberto and Prospero are not speaking to one another, since Prospero claimed that the family has forsaken its roots by moving into the Heights and adopting a flashier lifestyle.

Gilberto's eldest children, the twins Romano and Marita, are also at the ball. "Mano", at eighteen, is already well-advanced in his wine-making apprenticeship, and has exhibited an uncommon intuitive skill for producing top quality products. He is impatient and quick to anger, however, and jealously protective of his sister. He believes (correctly) that Marita has been eyeing the Young Stallion Antonio Berensten, a sworn enemy of the Guilders, and has vowed to do everything in his power to keep them apart. Marita for her part is very confused, for the young man she has spoken to briefly is nothing like the monstrous villain he was proclaimed to be; indeed she finds Antonio attractive and exciting, and grows tired of her sheltered existence.

Physical Appearance

A) Portia - A small, delicately boned woman, with intense dark eyes short curly hair, and finely chiseled features. She dresses in a distinctly male style, in wine red velvet tunic and breeches with gold embroidered trim, a brocaded blue satin cloak with fur trim and a gold inner lining, and high leather boots.
B) Romano - Tall, wiry young man with heavily pomaded black hair and a thin moustache. Dressed in a dark brown shirt and tights, and bronze colored breeches. Always appears to have one eye looking over his shoulder, or a suspicious glare . . .
C) Marita - A beautiful young woman, with olive skin, and jet-black hair and eyes. She wears a light blue cap with a narrow band of lace trim; her gown of powder blue linen is moderately low cut, with half sleeves, silver embroidery at the throat and a lace girdle.

Personal Possessions

A) Portia
   1- Necklace of beaten silver in 1" wide squares, each with a turqoise stone (NK,C,N)
   2- Belt buckle of silver, inlaid with lapis lazuli, enchanted with a defensive spell; when touched, anyone grasping her receives a shock equal to 1D6 temporary STM loss per mr (WS,C,N)
   3- Filigreed mithril bracelet with a seashell pattern, identifying her as an elf-friend (LW,B,S)
   4- Matched ceremonial daggers (WS,D,N)
   5- Purse (concealed in hidden pocket in her cloak, 1D6x50 GP)
B) Romano
   1- Golden pendant in the shape of a goblet, inset with chips of deep red topaz (NK,C,S)
   2- Shortsword with ornately carved runes in its blade (WS,C,N)
C) Marita
   1- Gold locket, with personal keepsake (NK,D,N)
   2- Copper bracelet with two small pieces of jade (RW,E,N)
   3- Unicorn pendant made of ivory; will glow red if held by a non-virgin (NK,D,S)

Special Characteristics

A) Portia - wishes to be respected as an intellectual equal, and is offended by a man who makes a forceful advance. She is well able to take care of herself in such situations, for she has some training in the martial arts. She will be outgoing and friendly with anyone who deals with her straightforwardly, and has a great store of useful knowledge about events occurring inside and outside the city.
B) Romano - Will press his confrontation with Antonio to the limit, hoping to expose the latter's hatred of the Guilders to Marita. If he fails to goad Antonio into a rash act, he will spend the rest of the evening in a sulk, and has only a 20% chance of noticing his sister's disappearance.
C) Marita - If Antonio succeeds in avoiding a fight, and she receives his note (see timetable), she will rendezvous with him in the open fields behind the estate.

KORIDIAN, MASTER OF WIZARD'S ISLE

Gamemaster's Description:

Koridian is the highest ranking mage in Haven, very "lawful-good" in his philosophical alignment. He is especially fond of good food and drink, and will not stray far from the buffet tables during the course of the evening. Although he does not look formidable, he is worth his weight in precious gems (no mean feat, given his roly poly stature).

Physical Appearance

A very rotund, jolly looking fellow, with elaborately pomaded moustaches and pointed beard. Bald, he wears flowing blue robes that trail along the floor; there is a spider embroidered on the front in silver thread. He has a ring on each finger, and a variety of other jewelry.

Personal Possessions

1- Ten rings, each enchanted with a different magic spell (GM can choose any spells from his system roughly equivalent to 8th-10th level difficulty) (LH/RH, C each, N).
2- Circlet of crystal, quartz and diamonds, also enchanted with a potent set of personal Protection spells (HD,B,N).
3- Turquoise brooch (NK,D,N).
4- Wizard's staff, patterned after the Egyptian Cross (RH,D,N).

HIGH JUDGE LUCIUS CARDALLO

Gamemaster's Description:

Cardallo is a rotund, full-bearded man of late middle age, with a receding hairline, aquiline nose, and dark, smoldering eyes. Will spend the night seated in the game room, his left foot heavily bandaged and propped up on a stool. Wears long flowing robe of dark blue velvet, belted by a white sash at the waist.

Physical Appearance

One of Haven's five high judges, Cardallo is totally venal and corrupt, with his hand in the pocket of nearly every prisoner in his dock. A dangerous enemy, whose vendettas against those he believes have done him wrong are legendary throughout the city. Lecherous, and possessing a truely obscene sense of humor, Cardallo believes himself irresistible to women; in truth, he does possess a perverse magnetism which, coupled with the power of his office, does make him appealing to many.

Personal Possessions

1- Ivory staff, metal shod at both ends, with a 6" diameter bronze circle mounted halfway up its length. Replicas of the city insignia and the scales of justice are on this circle in gold filigree (leaning on table, B,Y).
2- Badge of office, a golden miniature gavel surrounded by diamond and emerald chips (CH,B,Y).
3- Large pocket watch, with bronze case and hands (RW,D,N).

Special Characteristics

Cardallo's foot is bandaged because he is suffering from a bad attack of gout. If

anyone should bump into his foot, an anguished outcry (of intense agony) will certainly result. If the perpetrator does not immediately apologize profusely, Cardallo is almost certain to remember his face (and not warmly, either). Will come on to any lone woman with an APP greater than 12.

LEANDER PERKINS

Gamemaster's Description:
A red-faced man with thinning white hair, he wears spectacles, and a red satin tunic with thickly ruffed collar and cuffs. Has a high-pitched, scratchy voice. Will be fawning and sycophantic when in the company of nobles, stiff-lipped and haughty with others.

Physical Appearance
Leander is the proprietor of the Golden Ducat, the rather stuffy inn in Haven where visiting nobility most frequently stay. He makes much of his chosen status as an invitee to such occasions, and loves to mingle with the aristocracy. A vocal supporter of the Young Stallions, who treat him respectfully and use his inn as a meeting place.

Personal Possessions
1- Carved and veneered hickory walking stick (RH,E,N).
2- Ceremonial awards bestowed to his establishment by visiting nobles over the years (CH,D,N).
3- Lace cuffs and collar (LW/RW/NK,D,N).
4- Heavy silver belt-buckle with a ram's head (WS,E,N).
5- Leather drawstring purse (SP, 3D10GP).

Special Characteristics
Leander has a very discerning eye for quality in jewels; treat as a 10th level jeweler for detecting fakes (thus, he may well notice if a paste item has been substituted for a real one). Though not as knowledgeable as Margery Savonna (see Nobility above), his personal hobby is collecting and reading histories of the great aristocratic families; add +3 to his Intelligence ratings in assessing whether or not he believes the story of a thief impersonating a noble.

ALARKON

Gamemaster's Description:
A Master Scribe, Alarkon is the proprietor of Haven's Magic Books & Scrolls shop (see Thieves' Guild 1 for more details). His customers number many of the city's elite, despite his own merchant family background. He mingles freely at the ball, and seems in an inordinately happy mood.

Physical Appearance
Short, clean-shaven man, with wavy brown hair and extremely bushy eyebrows; a heavy pipe smoker. He wears a greyish tunic, and a rust-colored sleeveless coat.

Personal Possessions
1- A pendant on a thin bronze chain, composed of faceted aquamarines set in the shape of an A, and mounted onto a solid piece of beaten gold (NK,C,N).
2- A silver pocket watch, with an inscription (CP,D,Y).
3- Cloth purse (CP empty).
4- Bronze tabacco canister - has false bottom concealing a double-folded sheet of paper (CP,E,N).

Special Characteristics
The sheet of paper Alarkon carries is a clever facsimile of an incriminating note written by Anson Blackbourne to a young woman recently found strangled in the South End. Alarkon is asking 2000GP in exchange for the note, threatening to send it to the Guard if not paid off. Alarkon and Anson will meet on this subject during the ball (see timetable).

HULEE PACKARD

Gamemaster's Description:
Hulee is an explorer and sometime trader for the Blackbourne family. He recently gained a great deal of unpleasant notoriety when he was captured by brigands in the wild Eastern mountains, and had to be ransomed by the Blackbournes. Having wheedled an invitation here, Hulee is trying to find someone (anyone!) willing to sponsor a new expedition, hoping to restore his former reputation.

Physical Appearance
Red-headed and of medium build, with green eyes and a somewhat scruffy beard. He wears a gold colored satin tunic and light brown leather breeches. Exceptionally graceful on the dance floor, yet can at times awkwardly trip over his own feet.

Personal Possessions
1- A jade necklace comprised of mottled green "teeth", a good luck charm from his most successful expedition (NK,D,N).

Special Characteristics
There is a 20% chance that Hulee will notice the conversation between Alarkon and Anson Blackbourne, and their adjournment to the library. If he does notice, Hulee will follow along and attempt to eavesdrop.

THE VON VOGELSANGS

Gamemaster's Description:
Erich and Marta von Vogelsang rule a small barony about 200 miles south of Haven. Marta has been Lady Kataleyna's closest friend since youth. The Count and Countess are in their early thirties, good looking and impeccably dressed. Though quite happily married, both will mingle separately at the ball and openly flirt with interesting strangers. However, Marta's loyalty to her friend, and her concern over her emotional outburst of this afternoon, will keep her in sight of the latter whenever possible.

Physical Appearance
A) Erich - Tall, blond-haired man in his physical prime, wearing a crimson tunic and white breeches trimmed with gold piping, and knee-high black boots with bronze buckles. Has a hearty, ringing laugh; exhibits substantial flair on the dance floor (with a number of different women).
B) Marta - Red haired woman of medium height, with sparkling green eyes, and a deadly (seductive) smile. She wears a scoop-necked green satin gown, decorated with a

brocaded pattern of birds in flight, and trimmed with gold embroidery. She wears dancing slippers of gold lame.

Personal Possessions

A) Erich
   1- Gold ring with enormous ruby setting (LH,B,N)
   2- Ring of yellow-green jade carved in the shape of a dove (RH,C,S)
   3- Pair of white gold cufflinks (LW/RW,C,N)
   4- Gold belt buckle embossed with a bird holding an olive branch (WS,D,S)
   5- Medallion with four reddish-orange sapphires encircling a golden crescent (NK,B,S)
   6- Shortsword in a velvet-lined scabbard (WS,E,N)
   7- Four miniature silver spears arranged one below the other, and pinned to a red and black silk ribbon (CH,D,N)
   8- Black leather purse, gold embroidery (HP, 5D10 GP)

B Marta
   1- Gold tiara set with emeralds (HD,C,N)
   2- Necklace depicting a string of birds in flight, each one of a different species; birds crafted of gold, and feathered with semi-precious stones of the appropriate hue (NK,B,Y)
   3- Four gold-inlaid arm bracelets, matched set (RA,C set,N)
   4- Wedding band, a cluster of small diamonds set in white gold (RH,C,N)
   5- White opal ring with miniature diamond chips (RH,C,N)
   6- Large, pierced diamond earrings (HD,C,N)

Special Characteristics

Either Erich or Marta will flirt suggestively with any new acquaintance of the opposite sex with (MAG + APP) / 2 greater than 13. Erich will, in the course of the evening, find someone that piques his interest (see timetable). If Lady Kataleyna makes an outburst about the Duke's womanizing, Marta will attempt to calm her and remove her from the crowd. The von Vogelsangs are in Guest Room #3.

THE EMISSARIES FROM THE WOLD

Gamemaster's Description:

The Wold is a loosely confederated community of sylvan elves who reside in the forest lands directly west of Haven. They maintain friendly, though infrequent, relations with the city, with standing agreements for free transit, open trade and mutual defense. Arden, Prince and heir, and his consort Alyra bear the wedding wishes of their people. Arden is a man of few words, plainly uncomfortable with crowds and cities; he will spend the evening roaming the grounds and gardens outside the mansion. Young Alyra, who has been to the city but once previously, is much more in thrall of the pageantry and spectacle of this event. She will remain a shy background observer if left alone, but is likely to openly participate in the festivities if encouraged.

Physical Appearance

A) Prince Arden - Male elf of medium build, clean-shaven with light brown hair and piercing grey eyes. He is dressed in a short tunic and tights of dark green elven silk, richly embroidered with a gilded leaf pattern around hem, collar and sleeves. Also wears a woven grey-green cloak with a mithril clasp, and soft brown shoes. On his forehead is a headband set with a large sapphire.

B) Alyra - Tall, slender elf-maiden, gentle of face, with golden eyes and waist-length golden brown hair flowing loosely down her back. Wears a loose fitting gown of brown, sleeveless and high-bodiced; over this is a layer of glittery gold chiffon that drapes over her shoulders. Speaks the Common tongue with a slight elvish accent.

Personal Possessions

A) Prince Arden
   1- Headband of three intertwined strands of gold, silver, and platinum, with a circular blue sapphire mounted on the front (HD,B,S)
   2- Amethyst ring set in a silver band (RH,E,N)
   3- Reddish-purple garnet ring with star pattern, enchanted with a permanent Sleep spell (RH,B,N)
   4- Ceremonial crystal dagger (WS,D,N)

B) Alyra
   1- Headband of four green beryls, set in a thin gold band (HD,C,N)
   2- Armlets of worked gold, in a leaf and flower pattern (LA/RA,C,N)
   3- Necklace of small pieces of filigreed gold wrought into a leaf and bough pattern (NK,D,S)

Special Characteristics

Arden can communicate telepathically with Alyra, by using the headband's sapphire to focus his latent psychic energies; he can also detect any other telepathic activity in his vicinity. Staying in Guest Room #39.

SIR TIMOTHY HIGGINBOTHAM

Gamemaster's Description:

Sir Timothy has been a close friend of Duke Fernando since the two served together as teenagers in Prince Beragond's cavalry. He is loud and full of practical jokes, frequently the life of the party; he can be gruff and impatient when drunk, however, and is difficult to appease once he gets out of sorts. He loves to talk about hunting (and will tell incredible tales of his own adventures to anyone he can corner).

Physical Appearance

A ruddy-faced middle-aged man with rust brown hair, a bushy walrus moustache, and a faint scar across his left cheek. He stands over 6 feet tall, and is lean as a whippet. Wears a dark blue satin tunic decorated with gold buttons and a red shoulder sash; his cowhide shoes are adorned with elaborate golden buckles.

Personal Possessions

   1- Pocket watch with elaborately engraved gold case (depicting a fox on the run), and a lapis lazuli face (CP,C,N)
   2- Ceremonial saber with bronze studded leather pommel (WS,E,N)
   3- Walking stick of cherry, carved wolf's head on handle, small dagger concealed

in tip (released by pressing wolf's eyes simultaneously;LH,C,S)
4- Hexagonal-shaped pin of pale blue moonstone, surrounded by six cabochon cut turqoises (NK,D,N)
5- Silver belt buckle embossed with family emblem (WS,E,S)
6- Brass snuffbox, initials inlaid in mother of pearl on lid, velvet interior (HP,D,S)
7- Blue velvet clasp purse with sequinned trim (SP,3D20 GP)

Special Characteristics
Staying at Golden Ducat.

SUTTER CREEVY and KALFI

Gamemaster's Description:
These two yeomen manage one of Duke Fernando's silver mining interests in the northern hills; their attendance here is a reward for their recent heroism in saving three workmen trapped in a cave-in. Both are "hicks from the sticks" and in awe of the entire spectacle around them; if encountered, they will probably "Gosh", "Golly", and "Oh, wow" a player to death -- providing they can stop stuttering long enough to speak.

Physical Appearance
A stocky human of medium height (Creevy) and a muscular dwarf with a short black beard (Kalfi) wander together through the crowd. The human wears brown leather breeches and vest and a gold silk shirt; the dwarf a short grey cotton tunic and black leather boots, with rune-adorned iron circlets around his wrists and neck.

Personal Possessions
A) Sutter
1- Medallion of fool's gold (NK,F,N)
2- Purse (HP,50 GP)
B) Kalfi
1- Bracelets and collar (LW/RW/NK,E,N)
2- Purse (SP,35 GP)

Special Characteristics
There is nothing spectacular, or extraordinary about these two yokels.

TARQUINIO ALDER

Gamemaster's Description:
Alder is a renowned inventor residing in the court of the now King Beragond; he is also a domesticator of animals, a botanist, and geologist. In this last capacity, he first piqued the young Fernando's interest in mining while tutoring him. Alder still retains a fatherly interest in Fernando, and since he too is torn by the noble-guild class conflict, he watches with approving interest the talent Fernando has shown for dealing with this situation. Because of his deep love for his former pupil, Tarquinio has come here, though he normally shuns social occasions. While at the ball, he will seek out the company of those guests with similar intellectual interests (Koridian, Karl Geronde, possibly Portia Maggia).

Physical Appearance
Short, grey-haired man, with high cheekbones and watery blue eyes. He wears a dark purple robe tied at the waist by a white satin sash around his spindly frame; the robe is beautifully embroidered in gold and silver thread with the likenesses of beasts and birds.

Personal Possessions
1- Walnut walking stick with an ivory handle sculpted in the shape of a dragon's claw; stick has a built-in direction finder in its tip, and the claw can be activated to function as a hand (RH,C,N)
2- Green cloth purse protected by a permanent Full Invisibility spell (HP,250 GP in small gems)
3- Alder has brought a wedding present for Madalena: a pair of diamond studded gold bracelets (B,Y), with the insignias of the di Cotillion and Cellini families engraved side by side on each. Kept in central safe all night.

Special Characteristics
Tarquinio is suffering from a severe stomach ailment which requires him to retire periodically to his room upstairs to drink some special medicinal herb teas. His frequent and sudden disappearances may arouse the curiousity of other party-goers; he may also be in a unique position to stumble across other events occurring during the evening. Staying in Guest Room #42.

GLAUDRIM OSTENSCHLOSS

Gamemaster's Description:
Minister of Trade for the small neighboring town of Walnagroff, who has journeyed to Haven on a number of previous occasions to discuss trade matters. A quiet man, he will converse briefly with the Duke and the guildsmen he has met and dealt with previously. Thereafter, he will be a sideline observer, wandering back and forth between the various entertainments provided. Glaudrim is the only guest at the ball who has ever met Sir Edry Buwinban (remember him?) previously (see below).

Physical Appearance
A short stocky man in his fifties, with thinning grey hair and square wire-framed spectacles. He carries a heavy, carved wooden walking stick and walks with a limp; his velvet coat and breeches are somewhat worn with age.

Personal Possessions
1- Gold pocket watch with thin link chain, engraved with a testimonial to his long years of public service (CP,D,S)
2- Cedar walking stick with a wide, decahedral pommel, and runes carved into each facet (RH,D,N)
3- Cloth drawstring purse (IP,2D20 GP)

Special Characteristics
Glaudrim has met Sir Edry on two previous official occasions. His sight and hearing are failing somewhat with age; however, if he encounters or overhears a thief impersonating Sir Buwinban, there is a base 30% chance he will immediately recognize the other as an impostor; add 5% to these chances per minute the two remain in close contact. If he does recognize the thief, he will quietly give this

information to one of the Duke's guards; there is a 50% chance that they will put the false Sir Edry under surveillance rather than act immediately. Ostenschloss is staying at the Golden Ducat.

FLAME MASTER CARN NE-SEVAL

Gamemaster's Description:
The Flame Master is a regional religious leader equivalent in rank to a cardinal in the Kol (Sun God) sect, come to officiate at the wedding ceremony at the request of the Duke, who is a prominent parishioner of the local temple. Seval is a man sure in his self--righteousness, accustomed to respect and deference, and wise in the value and uses of power. He hopes to use this occasion as an opportunity to convince some of the prominent Guild families to join the Kol sect (and thereby ensure continuing political influence in the city). He knows a great many priestly spells (treat as a 10th level cleric, if his spellcasting abilities need to be identified).

Physical Appearance
The High Priest is a tall, broad--shouldered man of late middle age, whose robust physical appearance is dwarfed by his spectacularly elaborate costume. He wears an enormous red and gold headdress with a sunburst pattern, a gold lame robe under a red velvet tabard emblazoned in gold thread with another sunburst, gold lame slippers, and various gold jewelry.



Personal Possessions
1- A collar of linked 2" wide gold plates, each with a small flame emblem made of ruby chips (NK,A,Y)
2- Matching bracelets of gold, each set with a dozen cabochon-cut fire opals (LW/RW,C,S)
3- Gold headdress adorned with faceted orange and red-orange garnets, yellow sapphires, orange-red zircons, and citrine red quartz (HD,A,Y)
4- (In central safe) Sceptre of the Sun, Seval's symbol of office. One of twelve in existence, contains a vast store of magical power (Blaze of Noon, Fireball, Rapid Growth, other spells related to solar energies).

Special Characteristics
Seval is staying in Guest Room #5.

PROTECTORS OF THE PEACE

Duke Fernando maintains a personal Guard of 50 men, comprised of three patrols of fifteen men, each commanded by a Sargeant. The full guard is commanded by a Captain, and there is a Quartermaster in charge of supplies, barracking, etc. Each on-duty guardsman is armored in a chain shirt and leather skirt (AC 5), and an open helm. All wear a sleeveless high-collared black tunic trimmed with silver buttons and piping, black leather boots, and a small silver replica of the ducal insignia on their collars. A guardsman's rank and length of service can be distinguished from the color of his cloth belt (silver for officers, black for enlisted men), and the number of awards above his breast pocket (one for each year served).

As a general rule, the morale of the personal Guard is high; the men are well-fed and well-trained, and are only infrequently required to risk their lives in the performance of duty. The guardsmen are primarily intermediate level fighters who survived an unsuccessful dungeon adventure and became disillusioned with questing, or older men retired from more active armed service. All are experienced with mace or sword, and have been encouraged to capture rather than harm intruders on the grounds.

Normally, the three patrols alternate eight-hour duty shifts. For special occasions like the ball, however, two patrols remain on duty throughout the festivities. From 6 PM to 2 AM guardsmen are assigned to the following outdoor or indoor stations:

Exterior:
5 at front gate (including Sargeant Ebrahim)
3 patrolling* the outside walls (riding)
4 at the four entrances to the formal gardens
2 patrolling* the perimeter of the house

Interior: (precise locations marked on the map with a G)
1 in the museum
2 at the guard station just inside the front entrance
4 in ballroom
2 in formal dining room
1 in game room
2 at the head of each of the stairwells to the second floor (these guards will permit only those with accommodations upstairs, or their companions, to pass further)
3 patrolling* the complete interior of the mansion (including Sargeant Hampton Rodes, and Captain Pettifog)

At 2 AM, the replacement patrol takes over, stationed in the following manner:

Exterior:
- 2 at front gate
- 2 at front entrance
- 2 patrolling* the outside walls and perimeter of the house (including Sargeant Graves)

Interior:
- 2 in front of Duke's chambers
- 2 in front of the chambers of Kataleyna and Elise
- 2 each in museum corridor and ballroom/dining room area
- 2 patrolling* the complete interior (wait between rounds at Guard station)

"*" Patrols of the outside walls take 15 + 1D20 minutes to complete. Patrols of the mansion perimeter (including gardens) takes 20 minutes, with a 40% chance of a 1D8 minute delay; and interior patrols of the mansion take 15 minutes, with a 30% chance of a 2D6 minute delay. Interior patrols are always completed; there is a 10% chance that an exterior patrol will skip a particular round if the weather is very inclement.

The Hearing abilities of any particular guard range from 20 to 50% (10% + 1D4 X 10); their Detect Ambush skills from 25 to 60% (20% + 1D8 X 5). All guards have double the normal chances of witnessing a crime in progress (see Rules section of this book), if the crime takes place in their field of vision. They are experienced in their duties and will not be easily suckered by a thief's tale of woe. There is a 5% chance (and this only on the night shift) of a guard dozing off at his station, and an equal chance (all shifts) that he has momentarily left his post (to check out a noise, satisfy nature's call, etc.).

Guards will directly confront any intruders they encounter, unless they are clearly outnumbered. In the latter event, they will attempt to summon additional assistance by blowing on the ram's horn each carries on his belt. If a call for aid is delivered, only guards from the following locations are authorized to respond to a call: 1st floor guard station (1), formal dining room, interior and exterior patrols, and inner garden entrances. If still further help is needed (an unlikely circumstance, unless the house has been attacked by the 102nd Airborne) a second call will be issued. The remaining guard at the 1st floor guard station can use a Voice Teleportal installed there to rouse guards from the barracks.

ENTERTAINERS, SERVANTS, AND UNINVITED GUESTS

Entertainers

To satisfy the diverse tastes of his guests, Duke Fernando has arranged for a variety of entertainments to be staged during the ball. In the ballroom itself, an orchestra comprised of thirty of the best musicians in Haven provides music for formal dancing. More visceral entertainments are presented on the canopied stage area in the East Gardens, where acrobats, jugglers, actors and illusionists hold forth to amaze and amuse their audiences. And throughout the grounds, wandering minstrels serenade the gentler pleasures of a cool, early autumn evening.

Of all these performers, two will play a greater than planned role in the night's proceedings. The traveling troupe of players mentioned in the timetable of events are a company of eight men and women, including a thespian, a strongman, two troubadours, two acrobats, and two puppeteers. They are also the same company described in the Highwaymen Adventures section of Thieves' Guild I, a group that regularly includes larceny as part of their repertoire. The "injurious" tumble taken by the acrobat during their performance is a ruse to enable him to get inside the house to ply his thieving trade. He has a Lock Picking ability of 65%, a 45% chance of Moving Silently, a 50% Hiding in Shadows skill, and 50% Hearing. Upon entering a room (after listening at the door), he will immediately look for the traveling cases brought by the guests, and search through these for small but valuable stealables. He will not bother with coins or very small gems, for these are not worth the pocket space they would consume. He carries a small puppet from the troupe's props in his belt pouch; the puppet is enchanted with a Befuddle spell (if looked upon, make MGR saving roll or be confused for 10mr). If encountered while in the hallway, he will claim that he just regained consciousness, and was looking for the stairway; if the other party appears suspicious, he will try to use the puppet to gain him time to escape. If encountered in a room, he will fight, trying to render his victim unconscious; if he fails, (or if a lot of noise is made during the struggle) he will exit through a window, climbing down (3% chance to fall) to safety.

One of the flutists in tonight's orchestra is a stocky young human woman named Galena Cordovan. Though she is quite an accomplished professional musician, she also pursues a dangerous second career -- as a paid assassin. She has been contacted by Anson Blackbourne through an intermediary, and contracted to kill the scribe Alarkon. The assassination attempt is scheduled to be made tonight, whenever Blackbourne gives her a pre-specified hand signal. Galena knows Blackbourne on sight from their one meeting, but does not know his name; she refers to Anson by the nickname "The Clothesline" (making fun of the way that his expensive clothes hang loosely from his thin frame). After receiving the signal to proceed, Galena will leave the ballroom at her next rest break, and initiate a search for Alarkon. If and when she finds the Scribe, she will seek to introduce and ingratiate herself to him, her modus operandi is to puncture his skin with a tiny poison-tipped dart that can be concealed in one of the charms on her bracelet. The poison released is a slow-acting one; it kills by inflamming the respiratory tract and causing suffocation to occur (after 2D6 minutes, victim suffers 4D8 damage to STM with a 30% chance of instant death; a STM saving roll can reduce damage by 1/2 if the venom is not immediately fatal). If Galena fails to get close enough to Alarkon to inject the poison by hand, she will use a

tiny blowgun to fire the dart; she has a Move Silently skill of 60% and a 70% chance of Hiding in Shadows. (See table at the end of this scenario for details on her prowess with the blowgun.) Regardless of her success or failure, Galena will make but one attempt on her target, and then return to her other job. If Galena is encountered while stalking Alarkon, she will be polite, but firmly excuse herself from a conversation as quickly as possible and hasten back to her purpose.

Those Who Serve

The Duke regularly maintains a household staff of 30 to 40, including maids, kitchen help, personal servants, and a few very specialized personnel (e.g., librarian, armsmaster, etc.); for the ball, another 3D20 servants have been temporarily hired to help prepare and serve food and drink. Many of the nobles and wealthy Guildsmen will also bring their personal handservants along to attend them.

Personal servants stand along the second floor balconies of the ballroom, awaiting the call of their masters or mistresses. Since a handservant is likely to receive a stiff beating if he fails to respond to a summons from his employer; most (80%) are very attentive to what is going on down below! Consequently, on any theft that takes place in the ballroom, there is a chance that it was witnessed by one of the servants (12% for Green thieves, 9% for Intermediate, 6% for Veteran, and 3% for Elite). These chances shuld be treated as an adition to the normal witness chances outlined in the Rules section of this book, before the D100 roll is made.

Servants carrying platters laden with food and drink will circulate throughout the first floor and formal garden. This sort of job becomes very tedious after an hour or two, and is primarily manned by temporary help of somewhat lesser quality. Therefore, although there is a fair chance that a serving girl is somewhere in the vicinity of a crime when it is committed, the chances that she will be alert enough to actually witness a criminal act are very slight.

If a player character ventures into the servant's wing of the first floor between 8 and 11 PM, there is a 15% chance he will encounter a servant in the hallway, and a 5% chance thereafter. There is a 40% chance that any room entered in this wing by a player will be occupied by 1D2 talking (40%), or sleeping (60%) servants. If wakened, a servant may scream; however, if the character displays a regal bearing and gives any kind of plausible alibi, the incident will probably (80%) be quickly forgotten.

One "servant" who may be encountered several times during the course of the evening is the Duke's trusted Steward, Harchens. Harchens will be at the front gate from 6:30 to 7:30 PM, checking in the temporary help and assigning them to their duties. From 8:00 to 9:30 PM, he will be charged with officially announcing the guests upon their arrival; thereafter, he will be in constant motion, checking on every aspect of the festivities to ensure that all is going smoothly. Harchens has of course, dealt with hundreds of nobles and servants in his time, and thus has an above average chance of noticing flaws in a thief's disguise (add +3 to his INT rating in determining his reaction to a diguise attempt). If he senses something wrong, he will try to keep an eye on that person during the course of the ball; for he is a cautious man, and will say nothing to the Duke without substantial proof. If the thief is portraying a noble, and notices that the Steward is watching him closely, he may be able to frighten Harchens off his trail with a display of righteous outrage at being followed (make a saving roll against DSC-2 for Harchens; if he misses his save, he will relent).

Uninvited Guests

Any event as large as this is likely to attract other uninvited individuals adventurous enough to try to gain entry to the grounds. In addition to the unsuccessful gate crasher mentioned in the timetable of events, there is a 30% chance each half hour that 1D4 such people will try to get onto the grounds. Roll a D100 to determine the method used: 01--30, presenting a forged invitaton (50% chance of successful entry); 31-70, trying to bluff their way past the guards (3% chance of success); 71-00, scaling the walls (25% chance of success). If a player-thief should chance to encounter a fellow uninvited guest, the latter will either be modestly outfitted (one stealable item, value E), or elaborately bejewelled with paste facsimiles (value F, treat as first level fakes for Detection purposes).

In addition to these random interlopers, Madalena's suitor Varkin and his friend will definitely attempt to scale the wall in their effort to rescue Madalena. The rescue mission will only affect thieves if they have elected to spend the night in one of the mansion guest rooms. If they are present, however, and Varkin is discovered on the grounds, the resultant chase and struggle should provide the thieves with an excellent opportunity to search for the central safe relatively unhindered by the Duke's guards.

DETERMINING ENCOUNTERS

Random Encounters

In the course of the ball, the player--thief may become involved in encounters in two ways. The timetable of events presented in the next section indicates encounters between NPCs that are planned to occur at given times throughout the evening. These encounters may directly involve the thief or provide opportunities that he may try to exploit. Alternatively, the thief may himself choose to initiate encounters with other guests in order to ply his larcenous trade. This section provides a generalized procedure for answering the player who says, "I walk up to the nearest person and introduce myself. Who am I talking to, and what is he or she wearing that I can steal?"

Although there will be approximately 300 guests present at the ball, and only 55 of

these have been described in detail, it is desirable to assume that about 65% (roll D100) of all random encounters involve these well--described NPCs. Obviously, this assumption will make the GM's job more manageable; but it makes a great deal of common sense as well. The NPCs that have been detailed represent the vast bulk of the guests who appear to be wearing items of genuine value; they will therefore make the most appealing targets for an enterprising pickpocket.

The selection of which of these NPCs has been encountered will be somewhat dependent on the area of the mansion or grounds where the encounter occurs. Some characters will spend almost the entire evening in a single location, while others roam freely about. The GM can use the location information provided in the Character Description table to determine logical encounters for a given situation; this choice should be responsive to any stated desires of the thief (e.g., "I'm looking for the woman in this room wearing the most jewelry and am going to talk to her."). In determining the size of the party encountered the GM may wish to use the reference table below:

Number of NPCs in party encountered
Location (roll D100)

# in Party	Ball-room	Dining Room	Garden	Game Room	Other 1 FLR
1 person	01-15	01-35	01-25	01-05	01-50
2 people	16-35	36-60	26-40	06-25	51-75
1 couple	36-65	61-75	41-90	26-35	76-85
3 people	66-85	76-90	91-95	36-50	86-95
4or more people	86-00	91-00	96-00	51-00	96-00

If the encounter falls in the 35% category of unidentified guest, the GM can use the following roll-up procedures to generate the necessary information on the encountered character:

1) Determine the number of characters in the group from the table above.

2) Determine the background of the group based on a D20 roll (80% group is all of same background; 20% roll separately for each NPC).

1-6	Nobility
7-13	Guildsman
14-17	Merchant
18-19	Local bureaucrat
20	Out-of-town dignitary

3) Determine the character's experience level on a D20: 1-4 Green (1st-2nd level), 5-10 Intermediate (3rd-5th level), 11-17 Veteran (6th-8th level), 18-20 Elite (9th-12th level).

4) If the drunkenness rules are being used, turn to that section to determine the encountered character's current state of sobriety.

5) Roll two separate color D20, and cross reference the results on the matrix below, to determine the characters's general purse, and the number and quality of their on-person posssessions (based on the results of the character background roll, make the following adjustments to these die rolls: Wealth - Nobility +1, Guildsman +3, Local Bureaucrat -2; Style - Nobility +4, Merchant -2)

Wealth	Style	<6 Under-Stated		6-14 Normal		>14 Osten-tatious	
<7	E	1	E**	1	E	1	D
Purse 1D6 GP				1	F	3	F
7- 12	D	1	C	1	D	1	D
Purse 2D8 GP				1	E	2	E
						2	F
13-17	C	1	B	2	C	3	C
Purse 3D10 GP				1	D	2	D
18-20	B	1	B	2	B	2	B
Purse 3D20 GP		1	D	1	C	4	D
>20	A	1	A	1	A	2	A
Purse 5D20 GP		1	C	2	B	2	B
						2	C

(** - Letter codes in this chart refer to the item value codes used in the major NPC character descriptions; see page 10-9 for definitions)

We strongly recommend that the GM set up 10 or 15 of these characters before play begins, since the generation process tends to be rather time consuming.

Planned Encounters

The following section summarizes a number of events and encounters that are liable to take place during the day and night of the ball. These events are of several different types, and present a wide variety of problems or potential opportunities to the thief characters. The scheduled arrivals of workmen and servants during the earlier periods of the day represent possible opportunities for the thieves to get accomplices successfully admitted to the mansion grounds. To find out about these possibilities, however, it will be necessary for the thieves to spend one or two days wandering through Haven, making a serious effort to obtain information from the rumor-mill of neighborhood taverns or from the local Thieves Guild. Over the course of the ball, some of the events that occur will provide diversions that a thief can take advantage of to shield his pickpocketing attempts; others will offer him opportunities to take action, and thereby gain the confidence or gratitude of other guests. There are even some encounters which the thief cannot avoid, if he happens to be in a certain place at a certain time; these latter events represent the uncontrollable twists of fate that should be part of every adventure.

The GM should carefully read through these planned encounters before attempting to run this adventure, and consider what each of the characters might do in response to various actions by other parties. Hints for role--playing can be obtained from the personal descriptions provided in the last section; the appropriate descriptions may be easily located by using the reference numbers provided in parentheses after each character mentioned. If the GM decides to have players portray NPCs, we recommend that he provide them with a

photocopy of these descriptions, and some sort of written summary of the basic encounters they will be involved in. Natural candidates for NPCs would include Antonio Berensten, Paul de la Riis, Mano and Marita Maggia; Alarkon, Anson Blackbourne and Galena Corridan; Prince Harruld; the acrobat-thief; Madalena, Castillia, and Varkin; or Duke Fernando and Lady Kataleyna. Alternatively, a player may wish to select an NPC who has only a minor role in planned encounters, and determine what the character's objectives for the evening will be.

TIMETABLE OF EVENTS

8:00 AM A team of ten construction workers arrives to erect a canopied stage area in the East Garden. The men are common day laborers selected from those who assemble each day outside of Gerannahue's warehouse along the northern waterfront; they are supervised by two foremen from the company.

12:15 PM Lady Madalena and her parents arrive at the Duke's residence. The family is placed in the Suite of guest rooms marked #34.

3:00 PM Four hobbit chefs arrive (separately, within a 12 minute span) to assist in the food prearation for the evening's festivities. All are well known to each other and to the Duke's personal chef, except Biggs Oldbuck, a young cook from the common section of town whose desserts have become a minor sensation around the city, justly so.

3:20 PM Lady Kataleyna leaves the estate in the company of Hampton Rodes, a sargeant of the Duke's private guard (and a close personal "friend" of Kataleyna's),, to visit Othmar the astrologer.

3:45 PM Tarquinio Alder arrives at the Duke's residence, and retires immediately to Guest Room #42. Some valuables he carries are placed in the safe in the steward's office.

4:00 PM A large freight wagon, bearing kegs of wine and ale, is admitted to the grounds. The kegs are unloaded into a cold storage cellar under the kitchen.

4:10 PM Lady Kataleyna returns in an extremely agitated state (alas, no heir is in the offing yet!), and almost immediately engages in a screaming tirade at a downstairs chambermaid. This scene is interrupted by the arrival of Count Erich and Countess Marta von Vogelsang (and their retinue of personal servants). The von Vogelsangs calm Kataleyna, and the three adjourn to the sitting room for tea, remaining there until 5 PM when they leave to dress for the evening. Some of their valuables are placed in the safe in the steward's office.

4:20 PM Brewers helpers leave.

4:45 PM A troupe of performers arrive, hired to provide some of the evening's entertainment. They are dissatisfied with the placement of the stage, and their leader argues unsuccessfully with both the construction foreman and Fernando to have it moved.

5:15 PM Construction workers leave.

5:30 PM Cellini family arrives, followed closely by the wizard Koridian. They, the Duke's family, and the other house guests share a light supper in the formal dining room while Benedios and Madalena become acquainted. From all accounts the dinner is a less than festive occasion.

5:50 PM Rodes and two guardsmen inspect the premises to ensure security before the ball guests arrive. Rodes cannot get Lady Kataleyna out of his mind. He seems preoccupied and uncommunicative, and as a result the patrol has only 1/2 its normal chance of spotting irregularities on the grounds (such as unlatched windows, ropes or ladders left near the estate's walls, etc.

6:05 PM High Judge Cardallo arrives, seemingly oblivious to his lateness, and joins the others at dinner.

6:30-6:55 PM Thirty chamber musicians, some of the best in Haven, arrive at the mansion and begin to set up in the ballroom. All have been personally selected for this orchestra by Valvidi, the noted conductor. They begin to tune up and rehearse.

6:40 PM Madalena and the Duke's bastard daughter Castillia take a stroll together through the gardens, and Madalena tells Castillia about her other suitor. Castillia promises to help Madalena escape with her lover, if possible.



7:15-7:32 PM A variety of additional temporary serving help begins to arrive. These servants have been recommended by a number of different sources and are primarily (85%) unknown to the Duke's staff except as a list of names. The guards at the front gate and the Duke's steward both have copies of the list.



8:00 PM Ball guests begin to arrive.
8:30 PM (Ballroom) Music and dancing begin.
8:35 PM (Ballroom) Flame Master Carn-ne-Seval offers a benediction and prayer of good fortune to the prospective bride and groom. Salvatore Cellini and Duke Fernando both give presents of jewelry (a necklace and an anklet) to the bride-to o-be, who gets extremely flustered. Castillia takes Madalena up to her room, so that the latter can compose herself; while there, she convinces Madalena to wear her new gifts.
9:00 PM (Dining room, front hall) Tarquinio Alder goes upstairs to his room, returning in 2D8 minutes.
9:35 PM (Front hall) Four members of an activist's noblemen's group, the Young Stallions (Antonio Berensten, Paul and Thomas de la Riis, Gunter Geronde) arrive together, moving through the crowd in a pack.
9:45 PM (East garden) Nadji the illusionist puts on a fifteen minute show that is a true spectacle of macabre menace. As he conjures up images of fearsome beasts and strange visions of distorted shapes and colors, four members of the audience faint, two others begin to throw up (and the Duke's steward makes a note never to invite Nadji to perform here again).
9:45 PM (West garden, front gate) A gate crasher is caught before he can blend into the crowd; as he is being dragged off to be ejected, he can be heard to shout "Wait! I'm not the only one who doesn't belong here!" One of the house guards appears to bend over close to hear his next words, as the crasher gesticulates wildly around him. (No information is actually passed; this is merely a red herring to frighten any thief in the area.)
9:53 PM (Dining room, front hall) Tarquinio Alder goes upstairs to his room, returning in 2D6 minutes.
10:02 PM (Ballroom) Antonio Berensten shocks many in attendance (including his friends) by asking Marita Maggia to dance. They make a beautiful, graceful pair on the dance floor, but at least two men (Romano Maggia and Paul de la Riis) very obviously do not like what they see.
10:10 PM (Front gate) Prince Harruld arrives unannounced, and is denied entrance. He lightly injures two the Duke's guards in a brief altercation before the Duke is summoned, and vouches for the Prince's identity.
10:15 PM (Gameroom) Sir Timothy Higginbotham corners any occupants of the room who fail to make a saving roll against IQ, and tells a long-winded story about his latest hunting expedition. The story will take 25 minutes to complete; any listeners leaving prematurely will incur Timothy's wrath.
10:20 PM (West garden) Mano Maggia confronts Antonio Berensten, and threatens to kill him if the latter does not stay away from his sister. The other Stallions want to teach Mano a stiff lesson for his threat, but Antonio will attempt to prevent a

fight (10% chance that a fight does break out; if so, a further 30% chance that weapons are drawn and used in the course of the fight).

10:30 PM (Dining room) Harruld accosts a young woman and grabs her by the punchbowl (how he ever got his hands on her punchbowl, we'll never know) -- there is a 80% chance that the lady will object loudly to such treatment.

10:30-11:10 PM (East garden) The thespian and two troubadours from the traveling troupe stage a very effective morality play in drama and song. The play is well received and begins to attract a substantial crowd (almost 100 people at its peak) into the East Garden; many pay very close attention to the show (and would make excellent victims for a thief).

10:35 PM (Dining room, front hall) Tarquinio Alder goes upstairs to his room, returning in 2D10 minutes.

10:45 PM (Ballroom) If a thief is present and satisfies the statistical requirements indicated in their personal descriptions, there is a 60% chance that either Erich or Marta Vogelsang (depending on thief's sex) will flirt suggestively with him/her.

10:48 PM (Dining room) The Young Stallions corner and browbeat a young nobleman who has just sold part of his family's land holdings to one of the wealthy Guild families (the Stallions oppose this sort of sale, because it reduces the aristocracy's unique claims as landlords on the affections and loyalties of the common people). Antonio vociferously joins in this abuse (somewhat assuaging Paul's worries about Antonio's continued commitment to their cause).

10:53 PM (Ballroom) Alarkon the scribe walks across the room and engages Anson Blackburne in what appears to be a friendly conversation. After a few moments, the two leave the ballroom together and go into the library (which is empty); they close and lock the door behind them.

11:00 PM (Ballroom) There is a 20% chance that the Duke has met a woman that appeals to him and is raptly attending her. If so, there is a 40% chance that Kataleyna will make a scene about the Duke's attentiveness at 11:30 PM.

11:00 PM (Ballroom) There is a 10% chance that Grazia de la Riis will mistake a young man passing by sometime in the next hour (roll 3D20 to determine exact time) as her lost son Porcassio, and will make a tremendous fuss over him.

11:05 PM (Dining room) Harz de la Riis and his son Paul engage in a rather rancorous discussion about Paul's behavior at the ball. While this takes place, Antonio slips away from the Stallions and walks outside the house.

11:07 PM (Front hall, ballroom) Anson Blackburne leaves the library alone; he appears distracted and somewhat nervous. Alarkon sits in the library, contentedly puffing on his pipe.

11:10 PM (West garden) Antonio leaves a hastily scrawled note concealed on one of the statues in the garden. He return to the ballroom and rejoins the Stallions.

11:10 PM (Gameroom) Harruld accosts a young woman and grabs her by the pool table (getting his hands in her pockets, no doubt) -- there is a 60% chance that the lady will object loudly to such treatment.

11:12 PM (Ballroom) Anson Blackburne passes quickly through the ballroom, pausing briefly near the orchestra. He makes some sort of hand signal (GM's choice) to one of the musicians, Galena Cordovan; and then walks out into the gardens.

11:17 PM (Dining room, Front hall) Tarquinio Alder goes upstairs to his room, returning in 3D6 minutes.

11:20-11:40 PM (East garden) Flary Chammlen, a fire-eater, entertains the crowd with his feats of daring. (Since none of the people here have ever tasted the cooking of Flary's wife, they do not realize how much Flary actually enjoys this work.)

11:30 PM (West garden) If no one else has removed the note left by Antonio, it is retrieved by Marita Maggia, who reads it and puts it away in her purse.

11:30 PM (Ballroom) (GM's Note: This action will occur only if Katalayna does not confront the Duke at 11:30 PM.) K'maill stages a swoon on the dance floor, apparently overcome by the heat in the crowded room. Her husband Bruning immediately rushes to her side, calling for brandy to revive her. When she "recovers," they will immediately leave; several guests will swear later that K'maill had a self-satisfied smirk on her lips as she departed.

11:35 PM (Front hall, front gate) Castillia leaves the grounds of the estate, fabricating a rather flimsy excuse to satisfy the questions of the guards at the gate. Her half-sister Elise sees her depart. Castillia goes to meet Madalena's suitor, Varkin, at midnight outside the Golden Ducat inn, and tries to look inconspicuous (Though a young woman in formal evening wear standing in the shadows near a street corner is not an everyday sight).

11:35 PM (Ballroom, front hall) In the aftermath of K'maill (or Kataleyna's) interruption of the festivities, the orchestra takes a short break. Galena Cordovan goes in search of Alarkon. (From this point, the success or failure of Galena's assassination attempt is up to the GM to describe in any manner he wishes. If two players are assigned to portray these NPC's, this can prove to be quite an interesting confrontation for all concerned.)

11:50 PM (East garden) In the midst of a difficult triple somersault, one of the acrobats in the traveling troupe seems to lose his balance, and falls into a nearby hedgerow. The troupe asks and receive permission to take their (apparently) unconscious comrade upstairs and lay him down in one of the empty guest rooms on the third floor.

11:50 PM (Ballroom) Harruld accosts a young woman from the orchestra and grabs her by the bass fiddle (How he -- what's that? You say you're tired of this joke? That's OK, we've got others). There is a 40% chance the lady will object loudly to such treatment.

12:00 PM (Ballroom) At the stroke of midnight, the somewhat drunken prospective bridegroom walks over and plants a sloppy

(albeit affectionate) kiss on Madalena's cheek. This envokes some laughter from the nearby crowd; Madalena for her part looks vaguely queasy about the whole incident.

12:00 Midnight (Ballroom)) If the Duke had not previously found an interesting woman to flirt with, there is a 40% chance that he has found one by now. If he has found such a woman, and Kataleyna has not already complained, there is a 60% chance that she will throw some sort of temper tantrum at 12:30 AM.

12:00 Midnight (Ballroom) If Grazia has not mistaken anyone for her missing son, there is a 30% chance she will do so in the next thirty minutes (for exact time throw 3D10).

12:05 AM (3rd floor) The supposedly "out cold" acrobat steals out of his room and begins to systematically loot the other rooms on this floor. (Again, the GM can plot out this NPC's precise route before play begins, to determine if any encounters result.)

12:12 AM (East & west gardens) Antonio and Marita (if she has received the note) separately depart the gardens, watching carefully to avoid being followed, and rendezvous in a wooded glade behind the stables. Antonio professes his love for Marita, and they hold each other for a few moments of bliss. They then return to the ball by separate routes.

12:20 AM (West garden) Talia Blackbourne goes outside to try and find out what is wrong with her husband; she is gruffly rebuffed.

12:30 AM (Gameroom) An impromptu arm-wrestling contest begins, with 8-12 participants, including Paul de la Riis, Gunter Geronde, Sir Timothy Higginbotham, and Hulee Packard, (it can include the thief, if he is interested); and with the High Judge Cardallo acting as arbiter. Some observers may decide to bet on the outcome of this contest.

12:45 AM (Front gate) Erich von Vogelsang leaves the grounds in the company of an unidentified woman. Both appear to be well lubricated with drink, and are singing a bawdy song (off-key).

12:45 AM (Ballroom) If a thief is present in this room, there is a 20% chance that Talia Blackbourne will walk up to him and burst into tears on his shoulder. If not, she does the same thing to some other guest in this room.

12:55 AM (Ballroom, 3rd floor) Madalena excuses herself to the remaining guests, and retires upstairs. She believes that matters are hopeless because Castillia has not returned; she paces in her room for a few moments, then cries herself to sleep.

1:00 AM Varkin finally arrives at the Golden Ducat, accompanied by his trusted friend Polander. Castillia hastily tells Varkin which room Madalena is in and where the night guards are normally stationed, and promises to keep her own window unlatched so that the rescuers can gain entry. She then rushes back to the mansion.

1:00 AM (Ballroom) If the Duke had not previously found an interesting woman to flirt with, there is a 60% chance that he has found one by now. If he is busily flirting, and Kataleyna has not already complained, there is an 80% chance that she will throw an incredibly violent temper tantrum at 1:30. Items not bolted securely to the floor or walls may be jeopardized in this assault.

1:10 AM (Ballroom) Castillia returns to the estate. If the Duke is not engaged in womanizing, he will be aware of Castillia's absence, and sharply demand to know where she has been. When she refuses to tell him, he will send her to her room.

1:15 AM (Front hall) The acrobat, if he has not been witnessed in his thieving endeavors by one of the other guests, returns downstairs and rejoins his troupe, which is packing up and preparing to leave.

1:40 AM (Dining room) Harruld picks up a half-full punchbowl and drains it in several mighty gulps. He then flings a young woman over his shoulders (at this point, no one is likely to get in Harruld's way even if the girl is screaming bloody murder), and carries her away to the meadows behind the estate. (It is indeed fortunate for the other guests that Harruld is one of the most civilized members of his tribe, otherwise, he might have done something really barbaric!)

2:20 AM (3rd floor) Marta von Vogelsang staggers up to her room; and discovers (75% chance) that several of her possessions are missing. If so, she will come to the top of the stairs and scream for the guard. A general commotion results. Remaining guests may even be searched (40% chance), unless someone remembers that the "injured" acrobat might have done it (10% chance this is mentioned by a random guest; player-thief may of course think of this himself).

3:00 AM The commotion has quieted down one way or another. All but the 3 or 4 guests passed out in the ballroom and gardens leave, or go into the sitting room for a last glass of brandy.

3:30 AM Varkin and Polander scale the outer wall and enter the grounds. If anyone cares, or if players are portraying the NPCs involved in this situation, the rescue attempt can be played out.

4:15 AM Erich von Vogelsang returns, whistling (even more off-key) and dead drunk. A guardsman from the front entrance firmly escorts him upstairs to his room.

CHARACTER DRUNKENNESS AND ITS EFFECTS

(Editor's Note: The following section is intended in the spirit of irreverent good fun to be used by those of us who view the medieval period as a rather ribald celebration of the adventurous life. For those GMs and players who have always assumed that their characters drink nothing stronger than grape juice, fruit punch, or an occasional sasparilla, we recommend that you skip this portion of our narrative - RM)

As the festivities of the ball continue on into the night, many of the revelers will begin to feel the effects of their alcoholic intake. As many of you in our reading audience doubtless know from personal experience, these effects can range from mild sensory distortion to the complete loss of

muscular, mental, and/or moral control. Plainly, an NPCs state of sobriety will greatly influence both his ability to perceive an attempted theft of his possessions, and the relative ease with which a cutpurce may remove these items. This section outlines two approaches the GM can use to incorporate character drunkenness into the flow of the scenario.



The drunkenness of a character at any particular point in the festivities will depend on three factors: 1) the character's proclivities toward drinking, 2) his bodily capacity to handle the liquor that has been consumed, and 3) the amount of time spent drinking. For each of the major NPCs described in this scenario, assumptions have been developed on their attitudes toward drinking and their absorptive capacity. Using these two pieces of information, the Character Description table at the end of this scenario classifies every NPC, for each two hour period of the ball's duration, into one of five categories:

1) Sober (N) - Character is unaffected by any drinking done so far.
2) Tipsy (T) - Character suffers minor reductions in eye-hand coordination (CDN -1) and reaction time (REF -2). No significant impairment of mental or sensory faculties.
3) Drunk (D) - Character coordination (-2) and reflexes (-3) are more substantially reduced. Vision may be occasionally hazy; overall sensory awareness is noticeably diminished. Character may exhibit heightened emotional responses (amorousness, hostility, fear, etc.) to situations. Conversation may sometimes become illogical and convoluted.
4) Staggering (S) - Character cannot perform complex physical actions without great effort (CDN -4, REF -6). May have double vision, nausea, or suffer frequent lapses of conscious memory. May lose emotional control, and explode into sudden outbursts of laughter or tears.
5) Blind drunk (B) - Character cannot perform even simple physical acts, like walking in a straight line (CDN -7, REF -9). Sensory input becomes virtually nonexistent.

If a player-thief attempts to pilfer an item from a non-sober character, his base pickpocketing success chances (including any adjustments already made to normal skills to reflect the difficulty level of the article being stolen) are upwardly adjusted by the following percentages: Victim tipsy = +10%, drunk +30%, staggering +60%, blind drunk +100%.

Example: Slevryt, a 6th level thief, has a 60% chance of picking a normal pocket; he is attempting to steal a woman's bracelet (difficulty level 3, making his base chances 60% x.7%, or 42%). If the woman being robbed is drunk, Slevryt's actual success chance would be 55% (42 X 1.30 = 54.6)

A victim's chances of detecting a theft are also diminished by drunkenness. Detection chances, as outlined in the Rules section of this book, are calculated by comparing the experience levels of the thief and victim. For these purposes, drunkenness is assumed to implicitly reduce a victim's effective experience level by the following percentages (all results rounded to the nearest whole number): Victim tipsy = -10%, drunk = -20%, staggering = -40%, blind drunk = no detection possible.

Example: Slevryt's intended victim is an 11th level Trader. The woman's normal detection chances are 25% (Victim Level 11 - Thief Level 6, squared). Her drunken state makes her effectively a 9th level character, however (11 X .8 = 8.8, rounded up), which means that her detection chances will be only 9% (9 - 6, squared).

If the victim being targetted is one of the random characters at the ball, the following general table can be used to determine the character's sobriety:

Random Encounter Drunkenness Table

Hour of Day	(roll D100) State of Sobriety N	T	D	S	B
8PM-10PM	01-80	81-95	96-99	00	00
10PM-12PM	01-35	36-70	71-95	96-99	00
12AM- 2AM	01-15	16-55	56-90	91-97	98-00
2AM- 4AM	01-05	06-25	26-75	76-95	96-00

It is possible, of course, that the thief himself may succumb to the spirit of the evening and fall under the influence of the Demon Rum. If this proves the case (and a GM may wish to place temptation directly in the thief's path to force the latter to confront the issue), and the thief becomes drunk, he would suffer penalties to his pickpocketing abilities equivalent to those described above.

CHARACTER DESCRIPTIONS FOR THE DUKE'S DRESS BALL

NAME	CHARACTER LVL	CLASS	ST	CO	RF	SM	IQ	MAG	APP	WEAPON	HACO	DAMAGE	PROBABLE OCCUPANTS: GAME ROOM	BALL ROOM	DINING ROOM	GARDEN	OTHER 1 FLR	STATE OF SOBRIETY: 8-10 PM	10-12 PM	12-2 AM	2-4 AM
di Cotillion (page 10-9)																					
Fernando	11th	NON	12	14	13	16	13	16	8	DGR	8	1D4		1	1			T	T	T	T
										BDSWDe	3	3D4									
Kataleyna	5th	NON	9	11	11	12	12	13	19					2	2			N	N	T	D
Elise	1st	NON	7	8	16	11	11	7	12					3	3	1		T	T	D	-
Castillia	1st	NON	8	11	12	11	8	10	15				1	4	4	2	1	N	N	-	-
Tyndal	3rd	NON	11	10	10	11	10	7	11					5	5			D	S	B	-
Marika	5th	NON	6	12	13	8	8	6	6					6				N	N	N	-
Madalena	1st	NON	6	17	14	10	9	14	15					7	6			N	T	T	-
de la Riis (page 10-10)																					
Tybalt	9th	NON	7	10	08	13	12	12	7	THRKN	4/8/13	1D4	2	8	7	3		N	T	T	-
Grazia	2nd	NON	4	6	7	4	6	2	6					9				N	N	N	-
Harz	7th	NON	13	7	11	11	10	8	10	DGR	10	1D4		10	8	4		N	T	T	D
Claudia	4th	NON	8	12	9	12	9	12	12					11	9	5		N	T	T	T
Paul	4th	FTR	11	16	17	12	13	17	15	RAPRe	3	1D12	3	12	10	6	2	N	N	T	D
Thomas	2nd	FTR	12	8	9	7	14	8	11	RAPR	11	1D8	4	13	11	7	3	N	D	S	B
Cortina	1st	NON	8	11	10	9	11	11	12					14		8	4	T	D	S	-
Bruning	8th	FTR	13	12	14	15	11	14	6	SHSWD	6	3D3		15	12			N	N		
K'maill	2nd	NON	7	13	12	9	10	13	20					16				N	T	-	-
Ingrid	1st	NOON	8	12	13	10	9	9	13					17	13		5	N	N	-	-
Rutmilla	5th	NON	13	12	11	14	8	7	5					18	14			N	T	T	-
Morgan	3rd	FTR	10	11	10	11	9	9	11	BDSWDe	6	3D4		19		9		T	D	S	-
Carlo	1st	NON	6	9	14	8	16	6	11				5	20	15	10	6	N	N	N	-
Geronde (page 10-13)																					
Rowena	12th	ENC	12	15	14	16	16	7	13	MAGIC	VAR	VAR		21	16	11		N	N	T	-
Karl	6th	ENC	12	17	15	15	14	17	7	MAGIC	VAR	VAR		22	17			N	N	T	-
Gunter	2nd	FTR	13	15	12	9	10	10	9	RAPR	5	1D8	6	23	18	12	7	N	T	D	S
Adrienne	3rd	SCH	5	9	10	13	17	11	13						19	13		N	N	N	-
Other Nobles (page 10-13)																					
M. Hochritter	3rd	NON	8	9	8	9	6	8	9					24	20			N	T	D	S
Margery	10th	NON	5	10	10	10	8	11	5					25		14	8	N	N	N	N
Donia	2nd	NON	4	13	13	7	14	5	8					26	21			T	T	T	D
Antonio B	5th	FTR	14	13	11	13	9	19	13	BDSWDe	5	4D4	7	27	22	15	9	N	N	T	D
Harruld	9th	FTR	19	12	16	17	6	10	8	HANDSe	4	1D4	8	28	23	16	10	-	T	D	-
										SHSWDe	6	6D3									
Cellini (page 10-15)																					
Salvatore	12th	NON	9	19	14	7	14	9	7				9	29	24	17	11	N	T	D	D
Nicolo	3rd	NON	11	11	14	11	8	15	13	DGR	11	1D4	10		25			D	D	D	D
Linnea	5th	NON	7	11	9	8	12	14	17					30				N	N	T	T
Vecchia	1st	NON	9	16	16	13	11	12	10	DGR	10	1D4	11	31	26	18		N	N	N	-
Benedios	2nd	NON	5	12	12	10	12	5	5	DGR	11	1D4		32	27			T	D	D	S
Blackbourne (page 10-16)																					
Hamlin	10th	NON	8	12	10	6	16	9	6						28	19		N	N	-	-
Anson	6th	NON	6	10	13	10	11	15	12					33		20	12	N	T	S	S
Talia	3rd	NON	7	13	13	6	9	11	13					34	29	21		T	D	S	B

CHARACTER NAME	LVL	CLASS	ST	CO	RF	SM	IQ	MAG	APP	WEAPON	HACO	DAMAGE	PROBABLE OCCUPANTS: GAME ROOM	BALL ROOM	DINING ROOM	GARDEN	OTHER 1 FLR	STATE OF SOBRIETY: 8-10 PM	10-12 PM	12-2 AM	2-4 AM
Maggia (page 10-17)																					
Portia	6th	TRD	7	11	15	10	16	13	15	DGR	9	1D4	12		30		13	N	N	T	T
Mano	2nd	NON	10	15	13	15	7	11	9	SHSWD	7	2D3		35	31	22		T	D	B	-
Marita	2nd	NON	5	13	8	14	10	14	17					36	32	23	14	N	N	T	-
City Dwellers (page 10-18)																					
Koridian	15th	MAG	8	17	15	13	18	11	10	MAGIC	VAR	VAR		37	33			N	N	N	N
Cardallo	8th	JDG	15	9	8	10	15	15	6	MACE	8	3D4	13		34			T	D	D	S
Perkins	5th	NON	7	9	14	10	10	12	8				14	38	35		15	N	T	T	-
Alarkon	9th	SCR	9	16	11	9	13	13	13				15	39			16	-	N	T?	T?
Hulee	2nd	TRD	12	10	9	11	8	13	14					40				N	T	D	D
Out of Town Guests (page 10-19)																					
Erich	8th	NON	9	16	9	16	9	15	16	DGR	9	1D4	16	41		24	17	T	D	S	-
Marta	7th	NON	8	12	12	13	11	16	15					43		26		N	N	T	-
Arden	7th	FTR	10	14	16	12	12	13	14	SHSWD	6	2D3		43		26		N	N	T	-
Alyra	4th	ARC	6	14	13	9	12	12	18	THRKN	3/7/12	1D4	17	45	36			T	T	T	-
Sir Timothy	8th	FTR	13	14	14	15	8	7	10	DGR	8	1D4	17	45	36			T	T	T	D
Sutter Creevy	3rd	NON	12	10	10	14	8	7	9				18	46	37	28	19	T	D	S	B
Kalfi	3rd	NON	15	11	9	16	8	6	6				19	47	38	29	20	T	T	D	S
Tarquinio	13th	SCH	6	13	12	9	19	9	9					48	39			N	T	-	-
Glaudrim	6th	NON	10	10	10	10	10	10	10				20	49		30		N	T	D	-
Carn-ne-Seval	10th	PRM	13	11	9	15	14	16	8	MAGIC	VAR	VAR		50	40			N	N	T	T
Guards																					
Captain Pettifog	6th	FTR	9	12	14	13	10	11	12	MACEe	5	3D4	X	X	X	X	X	N	T	D	-
Sargeant Ebrahim	5th	FTR	17	10	9	14	14	9	8	BDSWDe	5	5D4						N	N	T	T
Sargeant Rodes	5th	FTR	13	12	12	15	9	13	15	BDSWDe	5	4D4	X	X	X		X	N	N	N	-
Sargeant Graves	7th	FTR	13	16	14	8	10	8	7	BDSWDe	4	4D4	X	X	X		X	-	-	-	N
Guard, Type A	3rd	FTR	11	14	12	12	11	10	12	BDSWDe	5	3D4	X	X	X	X	X	N	N	N	N
Guard, Type B	5th	FTR	14	12	10	15	10	7	10	MACEe	6	4D4	X	X	X	X	X	N	N	N	N
Other NPCs																					
Galena Cordovan	7th	THF	11	18	14	15	14	10	10	BLWGNe	1/6/11	1D2		X			X	N	N	N	N
Acrobat	4th	THF	10	19	18	8	12	8	10	DGR	6	1D4						N	N	N	-
Harchens	5th	NON	7	12	9	12	14	9	9					X		X	X	N	N	T	-
Varkin	2nd	FTR	15	15	10	11	7	8	15	GRSWD	5	2D8						-	-	-	N
Polander	3rd	FTR	12	10	17	13	9	10	11	BDSWD	6	2D4						-	-	-	N
										LBOW	2/6/9/	1D6									

NOTES:

Probable Occupants: To use this table to identify NPCs encountered by the player thieves, roll the appropriate die:

Game Room	D20
Other 1st Floor	D20
Ballroom	D50 (D100/2)
Dining Room	D40 (D10 & D4)
Gardens	D30 (D10 & D3)

State of Sobriety: The symbols used in these columns are:

N	sober
T	tipsy
D	drunk
S	smashed
B	blind drunk

These conditions are discussed on page 10-30.

ASSASSINATION SCENARIOS

AND

ESPIONAGE ADVENTURES

A. "The Radisha Must Die!"

INTRODUCTION

For the past four years, the orcs of the Mountains of Peace have been fleeing their caves and villages to escape the invading Lizardmen, and pressing into the foothills and valleys of East Dorian, to menace the human and wood-elf settlements of that fertile clime. At first, this amounted to little more than roving independent bands of ten or so, which plagued highway traffic or an occasional farmhouse, but were easily driven away. As more refugees joined their ranks, the orc bands grew larger and more desperate, and sometimes made direct assaults on the freeholds of the area. But even in large numbers, the orcs were not cohesive fighters and were still beaten back by the allied militia formed by the human townspeople and farmers.

In the past eight months, however, the threat posed by the invaders has greatly increased. Apparently a large band of orcs has captured the mountain fortress of High Crag, using magic, siege engines and sound military tactics - none of which is normal orcish practice. Raids on the farms and towns have been less frequent of late, but those that have occurred have been well-organized and so successful that the town's people have pooled their resources to hire a company of Sworn Swords to deal with the problem.

The commander of the Sworn Swords, Jarus Ironside, has reason to believe that the orcs have a new leader who is organizing the raids. Orc prisoners taken during a recent attack speak of the Radisha, or Great General, an orcish legend come to life. The prisoners also speak of different orc clans fighting under the Radisha's banner - which bodes ill indeed, for few have ever been able to unify the usually quarrelsome orcish clans into a cohesive force.

Clearly, the Radisha is a very real threat to the entire region, but Jarus has less than two hundred men and cannot afford to meet the orcs in open battle. After much anguished deliberation, Jarus has come to a very un-mercenary decision. Unable to challenge the orcs directly, he has resolved to defeat them from within. He is sending a small group of fighters and thieves, ostensibly disguised as orcs, into the valley of High Crag on a dangerous (some would say foolhardy) mission - to find the legendary Radisha, the leader of the orcs, and kill him. Jarus believes that without this strong leadership, the usual tribal rivalries will splinter the orcish alliance, and the Sworn Swords will be able to clean up the rest.

Jarus will pay up to 50,000 GP (10,000 GP per surviving player) for definitive proof of the Radisha's death - like his head. He will add a bonus of 5,000 GP per player for the rescue of any survivors of the noble family of High Crag (the bonus is being financed by relatives in Mandelai), although his intelligence scouts insist that none of the de Monteburk's remain alive.

Jarus will outfit the adventurous infiltrators with any supplies and weapons they require, and fully brief them on all he and his scouts have learned. He will, however, insist that their mission be kept as secret as possible, even among the Sworn Swords, lest the Radisha have spies of his own . . .

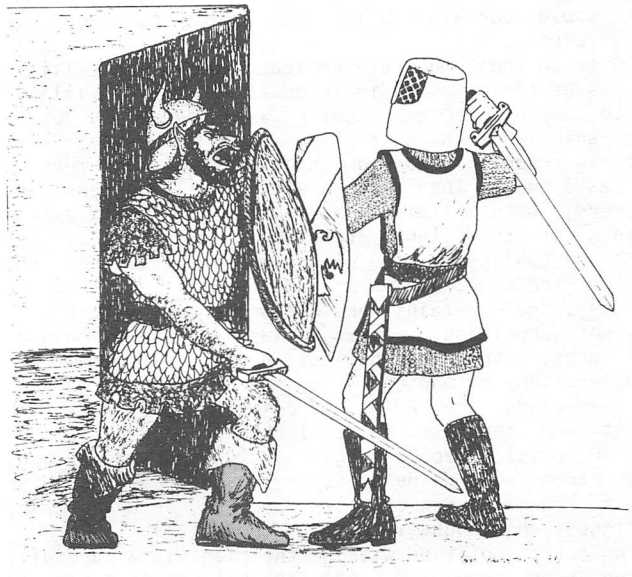
GM's Background:

Jarus Ironside's assessment of the situation is not far off, for a leader has indeed risen among the orcs. Gazrath, an uruk of the Bear clan, an experienced mercenary, is a bold and charismatic leader. With the aid of his officers and trained urukhai mercenaries, he has enforced order among the bedraggled refugees from the mountain clans, forming the nucleus of a developing army. Gazrath's imposing physical strength, his fighting acumen, and forceful personality have brought him to prominence, and his great successes in recent months have convinced the overwhelming majority of the orcs that he is the Radisha, the promised general who will lead them to conquer the world.

Gazrath also has the aid and advice of an old campaigner and siegemaster, Volper, an uruk who is also known as "Uncle Fox", for his rank as a Priest of Kethrin, the warrior-god popular with the mercenary urukhai. It was Volper who engineered the capture of High Crag, and who does most of the long-range planning and strategy; but it is the magnetic personality and physical strength of Gazrath that the orcs rally to. Volper and most of the other officers encourage the Radisha legend among the troops, to improve ever-fragile orcish morale.

With the capture of High Crag, the orcs have a secure base, and they have been drilling in weapon skills and battlefield manuevers under the stern tutelage of the urukhai. As news spread among the clans, more and more refugee orcs have found their way to High Crag to swell the ranks of Gazrath's army. Several new villages have been built in the valley, and the fields are tended by orcs not able to fight or human serfs who didn't run fast enough when the castle was captured. Those who know something of armor-making or working iron are hard at work to equip the army, but the principal weapons are knife, bow, and spear. Swords are very rare and jealously guarded by those lucky enough to own one (or big enough to bully it out of someone else).

Gazrath has made contact with a human that the orcs call "Karth", who is willing to sell the orcs one hundred-fifty well-forged broadswords for 15,000 GP worth of gems taken from the treasure of High Crag. The promise of swords has encouraged the orcs, who drill



daily with crude shields and wooden swords, in hopes of being good enough to be given one of the prized weapons. None of the orcs or urukhai know the true identity of Karth, but their desire for swords is greater than their distrust.

Karth is actually one Sgt. Murkin Peddy, the chief supply officer of Jarus Ironsides' Sworn Swords. With little hope of advancement and nothing to look forward to but a meager pension, he has taken his own steps toward insuring a comfortable retirement somewhere a healthy distance from all orcs and mercenaries.

Jarus' decision to use assassination as a weapon goes against all mercenary codes and traditions, and it weighs heavily on his conscience. He is not really expecting the player characters to survive if they complete their mission, for the orc's revenge on them if they are caught would be terrible. The secrecy of the mission is more to protect Jarus' reputation as an honorable mercenary than to insure the mission itself. If the players do not, before or after the mission, keep their mouths shut, there is an excellent chance (85%) that Jarus will seek to have them silenced permanently. If the players do keep his secret, he will probably (80%) deal honestly and pay up. There is, however, a 20% chance Jarus will still come to regret his decision, and seek to eliminate all evidence.

On Orcs and Urukhai

The origin of the orcish race has long been hotly debated among the races of the world. Various legends and sources contend that the orcs are the descendants of a "fallen" tribe of elves (although elves dispute this), or the spawn of an evil wizard's incantations in the depths of the mountains, or minor demons judged not evil enough for Hell. A pious few contend that orcs are a punishment sent from the gods for the sins of the world.

The orcs themselves waste little time thinking about whence they came, for they are far more interested in survival in the present, and the glorious future yet to come. Orcs firmly believe that someday the legendary Radisha, the Great General, will arise and lead them to conquer the world. Many have claimed the title, and orcs have followed them, but as yet, the world remains unconquered, and the orcs remain for the most part a downtrodden, homeless people dreaming their dreams of glory.

The orcs that the players will encounter on this adventure are different from their cousins in Haven. These orcs are more primitive and know little of humankind or civilized life. The GM may share general information of orcish culture as s/he wishes, since Jarus would certainly brief the player characters on what to expect.

Orcs in their mountain habitat are tribal, living in clans of forty or so individuals in small villages or cave complexes. Clans usually are identified by a totem animal, such as a wolf, bear, or snake; this motif is frequently worked into personal adornment or worn as a badge. The orcs are primarily hunters and gatherers, with limited agricultural and livestock holdings if the clan's territory is suitable. The amount and quality of the clan's territory governs the size of the clan, and how prosperous it is. For the most part, the mountains are not prime real estate, so it is not surprising that many clans survive by raiding other orcs, or any hapless human settlement or travellers they encounter.

The clans are ruled by chieftains, usually the biggest and toughest male. The chieftain holds his position until somebody bigger and tougher comes along, either from within the clan, or (as happened at High Crag) a consolidation of clans occurs, in which case, the biggest and toughest chieftain rules all.

An orc's position within the clan is a carefully weighed (and frequently contested) balance of dominance and submission. Every orc quickly learns who he must submit to, and who he can bully around. This is the basis of all social relationships, a pecking order. An orc will gleefully take candy from a baby, and give it away with pitiful eagerness to anyone capable of thrashing him for it. Squabbling and fighting among orcs is the common method of determining one's place in the hierarchy, and is a frequent occurence. These fights are more like brawls, with the weaker free to surrender at any time, and only rarely cause either orc any serious harm (except, perhaps, to their pride). Most orcs are perfectly willing to surrender or run away when clearly outgunned, a fact which has frustrated many an orcish commander throughout the centuries, but insured the survival of the species.

Brute strength is not the only way an orc can get a little respect from his fellows, although it is the most convincing. Having a big friend who appears ready to defend one's scrawny neck is also effective, as long as one's friend is around. Cleverness, particularly in outwitting enemies, is also admired - a good insult or sneaky trick can take an orc far. Any ability in the arcane arts gives the wielder a measure of power over the superstitious orcs, who use little magic. And nothing beats a good bluff; a good deal of dominance is sneer bluster.

The Urukhai

The urukhai are an inbred strain of orcs who are, on the average, bigger, stronger, and meaner than their lesser cousins. Trained from childhood in a spartan military tradition, they are primarily fighters and are frequently found as mercenaries. They are even bigger bullies than orcs, but are much less easily cowed. Urukhai mercenaries generally adhere to the same codes that mercenaries of other races do, although their loyalty to an employer can fluctuate if the urukhai's own commander is replaced (usually in duel). Many urukhai, including those of Gazrath's company, follow the mercenary's god, Kethrin (see Free City of Haven for more background on Kethrin's cult).

Dueling among the urukhai is taken far more seriously than the squabbles over dominance among the orcs. There are two rules governing formal challenges between urukhai: 1) One may not interfere in a private duel, and 2) There are no other rules. The dominance/submission traditions of urukhai are closely related to military rank, and challenges are relatively rare events. All urukhai, of cource, are dominant over any orc, by definition, and waste no time asserting it.

On female orcs and urukhai

Although some do say that orcs are spawned in cess pools, this is not true. There are female orcs, and these produce little orcs in the usual manner, in large numbers. The birth rate among orcs (and kobolds) is high, but so is the mortality rate. Orcs seem to have many enemies in the world.

A female orc's position in a clan is similar to a male's - she bullies others she can, and is bullied in turn. As a general rule, most males dominate most females, being bigger. Female orcs are tough creatures, though, and they survive the hardships of hunger, fighting, childbirth, and generally live longer than the males. Orc women are not combatant in the usual sense and are rarely fighters (except among themselves). Orc women do most of the domestic work around the villages.

Orcs do not have formal families. Male orcs sow their oats wherever they can, and most females do not object. Fighting over females is part of the dominance--submission tradition, and females are just as likely to fight over males. Infants are fiercely protected by their mothers while they are still small and fuzzy, but older children tend to be ignored or bullied. Orc children dream of the day they will be strong enough to

assert their place in the clan, and meanwhile practice picking on kobolds, small animals, and each other.

Females among the Uruk-hai have a somewhat better position. Many are trained in the same military traditions as their male counterparts, and some are able fighters. Those not trained as fighters support the mercenary bands as medics, cooks, and mothers for the younger urukhai. Rarely do uruk women perform the common domestic chores of daily life - there are ordinary orcs, and sometimes human slaves, to do that. Uruk women are much more likely to stay paired with a particular male for periods of time, and are less likely to submit to a relationship they don't want.

Children are better cared for among the urukhai, although the constant training for adulthood is hard, and some do not survive it. Weaklings have no place among the proud urukhai.

Gazrath's Bearclan has very few women and practically no children, since they were a wandering mercenary band, not a settled tribe. They have sent for the remainder of the clan, however, and anxiously await their arrival.

On the Lingua Orcish

Very few of the orcs of the High Crag area speak any language but orcish. Therefore, a knowledge of orcish is vital to the players' chances of survival among the enemy. Each of the characters given for this scenario has some degree of familiarity with orcish. (This was one of the reasons they were volunteered.) Level of competency in the tongue varies, however, and is explained below:

Pidgin - Knows only the simplest phrases and has a very limited vocabulary. Apt to sound like baby-talk ("Me know you") or to wrangle the grammar badly.

Fair - Can comprehend simple sentences easily, and make conversation on a limited basis with only minor (15%) chance of error. Knows ordinary grammar and vocabulary enough to get by, but apt to stumble if put under pressure (i.e., argument or detailed discussion).

Average - Understands and speaks well enough to manage most everyday situations, with a reasonable vocabulary. Not up to elequency in philosophical discussions, but neither are orcs, most of whom are at this level.

Fluent - Vocabulary and understanding excellent - can even distinguish between accents and dialects of different clans.

The Player Characters:

To succeed - and survive - on this mission, the players need a balance of thief and fighter skills. The following 5 characters are suggested for use in this scenario, with players allowed to transfer experience earned in this adventure to their regular characters. If the group thinks it needs additional muscle, 3 more fighters are provided. It is assumed that these hardy souls "volunteered" for this mission, although it may well be that the alternative to volunteering made just trooping into an orc stronghold look like a festival picnic . . .

Jarus will provide any normal armor and weapons the players want - swords, bows, spears, etc. These will be issued out of the company's supplies, as will be any other normal gear - rope, picks, torches, clothing, etc. Horses and tack can also be provided. The officer dispensing these supplies is, of course, Sgt. Murkin Peddy, the traitorous "Karth". He will not ask questions of them unless his suspicions are aroused by their conversation. If he learns of their mission, he will alert Gazrath to this information in his letter arranging their meeting (see Timetable of Events). If he sees a safe opportunity, he may also attempt to sabotage the equipment given out - weakening the ropes or the cinches of the saddles, etc.

If the players ask Jarus for magical aids to help them on their quest, there is a 20% chance that Jarus will provide one or more of the following items (roll separately for each):

1 vial healing potion (5 doses, MR saving roll or +1D6 damage healed)
1 vial contact poison (3 doses, STM saving roll or -1D8 to STA)
1 set Spiderpaws (on hands & feet, can climb any vertical surface with 98% ability)
1 Pass-key (1D6 uses - will fit any lock when inserted into keyhole; will hold that shape until used in different lock)
1 bag small marbles (5 glass marbles - when broken, cause no damage, but a loud explosion and much smoke)
1 vial sleeping potion (5 doses, internal use only - MR ST or sleep 1D6 hours)

If the players think to request it, they can be given weapons, clothing and gear (including totem badges), belonging to the orc prisoners of the Sworn Swords, greatly increasing their authenticity.

Disguising the Player Characters

The disguise provided for the player characters comes in three components, which have varying schedules of maintenance.:

1) A vial containing a dark liquid with a strong musky odor that must be rubbed into the skin over most of the body, to give the characters the distinctive smell of the orcish races. The liquid should be reapplied every 6 hours to retain full potency, and will wash off in water. The players' noses will adjust in an hour or so, though the smell is likely to linger for several days for human noses, and a few weeks after the mission for animals . . .
2) A potion that, when swallowed, will cause one to gag and croak for a minute or two. It effectively hoarsens the voice soone can speak Orcish properly. Duration is 2D6 hours. A canteen or two of the vile tasting stuff is available.
3) An Illusion of Sight spell cast from a scroll upon the players, changing their appearance to that of orcs of the same general build. (Those players of combined STR and STM above 28 will resemble uruk.)

All character stats remain unaffected by the spell except for appearance, which goes down 5 points on orcs and 4 points on urukhai.

The illusion will last 3 days plus 1D12 hours from the time it is cast, so it is sugggested that players carry the scroll until they are ready to assume their disguise. They are warned that it is an Illusion of Sight only, and does not extend to touch. Any player with experience with magical enchantments might realize that the spell would emanate a strong aura of magic when activated, detectable to a magic-user.

THE PLAYER CHARACTERS

Shanlin

Shanlin of Mandelai is a middle-aged thief from an upper class background. She originally journeyed to this area to see if she could recover some of the treasures of High Crag that are likely to be in the possession of the orcs. Unfortunately, she ran across Jarus while attempting to get information about the current situation from the mercenaries. Jarus, who is well aware of her background, threatened to ship her back to the authorities of Mandelai if she did not cooperate.

Shanlin is the only one of the party who has been involved in assasinations before. Due to her experience and her quick wits, she considers herself the most logical leader for the group. She is also the only member of the party who is FLUENT in orcish.

Shanlin is petite and dark (which the disguise cannot change much), with a level head and excellent

powers of observation. She is experienced in acting a part, but in her intensive desire for the mission to succeed, she may forget the essentially subserviant role a female orc plays. She is used to working alone, and is apt to be impatient with the group.

Her skills include Netting (the throwing of a net), Reading, Writing, Mountaineering, and Entertaining. (See TGI for detailed explantions of these skills.)

SENSE TRAPS	40%	LOCATE TRAPS	20%	SILENT MOTION	45%
OPEN LOCKS	40%	DISARM TRAPS	50%	HIDE IN COVER	40%
HEAR NOISES	40%	PICK POCKETS	90%	CLIMB SURFACES	99%

Lorrill

A wood elf, Lorrill was "volunteered" for this mission after being caught stealing supplies (for his improverished tribe, he claimed) from the mercenaries' commissary. He has good reason to hate orcs since the elves have suffered from orcish raids.

Lorrill is more of a woodsman and tracker than a thief. His skills include Tracking, Trapping, and First Aid. He can read only his own elvish language, but he speaks the common tongue well and speaks FAIR orcish. Of all the party, he is the least enthused about their disguises. He is also distrustful of Morgul because of his orcish blood.

SENSE TRAPS	22%	LOCATE TRAPS	30%	SILENT MOTION	35%
OPEN LOCKS	40%	DISARM TRAPS	25%	HIDE IN COVER	40%
HEAR NOISES	30%	PICK POCKETS	55%	CLIMB SURFACES	82%

Morgul

Morgul, a half-orc, was raised by his human mother to hate orcs, though up till now he has simply avoided them, and really doesn't like anybody very much. As a halfbreed, he has been an outcast most of his life, and has become an excellent second story thief, but is a lonely and bitter man.

Morgul speaks AVERAGE orcish. Morgul's reaction to meeting so many orcs is left to the player's discretion - whether his mother's teaching inflames his hatred, or whether he finds a feeling of comradeship among these distant cousins that appeals to him.

Morgul's skills include Locksmithy, Blacksmithy, and Mountaineering, and he has a set of lockpicking tools (complexity 3).

SENSE TRAPS	30%	LOCATE TRAPS	45%	SILENT MOTION	35%
OPEN LOCKS	80%	DISARM TRAPS	50%	HIDE IN COVER	35%
HEAR NOISES	30%	PICK POCKETS	70%	CLIMB SURFACES	99%

Gavin

Gavin is a former mercenary turned adventurer, whose escapades have been less than lucrative of late. So, while he dislikes skulking around like thieves in the night, there is that reward to considered..... He is also aware that Jarus is breaking the mercenary's code in sending them on an assassination mission.

Gavin is experienced in castle defense, and his skills include Cartography and Architecture (which gives him a +20% bonus in searching for secret doors) and a Mastery of First Aid. He speaks FAIR orcish.

Gavin also has serious doubt about the party being led by a woman, and is apt to be critical of Shanlin's decisons.

Biglug

"Biglug" is not his real name, of course, but the nickname seems fitting. Biglug is a mountain of muscle, but was a bit shortchanged in the intellect department. After all, he actually did volunteer for this job!

Biglug loves fighting and beer. He has already decided that Gavin is a very good fellow, and is more apt to listen to him than Shanlin. He speaks PIDGIN orcish (he only speaks FAIR common!). His skills are limited to Husbandry, but his sense of smell is good, so that he has a 25% chance of noticing when their smelly disguise is wearing thin. Whether or not he will think to mention it is something else, of course.

Optional Player Characters

Ander

Ander speaks FAIR orcish, and he has a deep and abiding hatred for orcs (His brother was killed in a recent raid). He is eager to kill to avenge his brother and may be difficult to restrain.

Bard

Bard is also local to the area and has been through the High Crag pass, although he has never gone to the castle. He hopes to impress Jarus enough to join the Sworn Swords. He speaks PIDGIN orcish.

Corwin

Corwin has no particular feeling towards orcs. He is seeking adventure, and the seriousness of the gambit - and its danger - hasn't sunk in yet to his youthful head. He speaks PIDGIN orcish.

The Players' Briefing

Jarus will provide the players with whatever information he has at his disposal (in a briefing by the GM at the outset of the scenario). Unfortunately, his knowledge is very limited; of the three scouts he has sent into the region, one never returned, and one was left as a warning, hanging from a tree near the Sworn Swords camp, riddled with arrows. The third scout's report, and rumors collected from the peasants fleeing the area, represent the bulk of Jarus' information. Jarus was also able to capture prisoners during a recent raid, and some of the information he has garnered from them is also included in the briefing. (Players may also, if they request it, try their own hands at interrogating the prisoners - see the Prisoners section below for details.) Since the castle is well-known, a rough floor plan of the first level is available for the players use; however, no one knows precisely how the orcs are utilizing the resources of the ancient stone fortress at this juncture.

The Scout's Report

The scout was able to get within five miles of High Crag Castle before he felt he was pushing his luck for returning at all. He observed three different orc groups during his journey.

The first seemed to be a patrol that doubled as a hunting party, since they were carrying two deer carcasses and several braces of wild fowl. There were ten orcs, eight males and two females. They were garbed in leather tunics and plain homespun, and carried bows, spears, and knives. The leader had a sword. All wore necklaces of dark beads, with four animal claws strung on them. They appeared to be a well organized party; engaging in little extraneous speech as they traveled. They were heading in a fairly direct route straight toward High Crag. The scout did not follow them.

The second group he observed, also a patrol and hunting party, had camped some fifteen miles from High Crag. This group numbered fifteen; ten males, three females, and two small children. Again, their principal weapons seemed to be bow, spear, and knife.

The leader had a chain shirt, and a sword; the males wore leather. The females were unarmed, and were serving non-military functions. There appeared to be some dissension between the males and females, until the leader severely disciplined one (the scout did not understand orcish). The scout did not stay long, for fear of being discovered. (GM's note: if the players ask about badges or insignia on this group, the males wore a wolf's head on their tunics, while the women had a serpent motif embroidered on their clothing.)

The scout's third encounter was with a single orc, who was running along the road toward High Crag at an easy, long strided pace. He was armed with a knife, but bore a leather scroll case at his belt. The scout prepared to attack the orc, and gave chase (lacking ranged weapons), but the orc was very fleet, and left



the scout behind. Fearful that the orc would find help, the scout gave up the chase. It was well he did so, for as he was lying low, catching his breath, three riders at full gallop came down the road from the opposite direction; swords drawn. They were urukhai, and armored in full chain. They searched the area, but fortunately the scout was one with the foliage, and he was not discovered. The leader was female, and she also wore a bullwhip coiled at her hip. Their badge seemed to depict a rearing, snarling bear. After a while, the three urukhai rode off, and the scout carefully returned to the mercenary camp.

The High Crag Area

High Crag castle is about twenty five miles from the mercenary camp, on the main road that winds through the foothills below the Peace Mountains. It sits on a rocky bluff, overlooking Pass Road that traverses High Crag Pass, one of the less frequently used routes through the Peace Mountains. A side road crosses the Pass river that also goes down the valley's length, and winds up the bluff to the castle gates.

There was a village where the side road intersects the main road, with fields and flocks, and about two hundred people. The valley was mostly forested, with a few isolated cottages.

There was a small garrison at the castle, about 40 men, primarily to keep down bandits. The family of de Monteburk has held High Crag Castle for four hundred years; its inhabitants at the time of the attack consisted of the old Lord, his two sons and a daughter (they have relatives in Mandelai who are anxious to learn of their fate). The population of the castle numbered around a hundred, including servants - it was an isolated holding, and not prepared for such a full fledged attack. Very few of the castle dwellers or villagers escaped the orc attack; it is assumed that those unaccounted for are either dead or enslaved.

About the Enemy

There are believed to be in excess of 1,000 orcs in the immediate vincinity of High Crag. A band of urukhai are probably running the show; it is quite likely that the Radisha is an uruk. Most of the fighters appear to be equipped with bow and spear, and leather armor.

The exact number of different tribes represented is not certain; the totems identified so far are Wolf, Bear, Badger, and Snake (the prisoners are from the Wolfclan).

It is believed that the orcs have in their possession a powerful magical artifact of some sort that produces flames, or a mage among their ranks. Jarus would not mind if the players get that artifact while they are in the area, but he doesn't expect miracles.

The GM should also give the players a verbal synopsis of the Introduction to this scenario. The players will be briefed on their disguise, and given the scroll, and various other accouterments needed to sustain their impersonation.

If, after the briefing, the players ask to interview the orc prisoners on their own, refer to the next section

Orc Prisoners (GM's Information)

Some of the information that Jarus gives the players has come from interrogating orc prisoners captured during a recent raid. If the players ask to talk to the prisoners themselves, Jarus will be perfectly willing to allow them a chance to garner more information. However, because Jarus is anxious to get the players started on their mission (and out of the mercenary camp before someone finds out), he will limit their time so that they can see, at the most, three prisoners. Three orcs are described later in this section so that the GM can determine what information, if any, the players gain.

There are two basic approaches to interrogation, the proverbial carrot and stick. The players can use actual or threatened physical harm to coerce the orc into cooperation, or try a gentler appoach, with rewards and a quiet, soothing voice, trying to trick the orc into revealing more than he intended.

Orcs are used to being questioned/interrogated with the threat (and reality) of physical harm. Most orcs will talk fairly easily if they are seriously threatened, but there is a limit to what they know that is of any value. If continuously pressed, there is also a limit to the orc's credibility, as he will tend to say anything to save his skin. Too much punishment will reduce most orcs to babbling hysteria.

Rather than attempting to bully and frighten an orc into spilling information, a player can try the soft approach, talking calmly and gently to the orc, promising rewards (food, alconolic beverages, freedom). Players may attempt to trick the orc into spilling information he had no intention of revealing.

Information of a non-military nature gained this way has a high accuracy factor, particularity on a personal level, although most orcs and all urukhai will freely exaggerate their own roles in any situation. It is also quite possible to waste hours of time listening to long explanations, stories, and excuses while leading the orc's babble onto more useful tracks.

Descriptions of three orc prisoners follow. It is assumed they know, and will reveal, the name of their chieftain, and any other general information about the tribe the GM wishes to reveal from the section on the villages later in the scenario, although exact numbers should always be hazy. None of the prisoners know each other, although they are all from the same clan.

Orc Prisoner #1

Toorik is from the Wolfclan. He speaks only orcish but is eager to please. He will talk freely and tell the players whatever he thinks they might want to hear. Unfortunately, Toorik knows very little, but he has a decent imagination and will fill in any gaps with a minimum of prompting.

Toorik believes wholeheartedly in the Radisha legend, and in the present claimant to the title. He describes the Radisha as twice the size and strength of

an uruk, in magical black armor, one who can pick up a horse and wrestle cave bears.

Toorik has no idea how many orcs there are even in his tribe; he will either grossly overcount (two, maybe nee thousand!) or sit trying to count on his fingers ("Lessee - there's Shagrat, n' Dora, n' Sedek, n'..."). Nor has he ever been to the castle, although he will, if pressed, describe its maze of passages, rooms of weapons, treasure rooms, and the dragon in the tower with great eloquence. If accused of lying, with punishment at hand, he will take back everything but the dragon. He's sure of that - he's seen the flames.

On the subject of weapons, it is possible to trick Toorik into admitting he was learning to use a sword (in fact, the GM might have Toorik volunteer the info). Toorik will claim that he was promised a real sword, very soon, by the Radisha himself, as were his friends. (GM's Note: If this bit of news comes out [and it should!] Toorik should be found dead [an apparent suicide by hanging] in his cell the next day [he was actually killed by Sgt. Peddy]).

Orc Prisoner #2

He is Vorn, also from the Woltclan. He has a fair understanding of the Common tongue, but will only speak (and respond to) orcish. He has been reluctant to answer questions unless threatened, and he will claim ignorance about anything he considers important. Vorn was captured, not in the raid, but alone in the woods near the Sworn Swords camp, and has already undergone some rather rough treatment in questioning (he has lost approximately 1/2 of his normal HTK as the result of physical punishment by his questioners).

Vorn was a scout, but he claims to have been a solitary hunter, merely trying to feed his small clan. He claims ignorance of anything to do with the Radisha or High Crag, although he has been beaten and whipped, and deprived of food and water.

If the players attempt the soft approach, Vorn has been weakened to the point where he will get drunk easily, or can be tricked by patient questioning into contradicting his own story enough to have to admit some of the truth. He will still lie about as much as he can get away with, building a new "story" based on the shards of truth he let escape.

He knows the Radisha by sight and by name, and is personally loyal to him, although he is very cynical about his future at the moment. He is familiar with the layout of the valley, and the castle. Vorn knows that someone is selling the orcs swords (but not who), but must be tricked or tortured to reveal it.

Vorn is a pickpocket, and is very proud of his dexterous hands, which have not (so far) been injured. Serious threats of damage to, or loss of, his hands will improve Vorn's cooperation immensely.

Orc Prisoner #3

His name is Lurgin, yet another from the Woltclan. He speaks only orcish, and that slowly; not particularly bright, he doesn't know how to use subterfuge to avoid answering questions. He rarely knows the answer to any question, unless it is directly related to his own personal experiences.

Lurgin was badly wounded when captured, and still needs crutches to walk, although he is healing rapidly. He has not been ill-treated so far in questioning, as he has not really been judged that useful. However, no one has asked him the right questions. Lurgin was part of the original band of urukhai and orcs that took High Crag. He did not understand the way the castle was taken, but he remembers "the pretty princess" that the Radisha keeps in the tower, and how drunk everyone got. It will take careful questioning to bring anything useful to Lurgin's recall.

Lurgin is loyal as a dog to the Radisha. Every now and then the great Radisha came to the camps to watch the drills, and once even sparred with Lurgin, of which Lurgin is very proud and will boast, should the subject occur.

It is perhaps fortunate that the mercenaries have been easy on Lurgin, for he has a quick temper when in pain, and is capable of going berserk with rage. This orc, even in his present condition, is quite capable of throwing a man across the room, and breaking fetters asunder (saving throw verses STR). If he perceives, in his slow brain, that the players mean serious harm to the Radisha, there is an 80% chance he will attempt to stop them, right then and there.

PERSONAE DRAMATIS

Gazrath dag Chardik (the Radisha)

Gazrath stands well over six feet tall, broad shouldered and muscular. An experienced mercenary, he has proven to be a charismatic and bold, although not brilliant, commander, despite his youth. He is level headed for an uruk, and his greatest wisdom is in selecting his officers, and utilizing their skills to best advantage - which includes Volper's role as strategist. Gazrath is also a master at managing urukhai and orcish troops. He has imposed the same tight discipline on the bedraggled refugees that he uses with his own crack troops; he now has solid beginnings for a trained army, the majority of which is fanatically loyal to him.

Gazrath normally goes armored in black scale mail and is armed with his bastard sword at all times (except when noted otherwise in the schedule). He also wears a black cape with a red lining, and a helm decorated with dragons for impressive display - all to underscore the Radisha legend, which encourages the troops. (At first, using the hero-image of a legendary Radisha was just a morale booster, but lately Gazrath has begun to consider that maybe there's more to it than legend . . .)

The uruk general has been building his army for about a year now, and is beginning to get restless. His respect for the advice of Volper and Raksha has kept him from moving to date, but once his best swordsmen are armed, he plans to press his attacks on the surrounding countryside. Meanwhile, his daily routine is erratic and spontaneous, since there is very little he really has to do from day to day.

Gazrath is obsessed with the human captive Lady Myrella, the only known survivor of High Crag's noble family. Although she fears and detests him, he finds her fascinating. He has assigned an orc wench, Dalai, to watch her and provide for her needs. None of his officers approve of his odd fondness for Myrella, but they permit his idiosyncracy. Gazrath continues his healthy interest in females of his own race, of course.

Gazrath has one other ability the GM should note - due to his total lack of magical talent, he is psychically invisible. He cannot be sensed by any Detection spells, nor by scrying into a ball. Gazrath is unaware of this, and Sunja has never bothered to tell him.

Myrella de Monteburk

A lovely girl in her late teens, with wide blue eyes and long blonde hair. Her once slender body is now swollen with pregnancy, and her face is wan, with dark circles under her eyes; her hair is braided to keep it from any worse tangling. Her clothes are well worn, and refitted, but she still carries herself as the lady she was born to be, despite her situation.

Myrella has been Gazrath's captive for nearly a year, since High Cray fell and her family was killed. Once the shock of her captivity faded, she began to be more observant, and learned how best to deal with Gazrath and the other orcs and urukhai; when to submit, and when to demand. Her hatred is submerged, but not forgotten; she is well aware of her precarious postion.

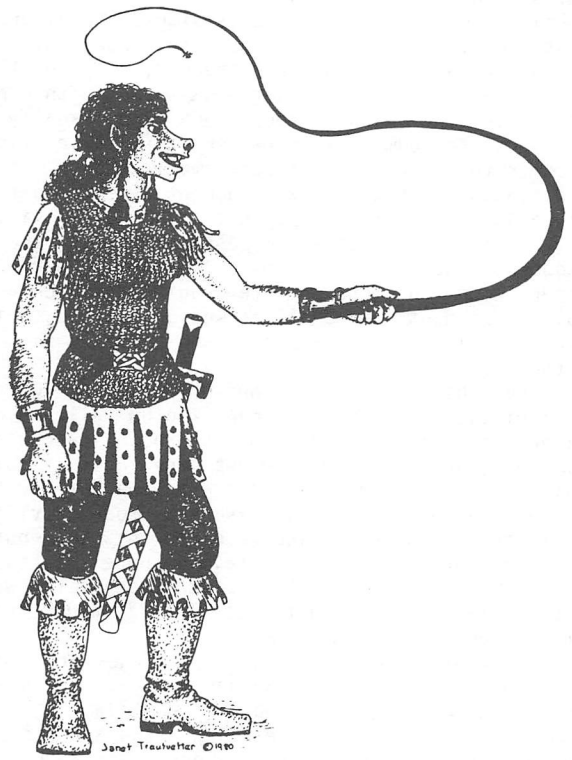
Myrella would be a willing ally for the players, if they promise to take her with them. Besides her now extensive knowledge of orc and urukhai customs, and her intimate knowledge of Gazrath's habits, she knows the castle to the last stone, including secret doors and passages, and about the flying carpet that was in the family room (Myrella is in no condition to ride a horse).

Although she hates Gazrath, Myrella lacks the intestinal fortitude to kill him herself, even if given the means; she will not even be able to watch the job done. She will also try to protect Dalai, her orc handmaiden, who has been kind to her.

Myrella can read and write in common and elvish, and speaks AVERAGE orcish.

Raksha

One of Gazrath's oldest and most trusted friends



among his officers, Raksha is an experienced commander in her own right. She is dark haired and attractive by urukhai standards, but seems interested only in Kazor or Gazrath.

Raksha is steely hard, with a stormy temper and very strong loyalties. She is also a skilled and agile fighter. Raksha trusts no one's loyalties to Gazrath but her own, and she has spies, usually female, with every other officer in the army, including Volper and Kazor. The orc Dalai is also one of Raksha's spies, although she has long since determined that Myrella is harmless. Raksha also arranged for the presence of Urshak-the-Bear as Gazrath's bodyguard; suspicious of everyone who comes in contact with her General, she should be treated as an obstacle to potential assassins. Raksha speaks and reads FAIR common.

Volper (Uncle Fox)

An uruk in his later years, he limps from an old wound, and must use a staff to walk. He wears no armor except for a quilted tabard with four red concentric circles on the front and back - the garb of a priest of Kethrin, the warrior's god.

Volper was a mercenary until his crippling injury, and is now a priest of Kethrin and the chief strategist for Gazrath's army. His experience in the field, and patient book study after his injury taught Volper a great deal, and he has been passing ideas along to Gazrath, as well as designing siege equipment and war machines. Volper cannot command because of his injury, but he has a considerable influence on Gazrath, which he utilizes to season the uruk's charismatic leadership with wise planning.

Volper's rank as a priest of Kethrin should forbid his taking such an active role in an army; he is sworn to neutrality, to treat all fighters as his sons and daughters. His life is sancrosanct; no fighter who honors the code of Kethrin would touch him (Gavin will recognize him as a priest by his garb). Volper had long internal moral struggles in laying aside his neutrality for Gazrath's cause, fearing the possible wrath of his god. The justification for his actions: Volper honestly believes that Gazrath is the Radisha, who will conquer the world, and it is his duty to help this come to pass. Volper's loyalty to Gazrath is absolute, and he would die for him, if necessary.

Volper speaks AVERAGE common, Reads and Writes.

Sunja

Sunja is small for an uruk; her hair is a dirty blonde, her eyes large and golden. She does not wear armor, but manages to keep herself and her clothes relatively clean and neat. She wears several amulets, and a dagger made from a dragon's tooth. Sunja is an eccentric and unpredictable personality. She is quite vain, and bathes almost daily. Her clothes are all of fine fabric and embroidered (mostly looted from the wardrobes of High Crag), but do not always fit well. She bosses the orcs around like a spoiled princess, and has been known to fry one for petty reasons. The effect that her magic has on ordinary orcs amuses her, and she sometimes indulges in lavish pyrotechnic displays, from her tower, or swooping down on a village on the flying carpet she appropriated when the castle was captured. (She has managed to appropriate almost every magical item in the entire castle for her collection.)

Despite her petulant temper and a penchant for theatrics, Sunja is a formidable mage, particularly with fire spells. One of her amulets gives her total invulnerability to fire, another deflects up to 40 pts. per melee round of missile damage. Her rings include Invisibility (which she rarely uses) Feathertall, Fairy Fire, and Grand Entrance (creating the characteristic flash of flame and puff of smoke that usually precedes Sunja's appearance anywhere).

Sunja will sense magic use if she is ever within 50 feet of the players. At that time, she will:

1.) stand and shout, "Alright! Who's hoarding magic?" until someone gives up an item (10% chance) or breaks for a door (15% chance), whereupon she will fry the runner, and be satisfied, or

2-9.) start slowly to circle the group of players and orcs, staring at them until she zeroes in on one of them, or (25%) someone breaks for the door (same reaction as before), or

10.) nonchalantly appear to go about her business, but be sensing until she has found one or more of the players, then have the urukhai guards pick him up "for questioning" so she can "interrogate" him in privacy.

Sunja is FLUENT in common, elvish and orcish, and reads and writes in all three languages.

Kazor

Kazor is tall and lean, with a dark, thick beard and close cropped hair. His eyes are dark and musing, thoughtful. He is an experienced soldier who has worked with humans extensively, and he is FLUENT in common. He has served with Gazrath for several years, and is loyal to him, although he offers no opinion on whether his friend is the stuff of which legends are made.

Kazor is a man of action, and is rarely in the castle, preferring to ride on patrol, or drill the orc troops in the villages, or go on raids, particularly after horses. Kazor is an excellent horseman, and is far more at home in the saddle than in the officer's council. He is on the lookout for orcs who have some experience or talent with horses, in hopes of starting some orcish cavalry.

Urshak-the-Bear

Urshak-the-Bear is built like a great bear, with all the brawn of a buffalo but the brain of a turnip. He towers even over Gazrath, and has been known to fold a disrespectful orc into a small neat package suitable for gift wrapping. Trained as Gazrath's bodyguard, he follows Gazrath everywhere he goes (except the privy, and Myrella's chambers, where he waits outside the door).

Being such a bright fellow, Urshak's attention span is about fifteen minutes (before dropping off into an easy slumber, at almost any opportunity). He will awaken quickly enough should something of interest occur, but will not be pleased if awakened for nothing.

Urshak likes food, beer, and sleep; he will obey Raksha or Gazrath without question, but tends not to be interested in much else. Urshak speaks PIDGIN orcish.

Dalai

Dalai is an orc wench assigned to serve (and keep an eye on) Myrella. Her hair is dark and curly, she is relatively clean, and her clothes are of reasonable quality (Myrella bullied her into bathing).

Dalai likes her job; it's a good deal easier than living in the villages, particularly since her Rat clan is not well represented in the valley below.

Dalai even likes Myrella, and is trying to make life as easy as possible for her. She taught Myrella a good deal of orcish language and customs, and has, in return, picked up an AVERAGE level of common, although Dalai will play dumb if she thinks anyone is around.

Despite her fondness for Myrella, Dalai is loyal to Raksha and Gazrath (in that order), and will not cooperate with any plots against them. Dalai will only fight if she has a fair chance of winning. She is a master of surrender now, stab in the back later, and nearly always has a weapon concealed.

LOCALES

The Valley of High Crag

The valley of High Crag lies around twenty miles northwest of Lake Faldi, and is approximately seventy five miles from the free city of Mandalai. The Pass River flows through the valley from its source high in the Peace Mountains to empty into Lake Faldi, and for generations the Pass Road has followed the river as an easy route through this part of the mountains.

Near where the Pass River flows into Lake Faldi nestles the town of Faldi. Other small villages and freeholds lie scattered on the lakeshore or in the hills nearby. The Sworn Swords have quartered themselves just outside of Faldi, and it is from here that the player characters will begin their mission.

The castle of High Crag sits on a rocky bluff nearly ten miles from the begining of the valley, and commands a wide view of the road and the river below. The valley is about a mile wide, with slightly rolling hills that rise from the river banks to the sudden steepness of the mountains. Thick forests cover most of the valley floor, thinning out on the mountainsides. Dominating the eastern skyline is the jagged peak that gives the valley its name.

The orcs have taken over the village that sits between the river and the road. A bridge spans the river at this point, and a side road branches off to wind its way up the steep bluff to the castle. One village very soon proved inadequate to house all of Gazrath's followers, many of whom were from different clans, and distrustful of each other. Other villages were built along a five-mile strech of the river, and the most numerous clans settled in them. The Badgerclan found caves to the west of the castle, and claimed these underground passages for their own.

Game is extremely scarce near the villages, and hunters are forced to go further afield for food. Domestic livestock is also rare, since orcs do not always understand the the value of saving an animal for wool or milk later when it can be eaten now. Fields for limited grain and vegetables surround the villages, although the orcs are indifferent farmers. Autumn raids on full barns are far preferable to toiling in the sun all summer.

The living conditions in the different villages are quite similar. Huts are generally mud and wattle with thatched roofs, and are about nine feet by twelve feet, with an open door and no windows. Straw and leaves provide bedding, with old furs and cloaks for covering. Occasionally there is simple furniture, like chests or trestle tables, and a fur hung at the door for a curtain. The huts are crowded, housing 1D8 + 4 orcs; orcs tend to stay in the same hut with others of their original clan group, and are usually (80%) reluctant to admit a stranger into their midst. A newcomer to a clan village can sometimes have difficult time finding a hut that will accept them, and there is only a 5% chance of an empty hut in any given village.

Cooking and other domestic chores are done outdoors, and generally by orc women. Older children gather wood and tend what few animals there are. The adult males hunt and drill in weapons skills, while the younger males watch eagerly, and practice with sticks on their peers.

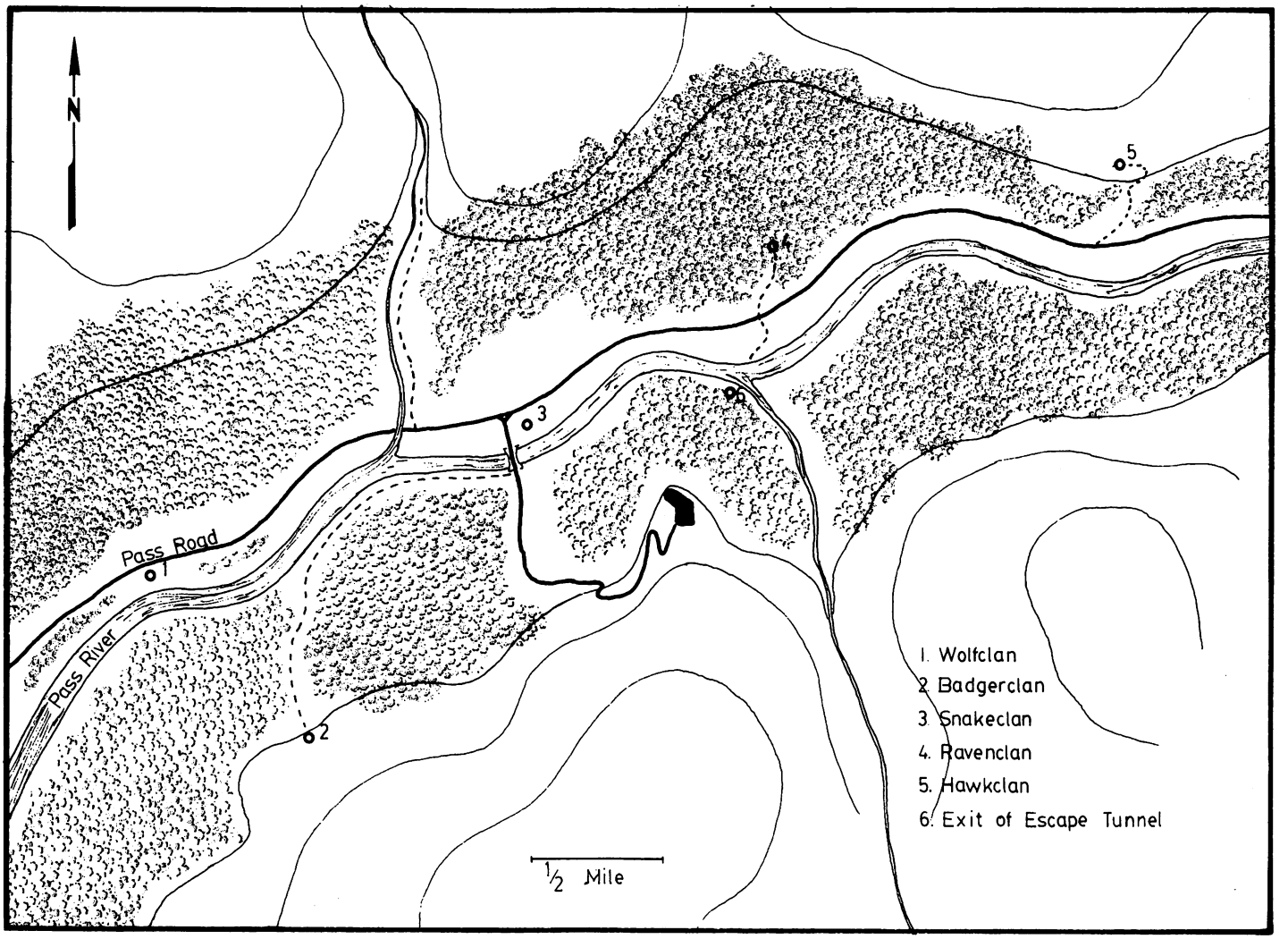
The chieftain has a hut of his own, with some furnishings, and several women who do all the chores. All hunters give a portion of their catch to the chieftain, and he also receives the best of all the spoils in a raid, and the best fruits of the fields. The armsmaster, an uruk assigned to the village to drill the soldiers, also receives his own hut, any women he wants, and a chieftain's share of the food. His urukhai assistants (1 assistant per fifty warriors of the clan) share a hut, but demand, and receive the same preferential treatment.

The major clans that have villages of their own are the Wolfclan (1), the Badgerclan (2), the Snakeclan (3), the Ravenclan (4), and the Hawkclan (5). Other minor clans include the Ratclan, the Bobcatclan, the Foxclan, and the Boarclan; members of these clans are distributed among the five villages. Generally, these minority clans group together into small enclaves, sharing a hut or two on the edge of the village, only partially accepted by the majority clan.

Each of the major clans and their villages are described below. The clan leadership and any customs and traditions unique to the clan should be considered general knowledge, easily obtained by the player characters in conversations with orcs. The GM should note however, that any one clan's view of another clan's leadership or lifestyle is apt to be distorted, due to the natural distrust between clans.

The Wolfclan

The Wolfclan is the largest of the clans that have flocked to Gazrath's banner, and is notorious for having undergone more changes in leadership than any other clan in the valley. The present chieftain has held his rank for less than a month, and already has proved to be a cunning and ruthless leader, by eliminating most of his predecessor's supporters. He calls himself Lupus, and so far he has been a staunch supporter of the Radisna. He has also killed two challengers of his poston in duels, and is reputed to be one of the best swordsmen in the valley.



The village is fairly large, with a total population of around five hundred and seventy; just under half of these of are women and children. Due to the size of the clan, it is the most tolerant of newcomers and strangers from other clans; about 15% of the orcs living in the Wolfclan village are from the smaller minor clans. It is also the least organized of the clans, with little coordination as to who goes hunting when, or when any given group or individual is expected to show up for weapons practice. There is only a 20% chance that anybody will notice the player characters as newcomers and try to incorporate them into a hunting party, drill group, etc. Generally speaking, there are plenty of rumors, but no one really knows what is going on.

The other notable feature about the Wolfclan's village is the great number of large wolflike dogs that live with the orcs. As a symbol of the clan, the dogs are special to the Wolfclan, and many are trained to hunt or defend their master's belongings. There is a 40% chance that any given hut will have 1D3 of these wolfdogs living within. The wolfdogs usually (60%) stay with the same group of orcs, and some (30%) are attached to a particular orc as a hunting or fighting companion. The remaining 10% of the wolfdogs are young beasts who have not yet settled with any masters. Should the player characters attempt to attract one of these wolfdogs (by feeding it and stroking it etc.), there is a fair chance (SR vs MAG if it is unattached) that it will stay with that character even after the scented disguise has been discarded (the GM should note, however, that the wolfdog would be scarcely more than a puppy, enthusiastic, but totally untrained). The other wolfdogs will ignore the players as long as they do not threaten the dogs or their masters, and as long as their orc-scent is reasonably fresh (four hours or less).

The badge of the Wolfclan is usually a wolf's head stitched onto the tunic. If the players have used clothing from prisoners, or copied the badge, the authenticity will not be questioned. Without the badges, however, they will be constantly asked their clan, and most (80%) Wolfclan males will not believe them. If the players persist in pressing their Wolfclan allegience, they wil need to use a very good story (possibly based on facts garnered from the prisoners) or be prepared for a fight. It would be far safer to quickly pick another clan allegience.

The Badgerclan

The Badgerclan were cave dwellers in the Peace Mountains, and managed to find caves to live in even in the valley of High Crag. They were never farmers, but excelled in digging and mining. The clan is reputed to have had great wealth in gold and precious stones. This rumor made them targets of many a raid from other orcs. It is no wonder, then, that the Badgerclan is very distrustful of other clans, rarely permitting strangers into their caves. The Badgerclan's leadership is another common subject for derision around the cookfires of other clans. The chieftain is named Dakar, a strong and able fighter, but in all matters other than fighting, he answers to his mother. Heggritt is a spry, shrewd, dominating old woman, who also serves as shaman for the clan. She knows a good deal about herbs and potions, and has a fair amount of untrained talent

for magic. A crystal ball is her most prized possession, which she can use successfully for scrying 80% of the time. Should the players arouse her suspicions (and the Badgerclan orcs are very suspicious), she will most certainly use her crystal ball to find out more about them - and will see them as they truly are. Heggritt's loyalty to Gazrath is not absolute. She will take any action she considers necessary against the players (probably starting with a knife in the back, or poisoned wine...). Dakar himself is an impressive leader by appearance only, loyal to his mother and the Radisha, in that order.

There are very few (3%) of the minor clan orcs living in the caves; the Badgerclan is not hospitable. The caves are damp and overcrowded, with a population of about two hundred and fifty, yet the orcs prefer the caverns to any hut. Living in such close quarters, most of the Badgerclan know each other at least by sight, and would be quick to spot a stranger, even if he were wearing the dark beads and badger claw necklace that serves the clan as badge. The cave entrance is well guarded by sentries, and strangers who would enter (or are caught sneaking around) are brought before Heggritt.

The Snakeclan

The Snakeclan occupies the original village, having killed, driven out or enslaved the human peasants who lived there. Having been with Gazrath since the capture of High Crag, they have a certain snobbish pride about their service to the Radisha (as opposed to that of these "raw recruits") that does nothing for their popularity with the other clans. The Snakeclan is jealously protective of what they consider to be their exclusive rights, such as the protection (and the occasional collection of tolls) of the bridge over the river, or to hunt meat for the General's table. The clan members will not take kindly to another clan or individual performing an act of personal service to the great Radisha, or even calling particular attention to themselves in a favorable way.

The snobbish attitude of the Snakeclan makes them the butt of jokes all over the valley, but they are generally given a measure of respect (to their faces). This respect is prompted more by the poison the Snakeclan uses on their blades, however, than any influence they might have with the Radisha.

The chieftain of the Snakeclan is a lean narrow-eyed fellow, named Rattler. Rattler is known for his slippery, flattering tongue (when in the presence of his superiors), and his skill with the bullwhip (reserved for inferiors). A politician among orcs, Rattler seeks to promote himself and his tribe with the uruk-hai leaders (to the detriment of the other clans, of course) with his fast talk and ready wit. He spends most of his time at the castle fawning on his superiors, leaving the running of the clan to his deputies. Because of the clan's affiliation with the snake as its totem, Rattler has been exposed to snake venom to the point that he has a +5 to all his saving rolls versus poison that is of reptilian origin.

Snakes, both poisonous and non-poisonous, are common throughout the Snakeclan village, and serve the very useful purpose of keeping down the pests like rats, mice, and kobolds. There is a 10% chance at any given moment a player is in the village that he will see a snake nearby; however, the chance that it is poisonous is only 20%. The majority of Snakeclan orcs have a 1D4 bonus to their saving roll versus snake venom, and can handle even poisonous snakes safely 80% of the time. The snake is a motif on their clothing, and some wear belts or headbands made of snakeskin, which is the closest the clan comes to having a badge.

Of the entire population of the village, 10% are either orcs of minor tribes or enslaved human peasants. The other orcs are treated as inferiors but are not otherwise bothered. The humans are slaves, (there are about forty of them) and do much of the hard labor in the fields and the village. The total population of the village is about three-hundred and sixty, with about two hundred fighters.

The Ravenclan

The Ravenclan orcs are woodsdwellers, used to living a semi-migratory life, following game trails through the mountains. Skilled in hunting and tracking, the Ravenclan orcs are also excellent archers. However, they are notorious for raiding other orc clans, and poaching game from another clan's territory. They are also scavengers, like their clan totem, and would rather steal meat than hunt it themselves.

The chieftain, Shagrat, is small and dark like most of the Ravenclan orcs, with shifty eyes and an unpleasant smile. His loyalty is to himself alone; he follows Gazrath only in the hopes of good pickings later. Meanwhile, one of Gazrath's officers makes sure that Shagrat and his clan have all they need (Gazrath and Volper are too arbitrary in such matters for Shagrat's taste). It is well known among the other clans that the Ravenclan gets more than their fair share of food and weapons, and they are suspected of robbing traps and snares. However, Shagrat's reputation for boiling oil and arrows in dark keeps complaints to a minimum.

The Ravenclan live in treehouses above the forest floor. Climbers since childhood, the Ravenclan are at home in the tree branches, and can travel almost monkey-like from tree to tree. They prefer guerilla tactics to pitched battle, and are used by the Radisha primarily as lookouts, scouts, and as an archer corps.

The treehouses have doors cut in the wood floors, with rope ladders leading down to the ground, or to an adjacent treehouse or a convenient branch. Walls are plaited branches or mud and wattle, with thatch roofs. Cooking is done on the ground. The ravens and crows special to the clan perch in the trees or on the houses. Some are trained as pets, but are not particularly useful as defenders or hunting companions. However, they do make alot of noise should they be disturbed at night (by intruders, for example).

There are around 300 orcs in the treetop village, and about 120 are fighters. Another 3D20 orcs of minor clans have built a cluster of huts on the ground nearby, and watch for anything of interest the Ravenclan orcs drop. The Ravenclan orcs use no particular badge since their general physique and ease in the upper branches marks the clan members. (GM's note: should the player desire, Shanlin's orc guise would permit her to pass freely as a Ravenclan orc.) The Ravenclan orcs are distrusted by the other clans, and are not friendly with outsiders, but the minor clans are (75%) usually hospitable.

The Hawkclan

The Hawkclan is a small obscure clan that inhabited the wilder sections of the Peace Mountains. There are only about 200 in the entire clan, and of the 80 males who are fighters, 20 of these are Hawkmasters, skilled in falconry rather than weapons. Hawkmasters use both small falcons and the large hawks that are the clan's totem, for messages, hunting, and fighting. The hawks respond to whistled signals, and are trained to attack on command from their master. In battle, the hawks' talons are sometimes dipped in poison.

The Hawkclan have settled on a hill overlooking the river, some distance from the other clans. A well-organized group, they have built reasonable cottages of logs, mud, and wattle, snug mews for their hawks, and even a crude log palisade around their village. The other clans are a bit in awe of the Hawkclan, with their aloofness, their fierce birds, and their human-like organization. Indeed, the Hawkclan orcs consider

most of their cousins' clans to be barbaric.

The Hawkclan chieftain is uncommon as well, being older than most chieftains ever live to be. Talons is a Hawkmaster and a warrior, lean and greyhaired, with but one good eye. His favorite fighting hawk still sits on his shoulder, however, and no one has challenged his leadership in ten years.

Gazrath is impressed by the hard work the Hawkclan orcs have put into weapons drilling, and has been heard to wish for a thousand more just like them, which did not endear the Hawkclan to the other clan chieftains who heard him.

There are some orcs of the minor clans living in the Hawkclan village, doing menial work for this small privilege; however, the living standard is high enough so that, even as servants, they don't mind much.

The Hawkclan does not have a formal badge, but clan members generally wear garments in good repair, and frequently use feathers as adornment.

The Bearclan (uruknai)

The Bearclan is not a clan in the normal sense, but a mercenary company, using the bear as a totem. Comprised entirely of uruknai, they are 200 seasoned warriors who have fought for hire until recently, when the opportunity arose to strike out on their own. Under the leadership of their young General, Gazrath, they have been successful in several previous campaigns and captured High Crag, giving them a secure base.

Now the company is housed in the barracks in the castle and spend much of their time keeping in shape, drilling the orc troops, or in recreational activities. The lack of any real action is harder on the troops than on their commander, and they have become even more rowdy and restless than uruknai troops usually are. Occasionally groups (1D10) of uruknai go to a nearby village to carouse, rough-house a few orcs, or chase some wenches. Any orc caught in the vicinity of the barracks without a very good excuse (like players) is likely to become a fair target for entertainment and amusement for the bored soldiers.

There is an officer-type for every 10 men-at-arms, so there is a 10% chance that any uruk the players may encounter will be an officer (uruk type A). The uruknai generally wear chain mail (80% of the time), but wear only leather occasionally. Their principle weapon is broadsword, and they are trained to use shields. There is a 10% chance that an uruk also knows how to use a whip.

The clan has recently contacted the women and children of the Bearclan, and invited them to join the clan at High Crag. Now the uruknai eagerly await the arrival of women of their own race.

Although the official badge of the clan is a rearing, snarling bear, not all the uruknai actually wear the symbol; only half of the company even have anything close to a uniform.

The Kobolds

The Kobolds in the valley of High Crag are not a clan by any orcish standards, but an unavoidable nuisance, in the same general category as rats and cockroaches. Kobolds shadow any large gathering of orcs, as camp followers, scavangers and thieves. No item left unattended is safe; there is always a 40% chance that anything not tied down or guarded will swiftly vanish into eager little hands. (This explains partly the orcish tendency to hide, rather than use or display, any valuables they have.)

Kobolds are, by nature, extremely inquisitive (you might say nosy), and are also tremendous gossips among themselves. A kobold has a 45% chance of knowing any rumor on the Rumors chart, despite his location. The GM should remember, however, that kobolds are terrific liars, and will likely embellish or even make up (60% of the time) an interesting story rather than tell the truth. If interrogated with some show of force, a kobold will repeat rumors as he has heard them, but the GM should limit the number of rumors the kobold spills to 1D4, selected randomly. The kobolds may take revenge on the players for mistreating one of their number by trailing them and causing problems.

Should the players elect to spend the night in the woods rather than staying in a village, there is a 60% chance that 6 + 1D4 kobolds will attempt to pilfer them or their camp. If there is a player on watch, he must make a saving roll against DSC in order to notice the thieves. (If there are more people on watch, saving roll on the highest DSC for the chance that anyone notices the kobolds.) A successful raid by the kobolds will take most of their food, small weapons (daggers, etc.), any shiny or otherwise possibly valuable items (such as jewelry, small sealed boxes, any coins in belt pouches, or magical-looking wands, flasks, rings, etc.), and there is a 15% chance they will have stolen the potion and scent-bottle of the players' orcish disguise.

The Castle of High Crag

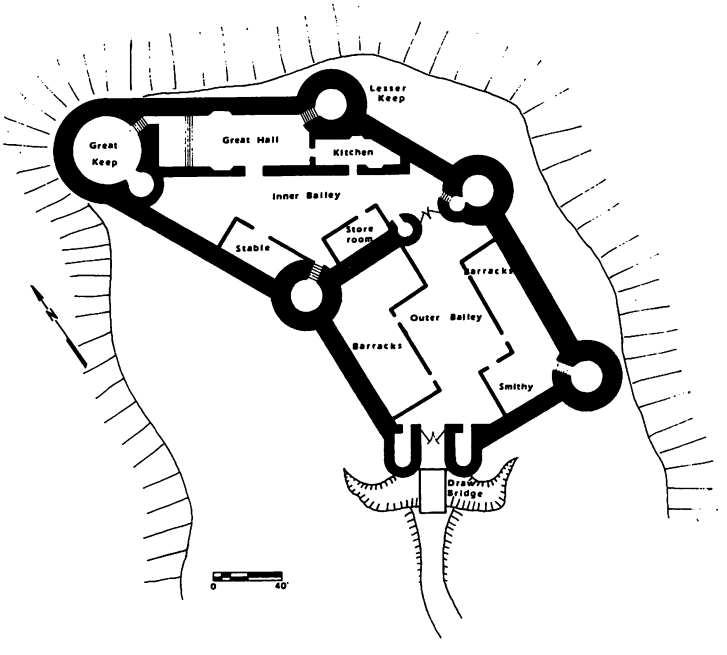
The castle sits on a rocky outcropping of the Peace Mountains, overlooking the valley below. It is surrounded on three sides by steep rocky slopes that are difficult to climb and exposed to the castle's defenders. The only easy approach is from the causeway that winds its way up the hill from the valley to the castle gates, with its defending towers.

The castle is very old, with some sections, like the Great Keep, dating back some 800 years. It is a solidly built fortress with thick stone walls and few windows, designed for defense rather than as an elegant residence. The walls are approximatly 30' high, with a crenalated top, and are wide enough for several to walk abreast. Guards patrol the wall at all hours.

To the left of the front gate are a number of barns and corrals for the small herd of horses the uruknai have, and huts to house the orcs who look after them. The horses are well guarded at night, since many orcs still consider horses meat on the hoof.

The Outer Gate

The causeway snakes its way up the face of the bluff, doubling back on itself and winding around until it reaches the castle gates. A heavy oaken drawbridge



crosses a deep chasm cut into the causeway just before the gates; the drawbridge is down. The twin gate towers overlook the narrow passage over the drawbridge and through the massive iron portcullis into the outer bailey. Numerous arrow slits line the upper levels of the towers, and orcs can be easily seen on the flat roofs of the tower, watching the road.

Four orc guards in chain mail (1 type A, 3 type B) are on watch at the gate, and will demand to know the business of all who would pass inside, particularly if the would-be visitors are mere orcs. A bribe will (80%) work as well as if not better than a plausible excuse. The orcs seem less interested in anyone leaving the castle, and will only stop them if an uruk officer is present (25% chance) or if something arouses their suspicions.

If any of the players takes the time to look at anything in the gateway beside the guards, they will almost certainly notice that the portcullis above them is twisted and warped, as though blasted with great heat, and may also note that the chains that work the drawbridge are rusted and worn. If Gavin notices this or is informed of it, he will realize that the front gate cannot be shut, and that the drawbridge probably cannot be raised.

The Outer Bailey

The outer bailey is a large courtyard with two-story barracks and a smithy lining its walls. A stone well is near the tower in the northeast.

The barracks have become the home for most of Gazrath's Bearclan urukhai mercenaries. Several large cookfires have been set up and the courtyard is usually teeming with off-duty urukhai, orc menials and wenches, and the occasional kobold scavenger. The urukhai spend their time gambling for odd trinkets, grousing about the food and women, maintaining their armor or weapons, or engaging in serious drinking and playful wenching. Consequently, the courtyard is busy from dawn until fairly late at night.

There is a 10% that an uruk will nail one of the players as s/he passes with a "Hey, you - dungrat! Come here!", and give the unlucky soul some menial task to perform - chop and/or fetch wood, turn the spit, fetch water, shine boots or mail, etc. The GM should increase this chance by 10% for every 5 minutes the players remain loitering in this area with nothing apparent to do. (GM's note: the urukhai will not give menial orders to Biglug or Gavin, who appear urukhai while disguised, but may engage the latter in conversation about where they're from, etc. Needless to say, an uruk has a different sort of job in mind if he nails Shanlin).

The Inner Gate and Guard Towers

Two bored-looking urukhai guards (type B) stand beside the open gates that lead to the Inner Bailey. Unlike their counterparts at the Outer Gate, the guards take more notice of those departing the castle, though any orc entering the castle without apparent legitimate business (i.e., carrying supplies, bearing a message, etc.) will be told to report to the kitchen at once (20% chance one of the guards escorts them there).

The gates themselves are heavy oak reinforced with iron, and appear scorched, but otherwise in good shape. These gates are closed at night, and one must know the password to gain entry.

Except for the Great Keep and the tower known as the Lesser Keep, all the towers serve primarily as guardposts, with some storage on the lower two levels, and archer's windows on the upper levels. There are orcs and urukhai sentries in the towers and on the walls at all hours; however, vigilance is frequently less than keen, and they are quite likely to miss something going on under their noses (80%) unless it is very noisy or ludicrously obvious.

The Inner Bailey

The Inner Bailey is a long narrow courtyard paved with flagstone, although weeds and grass are plentiful in between the stones. Along the one wall of the Inner Bailey is the long stone structure of the Great Hall and the Kitchen, with access to the Great Keep and the Lesser Keep. The stables stand along the opposite wall, along with a guard tower. There is also a storeroom on the wall between the Inner and Outer Bailey. A stone well is in the corner near the Great Keep. There is less pedestrian traffic here than in the Outer Bailey, but even so, loitering orcs are likely to be suspect, or put to work immediately - particularly by Reenna, the cook.

The Storeroom

This windowless stone building contains supplies of food staples like flour, beans, etc. A 10' by 10' closet within is enchanted with a Cold Spell and serves as a deep freeze for meat. The door has a complexity 3 lock, and Reenna has the only keys.

The Tower

The Tower's main function is to provide quick access to the walls and upper level watchposts. The lower levels are sometimes inhabited by 1D4 kobold scavengers (20% chance) or (5%) as a secluded spot for a private rendezvous with a favorite wench. The GM should note that anything said in the tower can be clearly overheard by anyone on the next level up. There are doors on the 3rd level leading to the walls.

The Stables

There are stalls for fifteen horses here, but only twelve are occupied. These are relatively good animals, including three war-trained mounts belonging to Raksha, Kazor and Gazrath. If Kazor is not otherwise occupied (see Timetable below), there is a 20% chance he is here, tending his horse. Three orcs (type B) have been assigned the job of maintaining the stable; Kazor makes sure they do it right. They sleep in the loft at night, and two are light sleepers. Other lower quality horses are kept in a paddock outside the castle walls.

The Kitchen

The kitchen has a greasy flagstone floor, two large fireplaces, several scattered tables and benches, and many dirty dishes. Along the outer wall is a row of shelves with many labeled jars of herbs and spices, mostly empty. Next to the shelves stands a barrel of very hot, curry-type spice that is the cook's personal favorite.

The chief cook, Reenna, has been with the Bearclan mercenary band for years, and no one ever complains about her cooking, lest she add them to the pot. Reenna is an uruk, six feet tall, well muscled, tattooed and fat. All the drudges, both orc and the few surviving humans, are terrified of her and her sharp steel cleaver. Kitchen drudges don't last very long, and Reenna is always on the lookout for more help. Reenna and her helpers sleep in the kitchen, usually bedding down by ten and rising before daybreak. (The urukhai guards at the Inner Gate are under special orders not to let her staff get away, and anyone who has spent more than a hour here will be reeking with the smell of food and spices.)

If any of the players get trapped in the Kitchen, they are going to have to pull a fast one to escape, or try to sneak out at night - and the other drudges are not going to help them. The advantage to being drafted into the kitchen crew is that it should be relatively simple to get access to food meant for Gazrath, Sunja, Myrella, etc., and possibly even to serve it.

The Great Hall

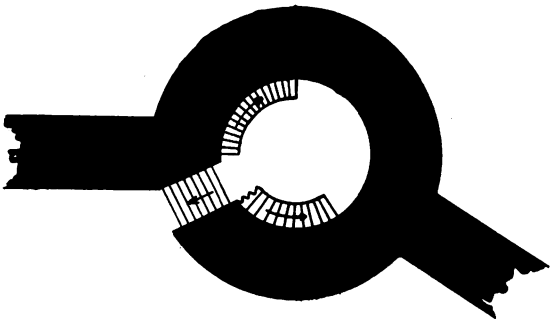
The once magnificent Great Hall is in a sad state of disrepair; the rushes that covered the flagstone floor are old and dry, barely hiding the piles of old bones, grease and excrement under the tables and in the corners. Even the few hangings left on the walls are shabby. Windows, high in the west wall, cast some daylight into the vast room; the only other lighting is from the two hearths and numerous candles and torches. The main doors are oak reinforced with iron, and the locks are broken.

On the north end of the Hall is a raised area, upon which stands the lord's table; the pelt and head of a great bear hangs over Gazrath's seat. A small arched doorway in the north wall leads to the Great Keep, two to three uruk guards (type B) are on watch here at all times, in four-hour shifts. Players will need a very good alibi to get past the guards; for the latter know the officers, clan chiefs and usual servants by sight.

On the south wall are two arched doorways; one leads to the kitchen, and the other to the Lesser Keep. A single uruk guard (type B) stands here, but there is a 25% chance he has temporarily left his post to get a beer, particularly if the Hall is busy and none of the high ranking officers are present.

There are at least 1D3 dogs and 2D6 urukhai officers and orcs in the Hall at all times. During meals (approximately noon and 6:00pm) there are 1D10 dogs and 6D10 urukhai and orc chieftains present. During the evening meal, and afterwards, there are orc wenches serving wine and ale, and there are usually bawdy songs, dancing girls, and a number of after dinner speeches (given to enhance one's own reputation, generally quite boastful, on any subject from fighting to women). The party generally dies down to a drunken stupor by midnight, and 4D6 urukhai and orcs end up literally under the tables.

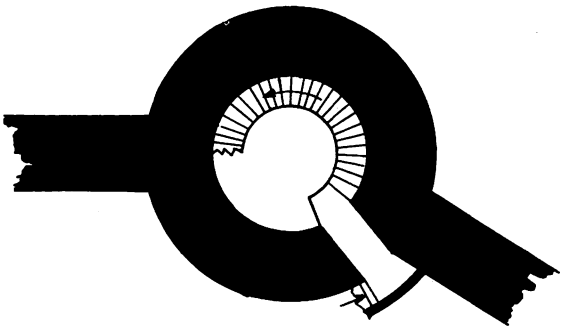
Generally, the orcs and urukhai who eat and drink at the Great Hall are officers and clan chieftains, not rank-and-file orcs. It would take a clever bit of storytelling for a player to fit in and be accepted by others around him. If an uruk feels that they do not belong, a challange is quite likely to result. (note: these uruknai are type A) Unless the GM feels that the uruk is out for blood, he will probably be content with thrashing the interloper and giving him to the cook.



The Lesser Keep

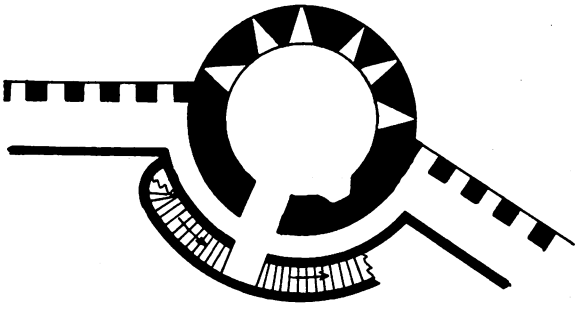
The Lesser Keep is the same size as the other towers of the castle, but because of its proximity to the Great Hall, it has traditionally served as a supplementary living area, as well as a watchtower. At present it has been claimed by the uruk mage, Sunja, as her "Tower of Sorcery", and no orc seems willing to dispute her claim.

From the Great Hall, a short flight of stairs leads through an arched doorway through the thick walls



and into the first level. A wooden staircase winds clockwise almost the entire way around the room before reaching a landing high above the stone floor, where an arched doorway is cut into the wall. Another stairway of stone begins to the left, and winds down to the wine cellars (now mostly depleted) and the dungeons. An iron candle-chandelier hangs down from the high ceiling (the first level is actually two floors high). The stairs up are in remarkably good shape, though there is a chance that any individual step will CREAK abominably (if the character has failed to successfully make a Silent Movement ability roll, a roll 01-20/D100 will produce a loud creaking noise audible in the room above).

There is a wooden door at the top of the stairs, which opens onto the landing; it is unlocked. From this door a short flight of stairs leads through the wall to a covered stairway on the outside of the tower, that winds clockwise up to a landing even with the top of the wall, and the stairway goes up to the next level.

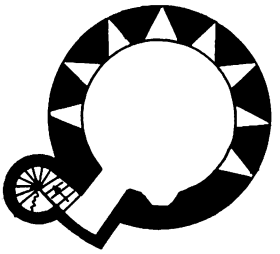


The second floor of the Lesser Keep is level with the top of the walls, and is accessed by a narrow covered walkway that winds around the tower. There is a solid oak door; it is locked and trapped. The lock is complexity 3; if the door is opened without the proper key, 12 Magic Missiles are fired (HACØ 2, 1D6 damage). (If the magical "pass key" in the player's equipment list is used, there is only a 30% chance of setting off the trap.)

The room is 20 feet in diameter, with a number of angled archer slits spaced about its circumference. There is a fireplace on part of the wall, and the floor is solid wood. A desk and stool sit near the windows, and several large tomes sit in an untidy pile nearby. Several rugs are on the floor, and a large copper bathtub sits near the fireplace. Other magical paraphernalia lie about the room - a candelabra, a copper lamp, various jars of rats, spiders and pixie toes, etc., a robe of red velvet, elaborately embroidered with arcane gibberish, a skull (elvish) with a candle in it, and a large, ornately framed mirror.

The room looks like a mage's workshop. It is a mage's workshop, and Sunja is very proud of the decor, most of which is there for atmosphere. She wears the robe when she has guests; it is embedded with a Reverse Missiles spell. The large tomes are the family history and accounting ledgers of the de Monteburk family. The copper lamp glows brightly if rubbed, but otherwise does nothing extraordinary. The mirror can be employed to view the current whereabouts of any single person the wielder commands, if s/he is within 20 miles of the mirror; directions for its use are scrawled on the back of the frame (in orcish, of course). (GM's note: The mirror provides a visual image, but no sound. It cannot show Gazrath, who is psychically invisible.) The copper bathtub is exactly that, and there are towels and soap nearby.

If Sunja is not identified on the time schedule as being somewhere else, there is a 45% chance she will be here in her workshop during daylight hours. She usually takes her bath at around 10:00 am, and will demand the services of several kitchen drudges to fetch the dozens of buckets of water necessary to fill it, and to empty the tub (also by bucket) over the wall afterwards (the tub is too heavy to move when full).



The third level is reached by the outside covered stairway. The door here is also oak and locked, but no lock is apparent on the door. One of Sunja's rings will release the wizard-lock; so will the words "Sunja says" (Sunja has more ego than imagination). A 7D12 saving roll verses STR is required to break the lock manually, and there is room for only two people to work on the door simultaneously.

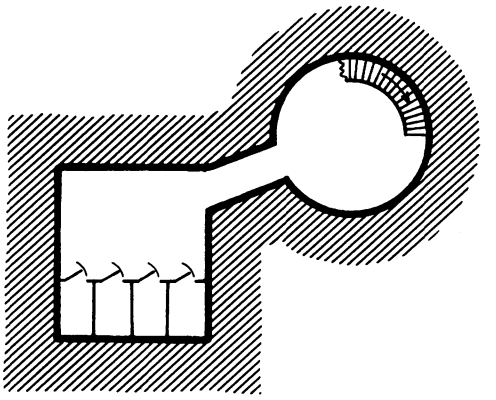
The room is light and airy, having archer slits almost all around its circumference. More carpets adorn the hardwood floor, and there are three large chests and various smaller ones scattered about. Books are piled in several of the window alcoves and in the center of the room is a large, soft pile of pillows, linens and furs with a open book in the middle.

This is Sunja's private chamber; the pile of pillows, etc. is her bed. The large chests are not locked, and contain all the clothes she has confiscated from the castle's wardrobes. Smaller locked (complexity 2) chests contains silverware, goblets of pewter and silver, and jewelry of moderate value. The books are on all subjects, written primarily in common, although the one open on the bed is in elvish, and contains rather pornographic love poems.

Sunja is here 30% of the time during the day, and 90% of the time between midnight and 10:00am - she generally reads late into the night and sleeps in.

One of the carpets near the door is 9' by 12', and is richly woven in purple and white patterns that appear to be like written characters. Upon careful study, one who reads elvish can make out the words "I'm Violet - Fly me!". If addressed by name, in elvish, the carpet will obey simple commands like: up, down, left, right, higher, lower, faster, slower, etc. (It is suggested that the players bring the carpet outside the tower before flying - it does not bend to fit through doors when activated.) Myrella knows how to use the carpet; so does Sunja. The carpet can carry 6 people with a minimum of luggage; if the players insist on carrying bulky things like chests, extra passengers must remain behind or the carpet cannot lift off.

Should Sunja discover anyone poking about in her rooms, she will be furious, and must make a DSC saving roll to remember that she doesn't really want to throw fireballs around in her living room.



The Winecellar and Dungeons

At the bottom of the stone stairs, in the next level down of the Lesser Keep, is the winecellar, lined with huge barrels of ale (mostly empty) and several rows of wine casks,also running low.

A short passage leads to a 15' by 20' room, with four doors on the far wall. Manacles hang from one wall, and a rack and various other accouterments of interrogation are scattered about the room, including spiked manacles, pincers, tongs, a brazier, and a cat-o-nine-tails. A ring of 4 keys hang on one wall.

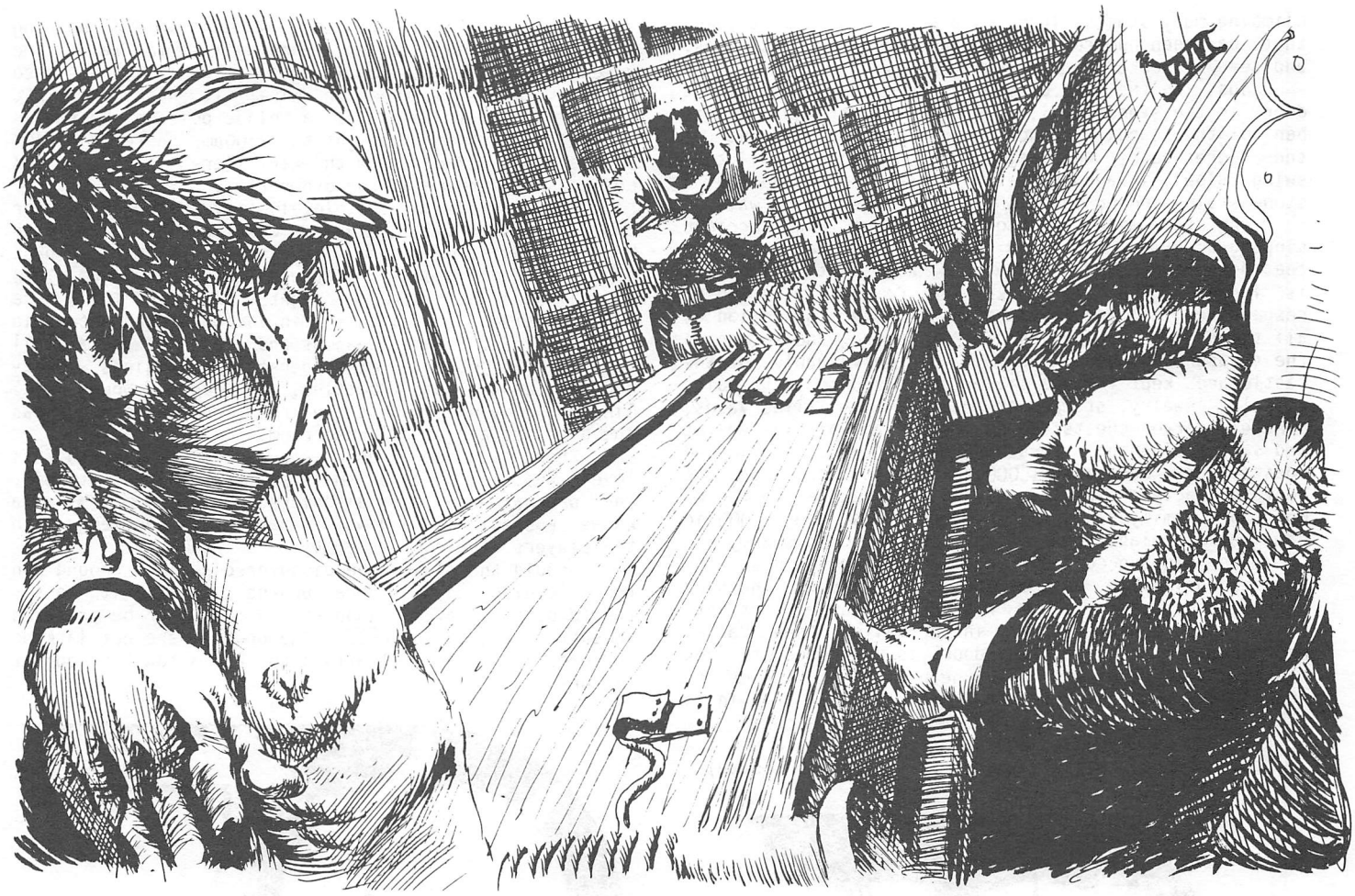
This room is the province of One-Eye, the uruk executioner and torture-master. A big, burly fellow, he wears an eye patch, and generally works bare-chested, the better to advertise his second skill - as a tattoo artist. One-Eye learned torture the hard way - by experiencing it - and has lost both an eye and his tongue to his "art". He keeps much to himself, spending 75% of his time in his torture chamber, occasionally sleeping in a vacant cell, or in a pile of straw in the wine cellar.

Two of the cells are empty, except for straw and rats. The other two are occupied.

One cell houses the scout who never returned. He is bloody and battered, but unbowed; he has lost 75% of his total hits, and is not in very good shape to help out the player-characters or even escape, without some sort of healing potion. Nor will he be easily be convinced that the players are not orcs out to torture or trick him.

The other cell is occupied by the recently captured elf, Ellonir. For every 12 hours he has been held, he will have lost an additional 10% of his total hits from the amusements the orcs subject him to. Ellonir was at first defiant, but by the third day will be extremely depressed and wanting to die - even to the point of goading the orcs into killing him. Like the scout, he will not readily believe the players are friends; in fact, if he is rescued, he will still seek death, feeling that he has disgraced his people. (He will need the attentions of an elvish Healer for full recover.)

The keys to the cells hang on the wall; they are not labeled. The cell locks are old and require 1D4 mr of jiggling even the proper key in the lock in order to open the door.



The Great Keep

The Great Keep is the oldest part of the castle, and has undergone various stages of remodeling and renovation in its lifetime. There are four levels, each 10 feet in height. The circular staircase was added when the rest of the Inner Bailey was built, and goes all the way to the roof. The windows on the third and fourth levels are angled for archers, and decrease in width from nearly five feet to about 8 inches, with a height of four feet on the outside of the wall, which scuttles any idea the players may have had of going in the windows. Since there are no solid interior walls in the Keep, the castle's inhabitants have used wooden screens and partitions to divide the levels into rooms.

The keep was designed for the security of its inhabitants. The lower floors tend to be dark and the upper levels drafty; no one ever claimed High Crag was a luxurious residence.

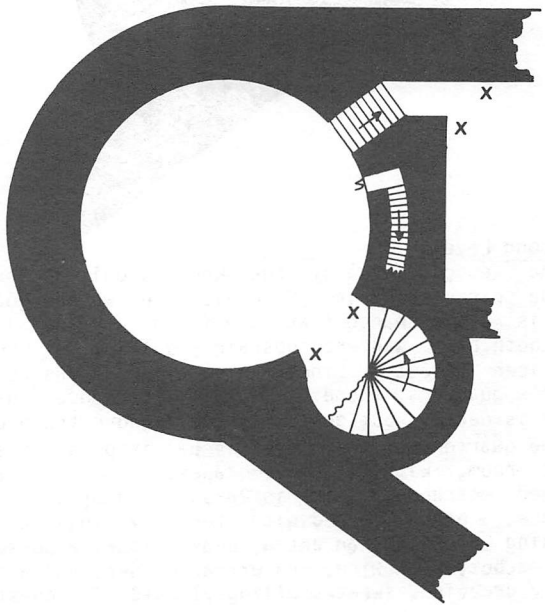
The First Level

The only access to the first level is from the Great Hall, past two orc guards and up a short flight of stairs.

The chamber is 40' in diameter, and is windowless, with a stone floor and beamed ceiling. The room is lit by candles set in wall sconces set approximately every ten feet all around the room. A circular staircase in an alcove leads up to the other levels. Two orc guards (type B) are supposed to be on duty here (X on map); unless the room is actually in use for a meeting, or one of the officers is present, there is a 70% chance one is gone, and a 20% chance both have vacated their post, probably to the crap game on the fourth level.

Directly opposite the entranceway is a large velvet upholstered wooden chair on a dias, with a rich canopy. Other furnishings include smaller chairs, a secretary's desk and two chests in which various records are kept. There is a large conference table, strewn with maps and diagrams of troop maneuvers. A bookcase against the wall contains volumes of the de Monteburk family history, record books going back three hundred years, and other books of a similar vein.

Two wooden screens form a small cubicle that serves as quarters for Volper, who has trouble with

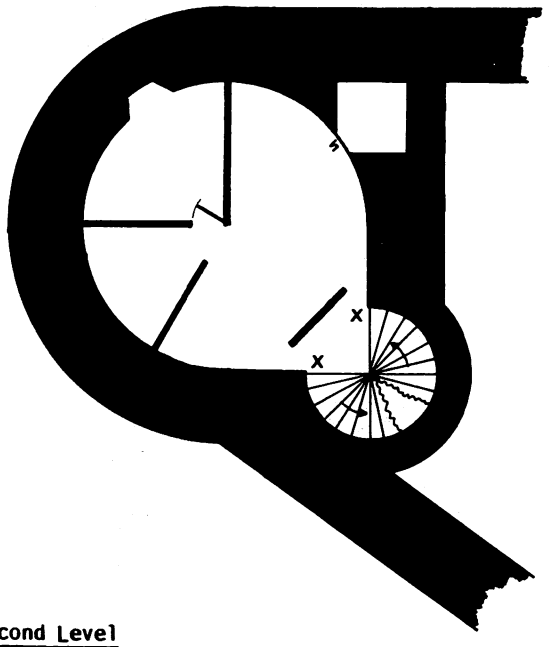


climbing many stairs. There is a small cot and a chest that has seen numerous campaigns, containing clothes, and several books on military strategy.

Just to the left of the entrance way is a secret door in the stone wall. The release for the door is behind the candle sconce immediately to the right of the secret door; when activated the door will then swing slowly inward to reveal a short passage and a stone stair winding down in the thickness of the wall.

The stair winds down to a five foot wide corridor sloping down; the walls and floor are stone. About ten feet down, there is a heavy iron door on the right; it is locked. (The two locks are Complexity 3 and 5, respectively.) These keys are in Gazrath's posession at all times. The room beyond is 20' square, and serves as the treasure chamber. Here most of the valuables of the castle are kept - fine silver bowls and goblets, bolts of silk, jewelry, statues of marble, crystaline vases, ornately carved chests and chairs, piles of fine velvet and satin clothing, furs and rugs, and three locked chests. One contains 1,000gp in 20 leather bags, one contains ancient scrolls giving the castle to the de Monteburk family, and the third contains the 15,000 in gems Gazrath plans to use to buy swords for his army.

The sloping corridor goes on, winding down for about a half-mile, before ending at a door. The door pushes open easily from within the tunnel out into thick bushes near the stream in the valley. (see Valley Map) From the outside, the door is designed to look exactly like the side of the hill. Just inside the tunnel is a hidden switch that will cause a cave-in to occur, blocking the tunnel about twenty-five feet back up the tunnel. Myrella knows of the existance of the switch, but not precisely where it is (+20% to Locate).



The Second Level

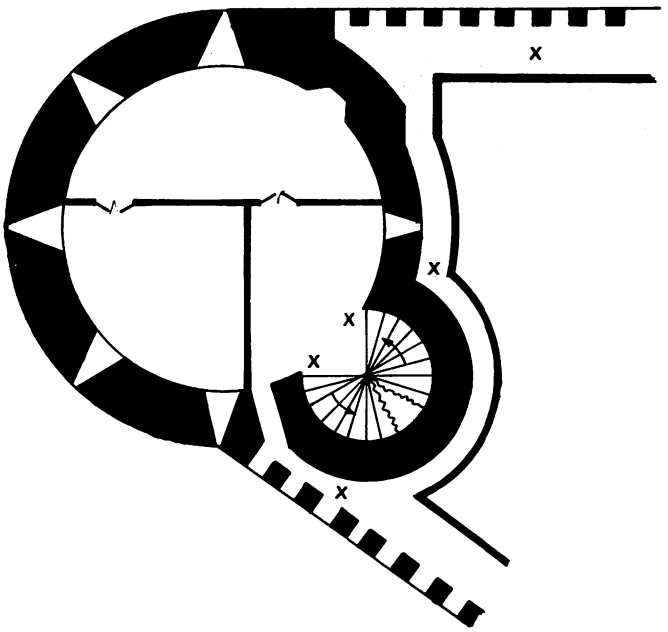
The second level of the Keep is only accessible from the circular stair. Here also are two orc guards; there is a 60% chance that one is absent, and a 30% chance both have wandered upstairs; unless, of course, an officer objects. Since this floor serves as the officer's quarters, there is only a 25% chance that no officer is nearby, but generally they ignore the orcs.

One quarter of the level is partitioned off as a private room, with a heavy tapestry serving as a curtained entrance. This is Raksha's room; there is a fireplace, a bench, a bed with fur coverings, a chest containing clothing, an extra heavy cloak, a purse of 200gp, a bottle of wine, an extra dagger, and a small vial of greenish, sweet-smelling liquid. The chest has a simple (complexity 1) lock. A round shield bearing the rearing bear emblem leans against the wall. The green liquid in the vial is poison, level 10, designed to be used in food or wine; it has only 25% effectiveness if used as a blade poison. Raksha is generally in from midnight to 7:00am; there is a 40% chance that Kazor is with her. There is only a 10% chance she is there at any other time.

The remainder of the level serves as quarters for the officers of the urukhai mercenaries. The remaining bed is Kazor's, unless he is elsewhere; the other uruk have cots or bedrolls scattered about the room. 1D10 urukhai sleep here after midnight; there are 1D4-1 here at other times. The 4 chests in various corners contain spare clothes, small weapons and utensils, and a small cache of 1D20gp each. Other personal belongings - dirty clothes, cloaks, empty bottles, dice, cups, bowls, etc. lie in untidy heaps about the room, and the chamber has the distinct air of a locker room.

There is a secret door (marked on the map) on this level, that leads to a small 10' by 10' secret room. The urukhai have not discovered this room. Myrella knows where it is, and will share this knowledge with the players. The room is empty.

Should the players be discovered poking around on this level by any of the urukhai, suffice it to say they'd better have a <u>good</u> story ready, or be prepared to suffer the consequences. The urukhai are not lacking in orcs, and can well afford to use a few for object lessons. . .



The Third Level

The third level, containing the family living quarters and the master bedroom, is accessible from the round staircase, and a small door of oak that leads out onto the walls. The windows are set with leaded glass, and are barely a foot wide, although they are 5' tall. The door to the walls is barred from the inside.

The two orcs on guard have a 30% chance of both being present, a 50% chance of having one upstairs, and a 20% chance of both being absent. There are also three guards stationed out on the walls. There is a 60% chance only one is there, patrolling the wall, a 30% chance for two, and a 10% chance all three are at their posts, as on the map. These are type A orcs. If Gazrath is in his quarters, Ursnak, his bodyguard, will be sleeping (or sitting) outside the livingroom door. The level is divided into 3 rooms; a foyer, a livingroom, and the master bedroom. The entire level has been claimed by Gazrath as his own quarters.

The foyer has a large floor-to-ceiling bookshelf filled with books on a wide range of subject matter, although there is an entire shelf on astronomy and astrology. A low table sits against the other paneled partition; above the table is a portrait of some de Monteburk ancestor, now defaced and torn by orcish knives. (Most of the paneling thoughout the Keep is knicked and scarred, since orcs have little regard for property, even their own.) A pair of double doors lead to the livingroom (the lock is broken). The orcs on watch in the foyer are primarily there to keep away unwelcome visitors - the only ones they will admit without questions are Raksha, Volper, or Dalai. Ursnak, on the other hand, will only admit Raksha.

The livingroom has been spared the worst of the orcish interior re-decorating, although most of its more valuable articles of furniture and artwork, etc. have been locked safely away in the treasure vault. A great cave-bear skin near the fireplace is Gazrath's contribution to the room; most of the chests and shelves are empty. Double doors lead to the master bedroom - these doors still have a simple lock, but Gazrath occasionally forgets to lock them (40% of the time). However, these doors creak abomidably - a player must roll against Moving Silently at a -25% to open them quietly, even if unlocked.

The master bedroom is paneled on two walls in rich wood, while ornate tapestries hang on the rounded stone wall. Heavy drapes hang at the window alcoves to shield against drafts; these are half-drawn, since the weather isn't quite cool enough yet. The wide bed is canopied, with curtains and an elaborately carved headboard. Gazrath does not draw the curtains at night. A military chest contains clothing and other personal items, and a number of scrolls. These are the various messages from "Karth" (Sgt. Murkin Peddy) and detail various aspects of the swords deal. They are written in Common. The heavy wardrobe contains several rich velvet tunics that almost fit Gazrath, the de Monteburk seal and the old lord's personal jewelry, a spare suit of leather armor, and a set of black chainmail with an elaborate helm, made to fit Gazrath perfectly. A black shield with the rearing bear totem leans against the wall, and a lethal looking double bladed battle axe leans nearby. Several bottles of fine brandy sit on a small table, with four crystal goblets (used; Gazrath never washes dishes).

The only occupant of the rooms other than Gazrath would be the orc woman Yeva, and only after the second night of the TIMETABLE. There is a 20% chance during the day that Yeva is somewhere in the apartment; she will flee rather than fight under any circumstances, being rather simple minded.

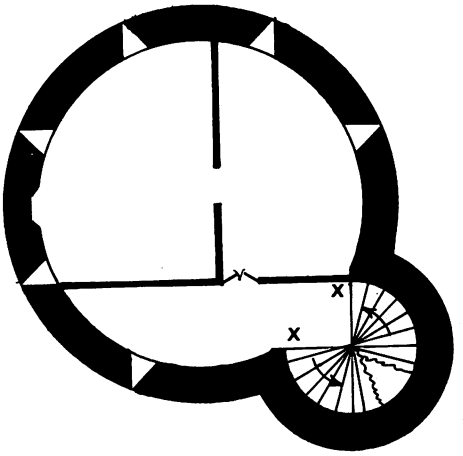
Needless to say, any players caught snooping in Gazrath's private quarters are quite likely to be shredded limb from limb by Ursnak, or cut into little ribbons by other guards, and served to the dogs.

The Fourth Level

The fourth level also served as living quarters for the de Monteburk family; now it is a prison for Lady Myrella de Monteburk, the only known surviving member of the family.

Like the third level, the fourth has hardwood floors, leaded glass in its narrow windows, and partitions of wood paneling. There is a foyer, a large ante-chamber, and a bedroom. Myrella never leaves her rooms.

The foyer is long and narrow, with the stairway on one end. Presumably, there are two orcs on guard here, but the uruk captain in charge of security hit upon a clever (and profitable) way to keep orcs generally near their assigned posts - he started a crap game on the fourth level. As his players lose their money amid ale, baudy jokes and raucous laughter, he sends them back to their posts so new players may take their place. The



game is, of course, slightly crooked - if an orc appears to be winning too much, captain Datroyt has a special pair of dice he will substitute into the play. The orcs play mostly for coppers, with an occasional silver piece to spice the pot. The captain doesn't care who joins his game, as long as he has sufficient orcs to cover the posts when necessary. There are usually 1D8 orcs here - if there are more than five, they are spectators. The pot tends to be 3D10 CP, but trinkets, beltknives, liquor, and women are all legal tender.

A pair of double doors lead to the ante-chamber. These are securely locked from the inside - Myrella can open them, but only Gazrath has the key. The lock is more to keep other orcs out than Myrella in. The orc guards (and dicers) keep Myrella within her apartment. As with the third level, anything of real value has been moved to the treasure vaults for safekeeping (the books, however, have scarcely been touched, unless they were bound with gems or gold leaf). A chest near a window holds Myrella's sewing and embroidery, and a low cot for Dalai sits against the wall. The bookcases hold a variety of titles, with a high number of epic romances and musical scores.

A curtained doorway leads to Myrella's private chamber. A curtained four-poster bed sits off to the left. Heavy drapes hang at the window alcoves, and there is a table and chairs with simple ceramic tableware. Several more comfortable chairs face the fireplace with a thick rug in front of the fireplace. Wood for the fire is stacked in the corner alcove.

Myrella spends much of her time reading or mending the gowns Sunja left to her. Food is brought in by Dalai or another orc; Dalai will get anything Myrella needs (within reason) or carry messages.

Myrella is always here; Dalai is in about 80% of the time. Dalai is careful with Myrella's health and well-being, since her own well-being is threatened should harm come to Myrella, particularly in the human girl's present condition. The orc will defend Myrella against all intruders.

The Roof

The staircase culminates on the flat roof of the Keep, with its crenalated walls. Two orc guards are posted here - there is an 80% chance they are both at the crap game below, except in early morning, when Gazrath takes his morning stroll, surveying the terrain (see TIMETABLE).

Rumors

If the players are to be successful in their quest, they need to gather more information than what the Sworn Swords were able to give them. The primary

sources of this information are rumors heard at the castle and various villages in the valley. The players need to spend some time talking to orcs and urukhai, or at least listening to other conversations going on about them, in order to pick up bits of information that might (or might not) aid them in their mission.

If the players are merely listening to other orcs or urukhai talk, without trying to turn conversation to any specific subject, the GM should roll randomly (1D100) on the Rumors Chart for every hour of game time the players are listening. This determines the subject matter of the disscusion the players overhear. The chart is grouped by clan; if the GM is not sure from which clan are the orcs in question: on a D10, they are 1-3 Wolf, 4 Badger, 5-6 Snake, 7-8 Raven, 9 Hawk, and 10 Refugee. There is a 10% chance that any orc is a refugee, new to the villages and not a very reliable source of information.

The players may try to direct the conversation onto a specific topic. A saving roll verses MAG, with a bonus of 1 for every point of DSC over 12, will get the orcs on a desired subject without arousing suspicions, although the orcs cannot tell them they don't know (see Rumors.Chart). A missed saving roll will earn players dark looks, and a "Whyja wanna know?" from the orcs.

Many rumors on the chart are detailed elsewhere in this scenario, but others are explained below:

The Radisha is so strong that . . . - the GM can fill in the blank with any exploit appropriate for a legendary hero.

A dragon in the castle - a rumor sparked by Sunja's tendancy for pyrotechnics - the rumor of the dragon follows naturally.

Sunja as an uruk mage - the existance of an uruk-mage, and something of her personality, seen from an orc's viewpoint.

Kazor setting up a new tribe - Kazor would like to start a Stallionclan, to be a cavalry corps, but he has no intention of overthrowing Gazrath with it, as some claim.

Other Rumor - another useless rumor, usually about the food, the women, or boasts about fighting ability.

RUMORS

Rumor \ Place or tribe	Castle	Wolf	Badger	Snake	Raven	Hawk	Refugees
The Radisha							
has roving eye (T)	05			05			
is so strong that (F)		05	05	10	05	05	25
morning vigil (T)	20						
magic armor (F)					10		40
is coming to camp (?)		20	20	20	20	20	
Myrella							
captive existance (T)	30		25	30			
pregnancy (T)	35						
Deal for Swords							
existance of deal (T)	40	30	35	40	30	35	
meeeting planned (T)	45				40		
delivered soon (T)	50	40	45	45		50	
magical powers (F)		50	50	55	50		
The Castle							
secret passages (T)		55	55			55	45
dragon (F)			60	60			50
dragon's hoard (F)			65	65			
hidden treasure (T)	55				65	65	60
elf prisoner (T)	65	65		75			
Sunja is mage (T)	70			75			
Miscellaneous							
Kazor's cavalry (T)	75	75		80		70	
Kazor's new tribe (T)	80				70		
women of Bearclan (T)	85						
disparaging remarks about other clans	90	85	80	90	85	85	
Other Rumors							
general irrelevancies	00	00	00	00	00	00	00

TIMETABLE OF EVENTS

The illusion of sight which provides the players with their orcish disguise will last three days and 1D12 hours. The following timetable covers four full days, for the GM's convienience. It is assumed the players arrive in the valley sometime during the first day; if their arrival occurs after nightfall, it is assumed that they have arrived the night before the first day of the timetable.

Gazrath's personal schedule is usually determined on the spur of the moment, although all his activities during this period are described here. Only activities marked with an asterisk (*) are planned far enough in advance so that players have a chance of learning of these plans beforehand through their intelligence gathering efforts.

Of course, the timetable is not absolute - the actions of the players can very easily twist and turn the chain of events. The timing of events given here represents the schedule that will prevail if players do nothing to disrupt the various orc and uruk NPCs.

FIRST DAY

6:00 AM * Gazrath awakens in his quarters in the lord's chambers in the Great Keep, and climbs the stairs to the roof, to watch the sun rise over his domain. He is unarmored, but wears a knife. He talks to the two guards for a few moments, then returns downstairs.

6:15 AM * Gazrath returns to his chambers, kicks his bodyguard Urshak awake, and sends an orc to fetch his breakfast, while his squire Goral helps him don his customary leather and chain mail, and straps on his sword.

6:30 AM * An orc returns with breakfast (a joint of mutton and a skin of wine). He is accompanied by Raksha. There is an 80% chance that Raksha will have the orc taste the wine for poison. (Raksha will follow this procedure whenever circumstances permit.)

7:00 AM * Gazrath and Raksha, with Urshak trudging behind, go to the Audience Room on level one of the Great Keep, to confer with Volper and the other officers and clan chieftains. Topics for discussion will include recruitment figures; the need for more good horses; the settlement of current disputes between clans; the status of armor,weapons and food supplies; and the status of the training program for swordsmen.

7:30 AM A young female uruk rides a well-lathered horse at a hard gallop down the road, passing the Woltclan and Snakeclan village sat approximately 8:00 and 8:05, respectively, and thunders over the bridge and up the causeway. She is wearing a Bearclan totem.

8:30 AM The messenger rides into the Outer Bailey, and is easily passed through both gates, although her arrival creates quite a stir of speculation among her Bearclan kinsmen in the barracks. She is immediately ushered in to the Audience Chamber to meet with Gazrath. She carries a verbal message on the progress of the traveling Bearclan urukhai, the rest of Gazrath's clan, who are presently journeying across the dangerous Peace Mountains to join him. The news is good - they are perhaps a week away form High Cray. The messenger is sent to rest before returning to her clan.

9:30 AM * Gazrath, accompanied by his squire, Raksha, Kazor, Ursnak, four urukhai guards, and Lupus, the chief of the Wolfclan, leaves the castle, and journeys to the Wolfclan's village at the western end of the Valley. Gazrath, Raksha, Kazor and Lupus are mounted; the others trot along on foot.

10:30 AM * Gazrath cuts a lordly figure as he inspects the Wolfclan troops, around 300 men-at-arms. He watches the morning drill, paying particular attention to the groups practicing with wooden swords, even shouting advice. The orcs are obviously trying to impress their general, beating on each other with renewed enthusiasm whenever he is watching.

11:30 AM The fighting practice is interrupted by the return of a Wolfclan hunting party bearing a rare prize; a captive elf, trussed up like a deer carcass, but still alive, and (so far) relatively unarmed. The prisoner is bought before Gazrath, who questions him. When no civil answers are forthcoming, the elf is taken roughly off to the castle's dungeons for more serious interrogation.

12:30 PM * Gazrath and his party eat lunch at the Wolfclan camp. There is a 75% chance that Raksha will have Gazrath's food tasted (she doesn't really like or trust Lupus that much).

1:30 PM Gazrath and his party leave the Wolfclan village and ride back to the castle, except for Kazor, who heads off separately toward the Hawkclan camp to recruit additional orcs for his newly-formed cavalry unit.

2:30 PM A rainstorm begins, lasting approximately until sunset. Unless the players find shelter their scent will be quickly washed off.

2:30 PM Gazrath and his officers are met in the Inner Bailey by another orc messenger, who presents him with a rolled parchment letter. Gazrath opens the letter and pretends to study carefully (he does not read), and goes into the Great Keep to confer with Volper, who does read. Raksha accompanies him. This letter is from Karth, seeking to arrange a meeting to negotiate the final terms of the secret sword deal.

3:00 PM Having agreeded on a response to Karth's inquiry, Gazrath and Volper go upstairs to Myrella's room to get her to write the reply (Volper's penmanship is abominable). Ursnak positions himself outside the door and goes to sleep until the General emerges.

3:30 PM A new messenger is given the reply, and rides off. (GM's note: should the players attempt to intercept the mesenger, or follow him, the scroll will be left in a hollow tree about a half-mile from the Sworn Swords' camp. The text of the letter reads as follows:

> K-
> Meet at midnight to talk
> about swords.
> Same place. Come alone.
> G.)

3:45 PM Gazrath goes to the dungeon to watch the elf's interrogation. Ursnak does not sleep through this. The elf reveals little under torture, and is returned to his cell after he loses consciousness.

4:30 PM * Gazrath sits in the Hall to hear and settle disputes among his subjects, usually over division of food and labor among the clans. Kazor returns (with ten new recruits from the Hawk clan) and announces his plans to make a raid that evening on the nearest village to capture horses.

5:30 PM With an explosion of smoke and fireworks, Sunja makes a dramatic entrance into the Hall to confront her General. She has heard of the elf captive, and wants him for her "collection". Gazrath puts her off with some vague promise, and Sunja makes an equally dramatic exit.

6:00 PM * Gazrath joins a large number of his lieutenants, officers and clan chieftains in the Great Hall, and dines on venison, stew,and bread, served by scantily clad orc wenches and human slaves. Loud laughter and bawdy jokes fill the air, and various urukhai get up to boast of their prowess at different skills, not all of which are military. (This activity will go on until 12:00 or so.)

8:00 PM * Gazrath leaves the Hall, accompanied by a pair of comely orc wenches, and goes to his room. Ursnak sleeps outside the door, while Goral goes upstairs to join the dice game.

10:00 PM * Gazrath, now wearing his heavy scale armor, meets Raksha and a guard of six urukhai in the Inner Bailey. The party rides out of the castle to keep their rendezvous with Karth.

10:30 PM * Kazor assembles his raiding party of forty orcs and four urukhai officers on the grounds outside the castle. Only he and the urukhai are mounted; the orcs are given ropes and told that if they are successful, they can ride back. The would-be horse-raiders leave the castle, heading down the road. (GM's note: The target of the raid is a human settlement some fifteen miles southwest of the valley, well afield of the road. Should the players get stuck on this mission, the GM will have to design the target village.) The raiders will arrive at about 3:30 AM, minus about one dozen orcs, who will have either run off, gotten lost, or fallen and injured themselves in the darkness.

12:00 MIDNIGHT The meeting place is a stone bridge on the road, about five miles from the Sworn Swords' camp. Karth is on time; if the players are nearby, they will recognize him. He reports that the swords can be delivered in two nights. The arrangements for the exchange of swords and gems are worked out, and they part, the urukhai returning to High Crag, and the human to the mercenary camp.

SECOND DAY

2:30 AM Gazrath and the urukhai return to the castle, kick the orcs in the stables awake to care for their horses, and go off to their beds, stepping over (and occasionally on) the inert, sleeping forms of orcs and urukhai in the Hall.

6:00 AM Gazrath sleeps in today.

7:30 AM * The General awakens, goes to the roof to survey his holdings, dresses and sends for breakfast, as on the previous day.

8:00 AM * Still eating breakfast, Gazrath meets with Volper, Raksha, and urukhai officers and clan chieftains. The topics of discussion include division of the swords among the clans, the growing demands being placed on the food supply by the incoming stream of refugee orcs, and uses of the clans in open battle. Kazor has not returned, and an urukhai is charged with bringing word to Gazrath upon Kazor's return.

9:30 AM * Gazrath, his squire Goral, Ursnak, and an honor guard of four urukhai soldiers, leave the castle, accompanied by Shagrat, the chieftain of the Raven clan. Raksha, accompanied by another officer and four urukhai soldiers, also rides out at the same time. The two groups split up at the bottom of the bluff. Gazrath and his escort ride to the Ravenclan village, while Raksha's party turns east toward the Badgerclan's cave dwellings.

10:00 AM * Gazrath inspects the fighters of the Raven clan, and their corps of archers. About fifty of the one hundred and twenty fighters of the Ravenclan are drilling with wooden swords, and Shagrat makes sure the General has time to observe their technique. (Raksha is completing a similar review at the Badgerclan camp.)

10:30 AM Kazor and his band of orcs trail into the valley, having lost five more of their number during the raid, but having gained eighteen horses. The party tends their new prizes before Kazor permits them to collapse into the huts near the corrals. Kazor is in his own bed by 11:30, and will sleep until 4:30 PM.



12:00 NOON * Gazrath and his party eat lunch at the Ravenclan village.

12:30 PM * Gazrath and his entourage leave the Ravenclan camp, to visit the Hawkclan village

1:00 PM * Gazrath holds an inspection of the Hawk clan's warriors and speaks for a long time with Talons, the clan's chief. The General seems impressed with several of the Hawkclan swordsmen, and even spars with two of them, offering advice on their technique.

1:35 PM After lunch with Heggritt, the shaman/leader of the Badgerclan, Raksha rides with her group to the Snakeclan camp, for more of the same.

3:30 PM Gazrath leaves the Hawkclan village with the rest of his party, including the Hawkclan chief and several of the better swordsman candidates. Orc messengers are sent to the other villages to invite the chieftains and leaders to the castle that night for a feast.

4:00 PM Gazrath and his party pick up Raksha and her group in the Snakeclan village and return to the castle, along with several of the high ranking clansmen.

4:40 PM Gazrath gives orders for his uruk troops to assemble in the Inner Bailey. He goes then to his own quarters with Goral to don full scale armor, dragonnelm, and scarlet cloak.

5:00 PM * The urukhai having assembled, Gazrath comes out to the wall-walk around the Keep and delivers an impassioned speech on the victory soon to come, which is received with roaring enthusiam. The shouts of "Ra-di-sha! Ra-di-sha!" can be heard as far as Snakeclan village. Even Sunja comes out onto the battlements of the Lesser Keep to cheer.

5:45 PM * A before-the-fact victory celebration begins in the Great Hall and the Outer Bailey, punctuated by ale, war songs, much boasting, more ale, bawdy laughter, dancing girls, and still more ale, until the entire castle is one roaring drunken party. A feast is served in the Hall for the urukhai and their honored guests, and replete with plenty of wine and ale from the castle's diminishing stores. Musicians beat out bright martial songs on drum and pipes, while scantily clad orc women dance for the amusement of the urukhai. There is a general lack of order throughout the castle, and the player characters will have a much easier time than usual in moving about without being questioned or suspected of being out of place. The orc guards in the Keep and elsewhere are still there, but there is a 60% chance they will be less than sober. (The crap game on the fourth level is as busy as ever.) The GM may wish to refer to Thieves' Guild III for rules concerning drunkeness, and the effects of alcohol on a character's abilities.

8:00 PM Gazrath is entranced by the graceful dancing of a voluptuous orc girl, named Yeva, from the Snakeclan. He is by now quite drunk, and in an amorous mood; at 8:30 he retires to his chamber, taking Yeva with him. Ursnak, bearing two large flagons of ale in each beefy hand, sits outside the door and drinks himself into a sodden stupor at about 10:30 PM.

8:30 PM The party remains in full swing unmindful of Gazrath's departure. Volper is tipsy and telling improbable war stories with a wench plopped on his good knee. Raksha, also tipsy, is singing heroic drinking ballads with several officers. Kazor is just plain smashed, telling bawdy jokes without punchlines, but his listeners are in no condition to care.

Sunja, wobbling a bit, but without spilling her drink, avoids the awkward grasp of an amorous uruk, and makes her way to the Lesser Keep. Here she pauses a

moment, then carefully goes down the stone stairs to the dungeon below, a sly grin on her face. (GM's note: Sunja pays a "visit" to the elf prisoner, with something far different from interrogation on her mind - the activities of the next hour partly account for the elf's suicidal despondency in future days.)

10:00 PM Sunja emerges from the dungeon, humming a little song, and climbs up to her chambers. Dragging the flying carpet out of her room, she sails around the castle, buzzing the towers and walls, shooting off occasional fireworks that drive the orc guards running for cover. She then swoops down into the valley and careens wildly through the Snakeclan village, letting sparks fly. A startled orc fires an arrow, which misses, but Sunja's aim is better. The archer's tree catches fire, going up in an eldritch blaze that spreads to a nearby cottage and then to another. Sunja sails away to her tower, laughing, as orcs scream and scurry out of their houses, scrambling to quench the fire. The flames of half the village burning light the entire valley. Sunja flies about for a while, before returning to her tower and a deep contented sleep.

11:00 PM on- The celebration continues in the Hall and the barracks for some time, as long as there are still urukhai still sober enough to keep drinking. Almost every dark corner has a couple in it, as many wenches have made their way to the castle tonight. There are several fights, various drunken choruses and much laughter. Gradually, as the urukhai drink themselves under the tables in the Hall, or stagger off to their cots, activity in the castle is fairly quiet, although inert bodies in the Hall, the courtyards, and the barracks testify that, indeed, a good time was had by nearly all. The exception, of course, was the men and women of the Snakeclan village, where smoking ruins and angry orcs await the morning.

THIRD DAY

9:00 AM * Gazrath awakes with a slight headache, but manages to drag himself up to the roof, where an unpleasant surprise awaits him. Smoke rises from the charred ruins of the Snakeclan village, and Gazrath's first reaction is "We've been ATTACKED!" He nearly throws a frightened guard off the roof in rage before he is convinced that the fire was not the result of a human attack (of which he was not informed.)

9:15 AM Returning to the halls of the Keep, Gazrath angrily sends any orcs he finds to summon his officers and to find out what caused the fire at the camp. He then dresses in his usual chain and sword.

10:00 AM The officers assemble, with the exception of Kazor. Only Volper seems clear headed; all others have not yet recovered from the night before. Gazath arrives, still scowling, and he admits the delegation from the Snakeclan, who have been waiting since sunrise to meet with him.

10:05 AM The Snakeclan emissaries, led by their haggard and hungover chieftain bitterly describe Sunja's exploits of the previous night, demanding retribution, or at least weregild from Gazrath.

10:25 AM Gazrath summons an orc to go COMMAND that Sunja appear before the council. The orc is reluctant, understandably, but he is not given any choice. The Snakeclan orcs seem tentatively satisfied when Gazrath dismisses them, promising them all necessary aid in rebuilding their village.

10:40 AM Sunja is awakened by the orc with Gazrath's summons. The orc bangs on the door, shouts his message, and scoots off down the stairs before the bleary-eyed mage can open the door to blast him. She begins to recall her previous night's display, and decides she may be in trouble. She dons her sorceress' finery, complete with peaked hat and staff, and goes (at no great haste) to the Keep.

11:45 AM Sunja arrives at the Keep, and stands before her General with all the dignity of a minister before a king. Although Gazrath accuses her sternly of inexcusable folly and carelessness, insulting her broadly; she gives no ground, simply producing the "offending arrow" (which in fact she has pulled from a guard's quiver on her way in). Her attitude is that of a loyal servant wrongfully attacked in the pursuit of her duty. Gazrath is clearly not convinced, and continues to curse and insult her. Volper steps in to soothe ruffled feathers on both sides and prevent a fight from breaking out.

12:00 NOON Sunja goes back to her tower for a bath, while Gazrath, mostly recovered from the night's revels, orders that his lunch be sent to Myrella's room. Raksha and Volper go to eat in the Hall, which is beginning to stir with urukhai.

12:15 PM Gazrath goes to Myrella's room. Lunch is brought, and Ursnak and Dalai are ordered out.

1:00 PM Raksha goes looking for Kazor and finds him still passed out in the arms of an orc wench in a secluded corner. She kicks him roughly awake and then stalks off, assigning an officer from his cavalry unit to drill the orcs with their new mounts. She then rides out to the Snakeclan village to assess the damage. She is accomplished by four guards.

3:30 PM Gazrath and Volper walk along the walls, discussing the castle's defenses. Ursnak follows at a distance of about fifteen feet, loudly gnawing on a mutton joint.

3:45 PM Raksha returns to the castle, and she and Kazor join Gazrath and Volper on the walls to discuss the plans for the sword exchange. They all go down to the Audience Room.

4:00 PM An argument ensues among the urukhai leaders loud enough to be clearly heard in the Hall below or on the floor immediately above the Audience Room (the officer's quarters). Gazrath is not agreeable to remaining at the castle during tonight's exchange, despite Volper's and Raksha's advice that it is unwise for him to risk his safety on this venture. Gazrath finally wins a concession - he shall accompany the main party, but Raksha alone will make the exchange, while he remains behind with the troops. A carefully selected group of woodsmen will shadow Raksha in case Karth attempts treachery, while the main party will await any summons for aid. Volper will, of course, stay at the castle; Kazor will act as one of Raksha's "shadows".

5:00 PM Raksha, Gazrath and Ursnak go down the secret stair to the treasure vault below. Volper and Kazor remain in the room to open the door when the others return. Gazrath counts out the agreed upon price in gems and packs them carefully in a 1'x 2'x 3' chest, which is then brought up stairs.

6:00 PM * Dinner in the Hall is more subdued tonight, with a feeling of expectation in the air. Although the rank and file urukhai do not know the details of tonight's expedition, they are aware that tonight is a turning point for their course, and watch their leaders carefully for a clue to the venture's likely outcome.

6:30 PM Raksha calls the names of the patrol leaders chosen for the night's work, and bids them arm themselves well, and be ready to move out when the horn blows.

7:00 PM Gazrath, with Goral's assistance, puts on his heavy black scale armor, dragon helm, and black cape. Dismissing Goral, Gazrath stuffs a dark wool tunic, ordinary helm, and plain dark green hooded cloak into his saddlebags when no one appears to be looking. The chest of gems stays in Gazrath's possession at all times.

8:30 PM * A horn is blown and twelve mounted urukhai, armed in chain and bearing axes and lances, gather in the Outer Bailey. Eight more urukhai join them, bearing sword and lance. Raksha, Kazor, three urukhai officers and Gazrath ride out of the Inner Bailey to meet them. Raksha and Kazor give quick briefings to their respective groups. Onlookers gather in the courtyard.

9:00 PM * The troops move off, with Gazrath in the lead on his big black warhorse. Onlookers cheer as they march out of the castle and down the causeway.

NOTE: Should the players follow or somehow have managed to be included in the company, the following details are given. Otherwise, skip to 3:00 AM.

11:30 PM The main troops halt. Raksha and Gazrath confer briefly, and she packs the locked chest on her own horse. She rides off, flanked by two mounted urukhai, who will drop back when she nears the rendezvous point.

11:45 PM Gazrath dismounts and pulls his old clothes from his saddlebag. Removing the cloak and his ornate helm, he pulls the tunic over his head. Kazor protests - it is to risky. - but Gazrath snarls him down. Now plainly garbed, armed with his sword and a bow, Gazrath joins the half-a-dozen scouts who will keep an eye on the proceedings. Kazor is left behind to hold the horses.....and wait.

12:00 MIDNIGHT Raksha awaits Karth in a clearing near their prearranged spot, in clear view of the scouts. A young man, unarmed, steps into the clearing - but he is not Karth. "Karth sends me," he assures them. It appears that Karth also fears treachery, for his accomplice, Pike, wants to receive the payment, but will only give part of the swords' location. The rest of the location will be given them by Karth himself, at another location, and only if the gems are given over.

(In actuality, Karth is nearby, hiding with his bow and one deadly poisonous arrow. Should Raksha attempt to kill his accomplice, the arrow will be aimed at Raksha. Should she accept the new terms, and ride off, leaving the chest with Pike, then Karth will shoot him to simplify dividing the loot.)

Raksha is not pleased at this change in plans, but thinks quickly. She gives Pike the chest, but retains the key to its lock, insinuating that horrible traps will be set off should the lock be tampered with without its magical key. The lock is, in fact, trapped; an odorless gas will be released that robs the breather of all will and purpose for 1D6 hours, SR vs. MR. She warns against even jostling or shaking the chest, lest the lightnings be released. Pike gives her the location of the next clue, and half a map that will show where the swords are cached.

12:30 AM Raksha rides off to meet with her "escort". Four of the scouts remain to watch (and tail) the accomplice - the orcs are perfectly willing to have their swords and their gems, if possible.

12:35 AM Unaware he is being watched, Karth shoots poor Pike with the poisoned arrow. The orc scouts are startled, and watch silently until Karth descends from his tree, and approaches the chest. The archers then show themselves, arrows notched, and command him to halt (in orcish, of couse). Karth panics and runs - and is halted dead in his tracks by orcish arrows. The urukhai then take the chest (carefully - they believed Raksha) and return to the main company.

1:00 AM Raksha and her escort search for a sign of Karth at the second rendezvous point. Gazrath is managing to stay incognito (the players have 60% chance, however, of recognizing which of the scouts is the disguised uruk General).

A note is finally found - the second half of the map, and a scout (not Gazrath) is sent to bring the troops while Raksha and the other scouts investigate. Now Raksha recognizes Gazrath, but chooses not to acknowledge him, planning to make him sweat a bit first.

1:45 AM to 3:00 AM The troops join up with Raksha, and the complete story is pieced together. Gazrath assumes his usual garb and place. The wagonload of swords is brought out of the cave where it was hidden, and the urukhai make the long trip home.

4:00 AM The company enters the castle, the swords are put under strict guard, and weary urukhai collapse to sleep.

THE FOURTH DAY

GM's NOTE: If by now the players have not made their move, they should start planning a speedy exit. They have only 1D12 hours before the carriage returns to the pumpkin patch, and they had best not leave any glass slippers behind them.

10:00 AM Gazrath drags himself out of bed and goes to the roof, as usual. He stays a little longer this morning, talking to the guards, and there is a jaunty lilt to his voice.

10:30 AM Gazrath returns to his chambers and sends for breakfast.

11:00 AM The officers meet with Gazrath in the Audience Room. The clan chieftains are all there. The major topic of interest is distribution of the swords, but there is laughter over the fate of Karth and his accomplice.

12:30 PM Lunch is eaten in the Hall. Jovial spirits abound among the urukhai officers and men-at-arms in the barracks. Gazrath is in a particularly good mood, for his time of waiting is nearly over.

1:30 PM Gazrath, Ursnak, and Kazor, with six urukhai officers and forty urukhai, escort the wagon with the precious weapons to distribute them to worthy warriors in the clans. An officer and five urukhai stay with each clan to further their training.

2:00 PM Raksha makes a surprise visit to Myrella's tower room, primarily to check her health, since Gazrath is very concerned that his child be healthy and strong.

6:00 PM Gazrath and company return to the castle.

6:30 PM Dinner is served in the Hall. After conferring with One-Eye, Gazrath orders the elf prisoner brought up to the Hall, for after dinner entertainment.

7:30 PM Ellonir is dragged up from the dungeon to entertain the assembly in the Hall. The elf is determined to goad the urukhai into killing him, since he broke under One-Eye's skillful persuasion.

8:30 PM One of the orcs from the Hawkclan who just received his sword is given chance to fight the elf, who is given a sword and promised freedom if he wins. The fight is brief, and the elf's body is dragged off. Only Sunja mourns.

10:00 PM Gazrath retires with Yeva for the night.

Random Encounters

1.) 1D4 wolf-dogs approach the players, hoping for food or attention. If it has been four or more hours since the player characters last applied their "scent" there is a 25% chance per addition hour the animals will catch a whiff of something very un-orcish about the party, and turn hostile, snarling, barking, and (if it is elf they smell) attacking. Needless to say, this will draw unwelcome attention from nearby orcs as well.

2.) At the next occasion when the players approach the stream bed, they will come upon an area where the creek opens into a wide, apparently shallow pool. Players may attempt to cross the pool on the thin line of rocks, irregularly spaced, that line the bottom, wade across, or move further up or downstream (a detour of about six to ten minutes before a good fording spot is found).

The center of the pool is a thick bog. Anyone entering this area must make a 3D12 saving roll versus STR each turn, or become trapped in the muck. Once trapped, a person can sink and drown in about 15 minutes; struggling to free oneself increases the bog's grip, at a rate of 1D12 per mr. Thus a struggling player would need to make a 4D12 save versus STR the first mr after getting stuck, a 5D12 save the next turn, and so on. Players not entrapped may add their STR to rescue efforts. Those attempting to cross over on the rocks will find the going very slippery (CDN saving rolls each turn or fall in). If a character falls, he starts from the "trapped" position, as

outlined above. Obviously, anyone who ventures into the water will wash off the orcish scent he wears.

3.) While moving through a patch of low underbrush, the players may hear (ability roll vs. hearing) a warning hiss. Unless the party halts immediately and changes course, an arrowhead snake will strike at the nearest party member (roll randomly). The snake will then slither away unless attacked by close range weapons (in which case he will turn on his attacker). The snake's venom acts as a paralytic; the affected person will lose 10 points from both REF and CDN, and suffer an 80% penalty to all thieving abilities. The effects last for 12 hours before dexterity begins to gradually return, one point of REF and CDN, and +10% to thieving skills per hour until totally restored. A saving roll versus STM will reduce these penalties by half (-5 to REF and CDN; -40% to abilities) and effects only last 6 hours before beginning to fade. Use of a healing potion will begin the gradual return of skills immediately, at the same rate.

4.) The players encounter a patrol consisting of ten male orcs in leather armor, armed with bows, spears and knives, and one orc with a sword and a studded hauberk. If the players have chosen to wear insignia, there is a 20% chance that the patrol is of the same tribe; otherwise they are members of the Badger clan. The patrol leader will ask a number of questions about who they are, where they're from, where they're going, etc. His questions will be pickier if he thinks they are from his clan, but he will be less friendly to them if they appear to be from another clan (as far as volunteering any information himself). Assuming the players satisfy the leader's questions, they will be told the way to the appropriate clan camp, and the patrol will go off into the woods. If their answers are judged unsatisfactory, the patrol will try to take the party back to their own clan camp, to be interrogated by their clan leader. Any escape attempt or attacks will be met with force; the patrol will make a run for it if more than 50% of its men are wounded.

5.) The players hear a group approaching. Soon a ragged party of four orc women and three children come in sight. All appear tired, and they carry nothing but the clothes on their backs. One child is being carried, the others are boys approximately twelve to thirteen years old. Upon seeing the player characters, they will immediately throw themselves upon their mercy, begging food and protection from the "dragon-people".

These women and children are survivors from an isolated clan of the Wolf totem; the Lizardmen attacked them about two weeks ago, and nearly wiped them out. They are perfectly willing to submit to ANYBODY of their or their own race at this point for survival's sake. In fact, having found "protectors", they are going to be VERY hard to get rid of. Even once the group reaches a clan camp, they will attempt to stay close to the player characters until forced away.

6.) A lone orc rides at an even pace along the road. He wears a leather vest (AC2) and carries a knife and a pouch hanging from a shoulder strap. He appears to be very wary of possible ambush (steering clear of underbrush, looking about frequently, etc.) and is traveling towards the castle.

He is a messenger bearing a letter for Gazrath from Karth, arranging a meeting (see TIMETABLE), or a verbal message from a clan chieftain, inviting the General to review his troops. The messenger will do his utmost to guard his charge, but is far better at fleeing than fighting, and has an 85% chance of hiding in the woods. The GM should utilize this encounter to work in with the action of the TIMETABLE, adjusting the messenger's direction and message accordingly.

7.) The players become aware that an uruk officer on horseback is watching them intently from a distance. He then rides up to them and asks them if they know anything about horses.

This is Kazor, one of Gazrath's trusted lieutenants, who is actively recruiting orcs to serve in a cavalry unit under his command. Joining Kazor's cavalry corps will get the players up to the castle's gates least, since the horses are kept just outside the walls. The GM should note that Kazor does not expect any mere orc to be able to ride well, and may be suspicious if too much skill is shown (40% chance that he will keep careful watch over any over-qualified rider). If the players are recruited by Kazor on the first day, they will be ordered to participate in the raid scheduled for the first night of the TIMETABLE.

8.) A group of 1D4 kobolds have been following the player characters for some time attempting to remain inconspicuous. Now they

1.) approach and ask for a handouts, food or money, (for their sick grandmother, of course), or
2.) approach and, under the cover of a distraction, attempt to pick the pocket of a random party member, or
3.) follow the party until someone sets something down where a kobold can grab it.

9.) An uruk in officer's dress shouts to the player characters to come. When they obey (and they had better obey!), he orders them to pick up a basket and follow him. The baskets hold nearly 40 lbs. of metal scraps each, and the group must tote them up the causeway to the castle smithy. Any character with average strength and stamina should manage the load fairly well (SR on 1D12 vs. STM hourly, or collapse from exhaustion). If any do fall by the wayside, it should be noted that the uruk boss has a bull whip with which he is amazingly (and uncomfortably) accurate. Laggers will sustain 1D8 points of damage, and then suddenly find the strength to struggle on. The GM may change the contents of the baskets to firewood, if the player characters are already on the castle grounds; the wood is to carried to the Great Hall.

10.) A female orc in somewhat revealing garb begins to make obvious amorous advances toward one of the male players (roll randomly), first by admiring glances, then with inviting comments, and finally by direct physical contact. The GM should note that the player's disguise was not designed to withstand this kind of scrutiny. Unless the player discourages her, she is quite likely to notice that his orcish appearance seems less than skin-deep. There is a 40% chance that a male orc will take exception to her advances, accuse the player character of stealing "his" woman, and attempt to start a fight.

11.) The players come upon two patrols of orcs from different clans engaged in an argument over which group possesses the better swordsmen. Two of the men begin a fist fight with one another. There is a 70% chance that the quarrel will incite a general brawl that the players cannot easily avoid. If the fight occurs near the castle or one of the camps, urukhai will eventually come to quell the brawl, causing considerable damage to the participants in the process.

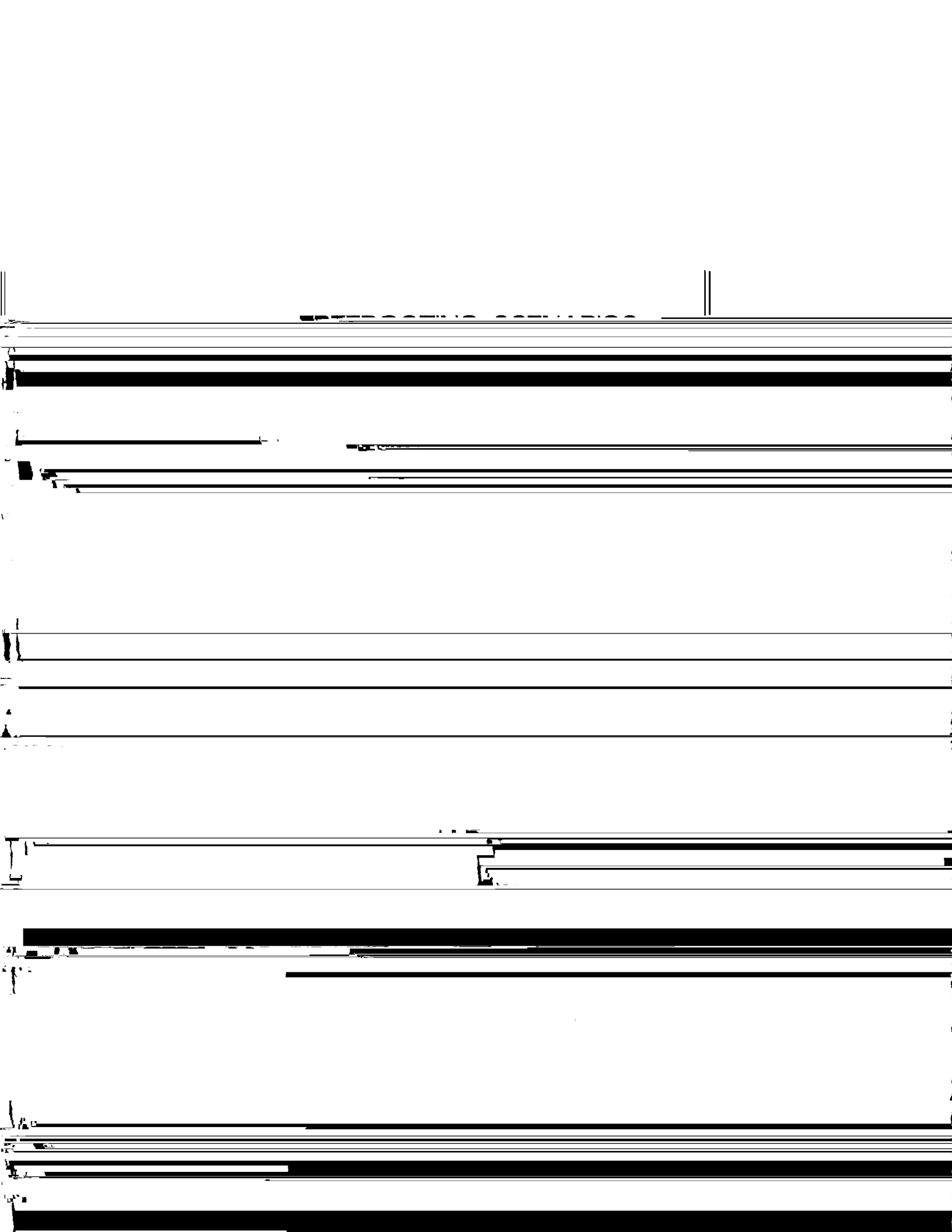
12.) One of the players stumbles over an uneven spot on the ground or floor, and discovers a hidden trap door. (This can occur anywhere.) Upon opening the trap door, they find a narrow stairwell leading down to a 15' x 15' x 10' room below. The room is empty, but there are three other doors, securely locked - no lockpick or passkey will open them. Should the players let the trap door close completely behind them, it too, will become impossible to open from the inside, though anyone outside the room will have no difficulty opening it. It is possible that the players can become trapped in the magical movable room until someone else opens a secret door found somewhere else (chance is 5% per hour; destination of room is GM's discretion). The trap door will remain where it is as long as someone is in the room; otherwise it will disappear in 1D20 minutes.

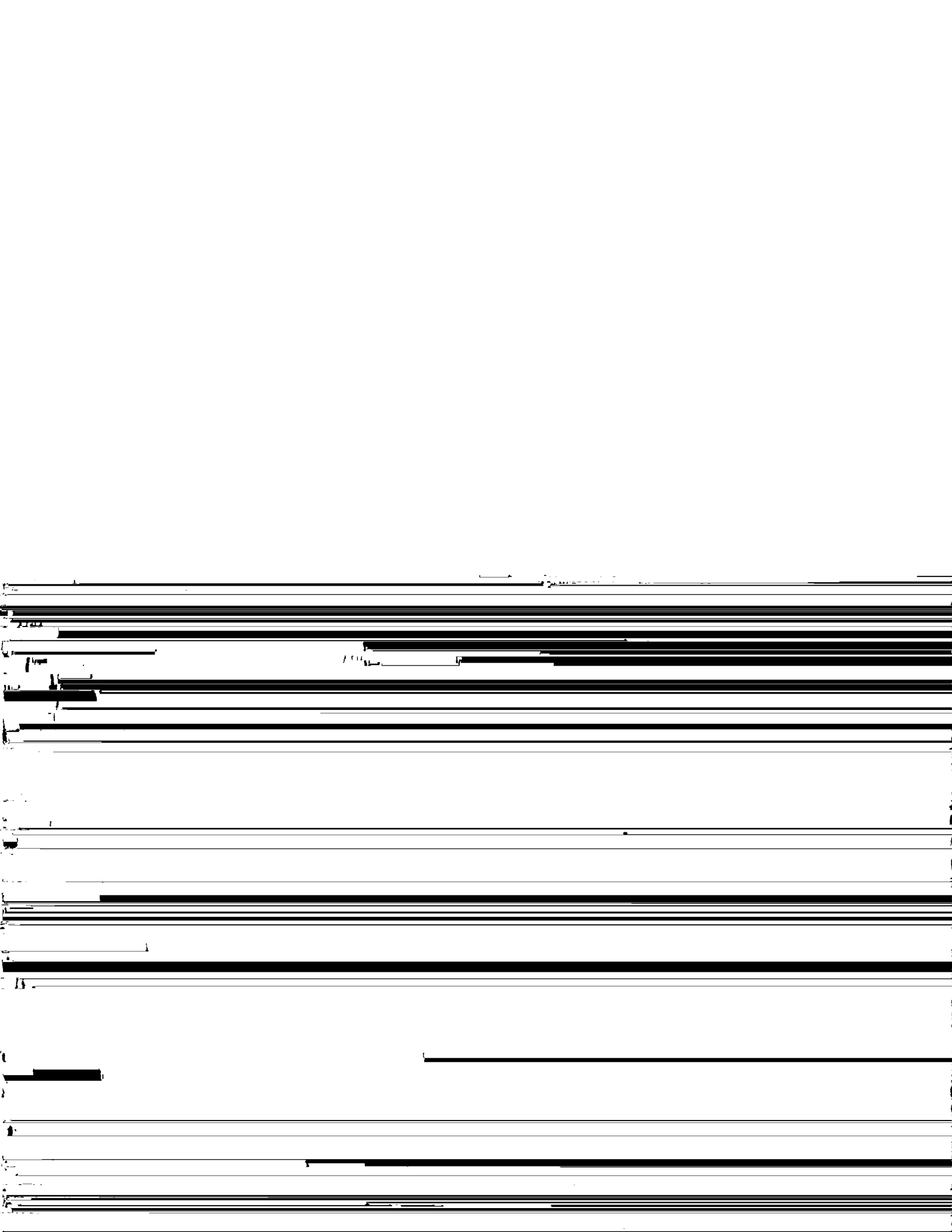
CHARACTER DESCRIPTIONS FOR THE RADISHA MUST DIE

ID#	Name	Character Notes	Class	Purse	Requisites ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Combat Weapon	HACØ	Damage	Armor Class	HTK
101	Snanlin		VET HU THF	1D8SP	8	16	10	15	16	15	8	8	15	14	TnKN	1/5/10	1D4	LTR 4	32
															DGR	8	1D6		
															NET	6	TANGLE		
102	Gavin		INT HU FTR	1D6SP	16	13	11	14	8	10	12	11	10	11	BDSWD	4	4D4	LTR 4	39
															SPR	4/9/14	1D12		
103	Lorril		INT EL THF	1D4SP	10	15	14	10	10	13	14	6	14	15	SHSWD	6	2D3	LTR 4	19
															LBOW	1/5/8	1D6		
104	Morgul		INT O/ THF	1D8CP	9	18	15	13	10	8	14	12	8	7	TnKN	1/5/10	1D4	LTR 4	29
															BDSWD	4	3D4		
105	Biglug		EL HU FTR	1D4CP	18	12	14	16	6	6	10	12	10	9	1BBAX	4	5D5	LTR 4	47
															HFSWR	4	4D6		
106	Ander		INT HU FTR	1D4SP	14	17	12	16	8	11	8	10	10	12	BDSWD	5	4D4		29
															MACE	6	3D4		
107	Bard		GR HU FTR	1D6SP	12	11	10	12	8	11	9	10	10	12	LBOW	3/7/10	1D6	LTR 4	19
															SHSWD	8	3D3		
108	Corwin		GR HU FTR	1D8SP	15	14	17	13	10	9	11	15	9	9	HFSWD	6	2D6	LTR 4	20
															1BBAX	7	2D5		
109	Janus Ironside		EL HU FTR	2D8GP	15	14	11	19	13	11	9	14	16	13	HFSWD	4	3D6	CHN 6	46
															1BBAX	5	3D5		
110	Orc Prisoner #1		GR OR FTR		10	9	14	15	8	7	7	12	8	6	NONE			NON 0	17
111	Orc Prisoner #2		VET OR THF		7	16	18	15	10	10	11	15	9	9	NONE			NON 0	23
112	Orc Prisoner #3	a	INT OR FTR		9	10	11	19	5	7	4	12	8	5	NONE			NON 0	25
113	Murkin Peddy (Kartn)		INT HU FTR	1D6GP	11	8	10	9	12	11	12	14	16	13	BDSWD	7	2D4	CHN 6	18
114	Pike		GR HU FTR	1D8SP	11	11	11	16	8	7	12	10	10	6	BDSWD	7	2D4	LTR 4	19
115	Gazratn (Radisna)	d	EL UH FTR		19	15	15	15	14	12	0	8	15	7	HFSWD	2	4D6	CHN 6	49
															1BBAX	4	5D5		
116	Raksna *		VET UH FTR	2D8GP	14	16	16	12	9	10	6	17	12	9	BDSWD	4	3D4	LTR 4	28
															WHIP	3	1D8		
117	Volper		INT UH FTR	1D4GP	12	10	15	12	17	15	7	14	12	8	STAFF	8	1D6	CLO 2	24
118	Kazor	d	VET UH FTR	1D8SP	13	14	18	15	9	9	4	12	11	8	BDSWD	6	3D4	LTR 4	32
															LANCE	7	3D10		
119	Ursnak-the-Bear		INT UH FTR	1D4SP	20	12	10	16	6	5	6	13	8	6	CLUB	6	5D4	CHN 6	25
120	Sunja *		VET UH MAG	1D6GP	8	12	10	14	6	16	17	9	12	14	SPELLS			CLO 2	22
121	Myrella *		INT HU NON		7	11	14	8	13	12	13	10	14	17	NONE			NON 0	14
122	Dalai *		INT OR THF	1D4SP	8	13	14	12	14	12	7	14	10	8	DGR	9	1D4	NON 0	18
123	Lupus	e	VET OR FTR	1D6SP	14	17	16	15	12	10	6	11	11	8	BDSWD	4	4D4	LTR 4	31
124	Dakar		VET OR FTR	1D6SP	16	12	11	12	8	7	8	13	7	10	BDSWD	6	4D4	LTR 4	27
125	Heggritt *		INT OR MAG	1D8SP	8	13	12	11	14	12	15	8	13	10	SPELLS			CLO 2	21
126	Rattler	b	VET OR FTR	1D6SP	15	15	13	18	10	9	6	12	11	4	BDSWD	5	4D4	LTR 4	24
127	Snagrat		VET OR THF	1D2GP	12	13	14	9	13	11	8	10	10	8	SHSWD	6	3D3	LTR 4	22
128	Talons	c	VET OR FTR	2D6SP	12	9	13	11	15	13	11	13	12	9	SHSWD	6	2D3	LTR 4	26
129	Reenna		VET UH NON	1D4SP	15	14	13	12	10	8	11	4	8	5				LTR 4	27
130	One-Eye		INT UH FTR	2D8SP	16	14	12	13	7	7	7	7	6	4	DGR	9	1D4	CLO 2	29
131	Ellonir	a	GR EL FTR		12	14	13	10	12	9	12	8	13	14	BDSWD	7	2D4	NON 0	18
132	Scout		INT HU FTR		11	9	8	10	7	10	6	7	8	10	SHSWD	7	2D3	NON 0	16
133	Yeva *		INT OR NON		5	14	14	11	10	7	10	8	8	15				NON 0	14
134	Datroyt		INT HU FTR		18	12	14	10	10	15	8	9	11	14	BDSWD	5	5D4	CLO 2	28
135	Goral		GR UH FTR	1D6SP	12	9	9	12	8	8	12	11	9	6	BDSWD	8	2D4	CLO 2	16
136	Orc A (officer)		VET OR FTR	1D4SP	14	11	11	14	8	9	9	13	12	8	BDSWD	5	3D4	LTR 4	23
137	Orc B (male)		INT OR THF	1D8CP	12	9	9	12	6	7	7	13	12	8	SHSWD	6	2D3	CLO 2	19
138	Orc C (female)		GR OR THF	1D6CP	10	10	10	13	7	8	8	12	10	7	DGR	9	1D4	NON 0	17
139	Uruk A (officer)		VET UH FTR	2D8SP	14	11	11	14	8	9	11	13	8	8	BDSWD	7	3D4	LTR 4	26
140	Uruk B (male)		INT UH FTR	2D6SP	12	9	9	12	6	7	13	11	11	6	SHSWD	8	2D3	CLO 2	23
141	Uruk C (female)		GR UH FTR	2D6SP	12	10	10	13	7	8	5	12	12	7	DGR	10	1D4	CLO 2	21
142	Kobold A (male)		GR KO THF	1D6CP	8	9	9	12	6	7	12	11	7	6	KNIFE	10	1D3	CLO 1	14
143	Kobold B (female)		GR KO THF	1D6CP	5	10	10	13	7	8	14	12	7	7	KNIFE	11	1D3	CLO 1	13
144	Wolf-dog		ANIMAL		14										BITE	4	2D4	FUR 4	26
145	Warnorse	f	ANIMAL		26										HVS(f)	4	3D5	FUR 4	67
															BITE	4	2D2		
															HVS(r)	6	4D6		
146	Hawk	g	ANIMAL		8										BEAK	4	2D3	FUR 6	14
															TALON	5	2D4		

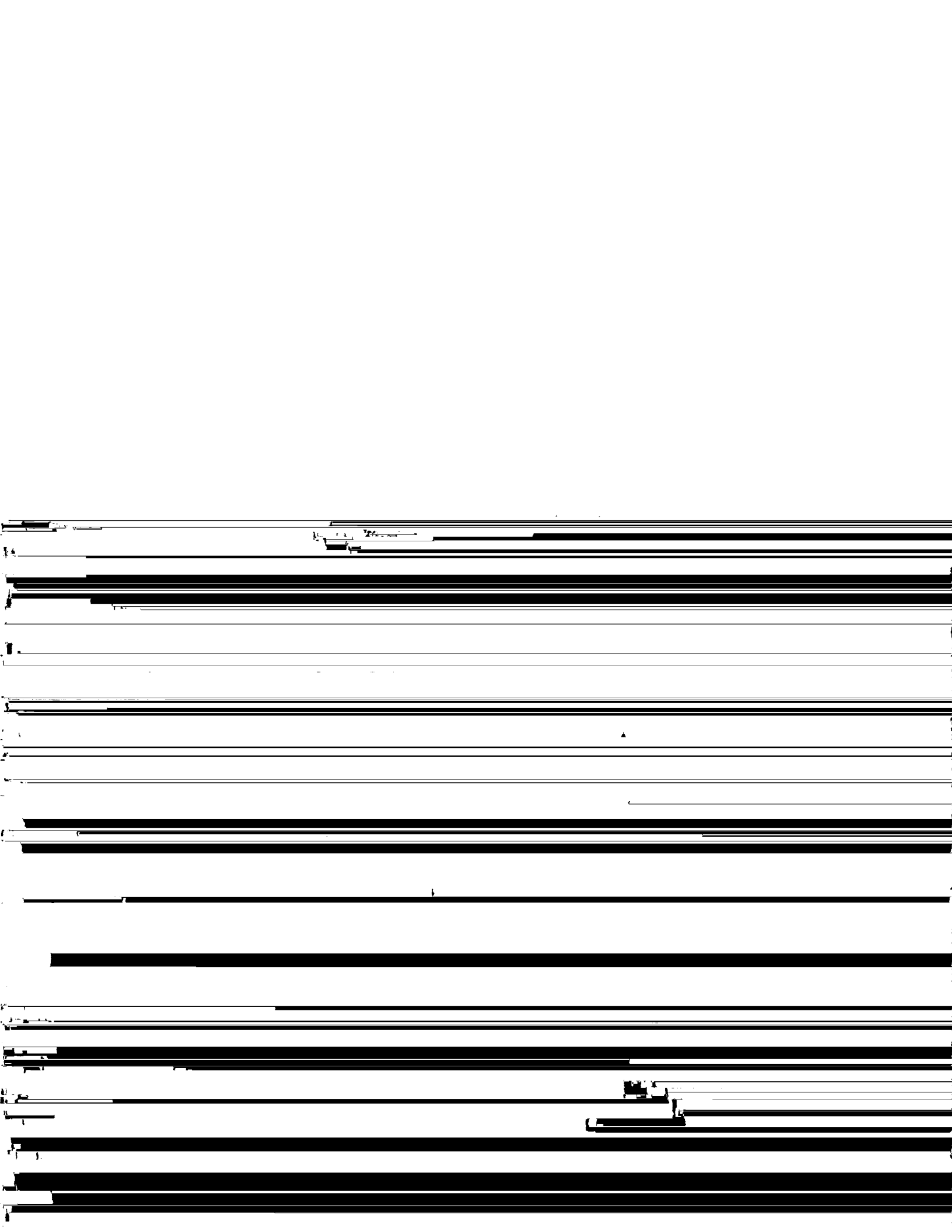
NOTES:

a) Has lost percentage of HTK from rough treatment by captors.
b) Weapons are treated with Level 8 snake venom (SR against STM).
c) Accompanied by hawk, which will defend.
d) If attacked when mounted, horse is trained to defend.
e) Accompanied by trained wolfdog, which will defend.
f) Will use only one method of attack per mr.
g) Talon strikes (2 per mr) only when flying.

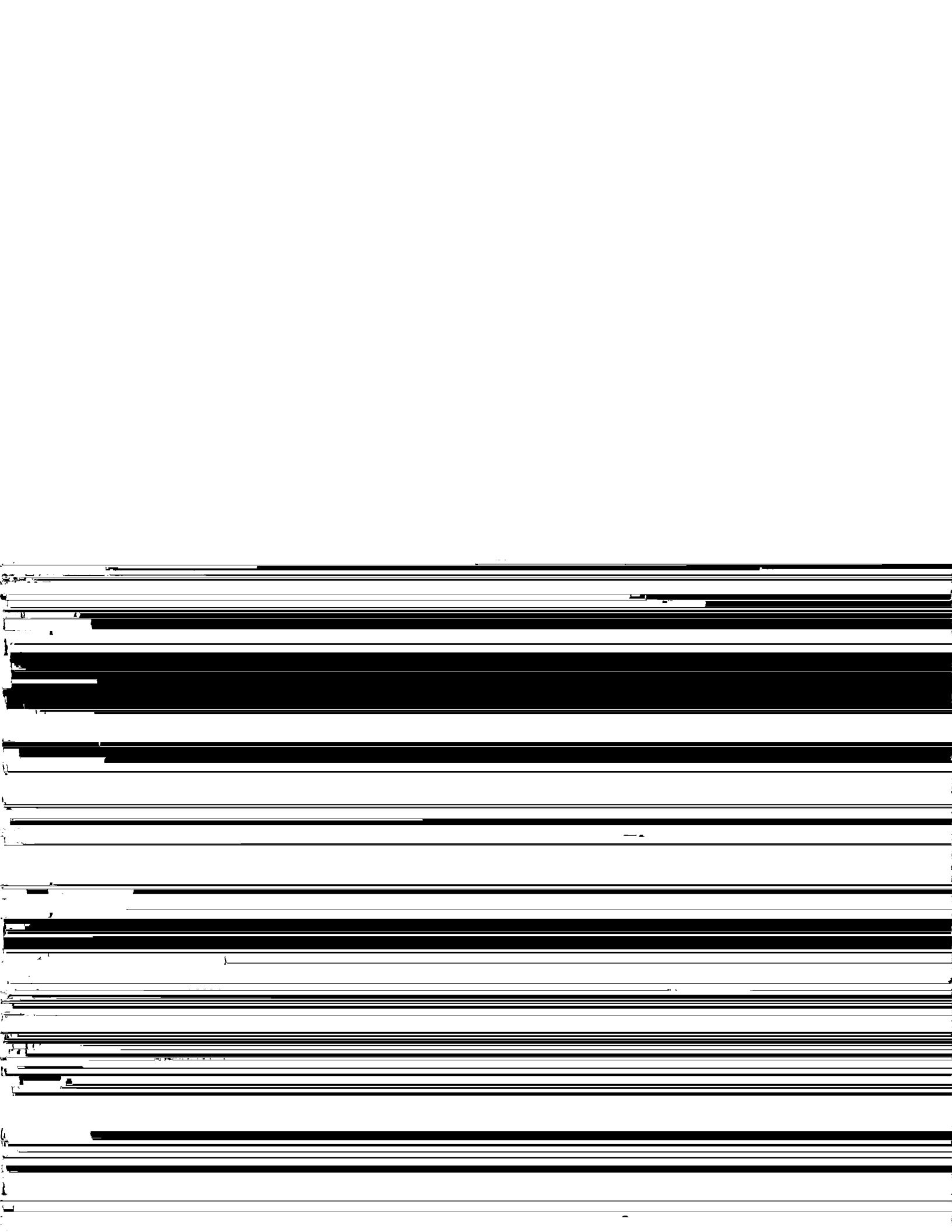




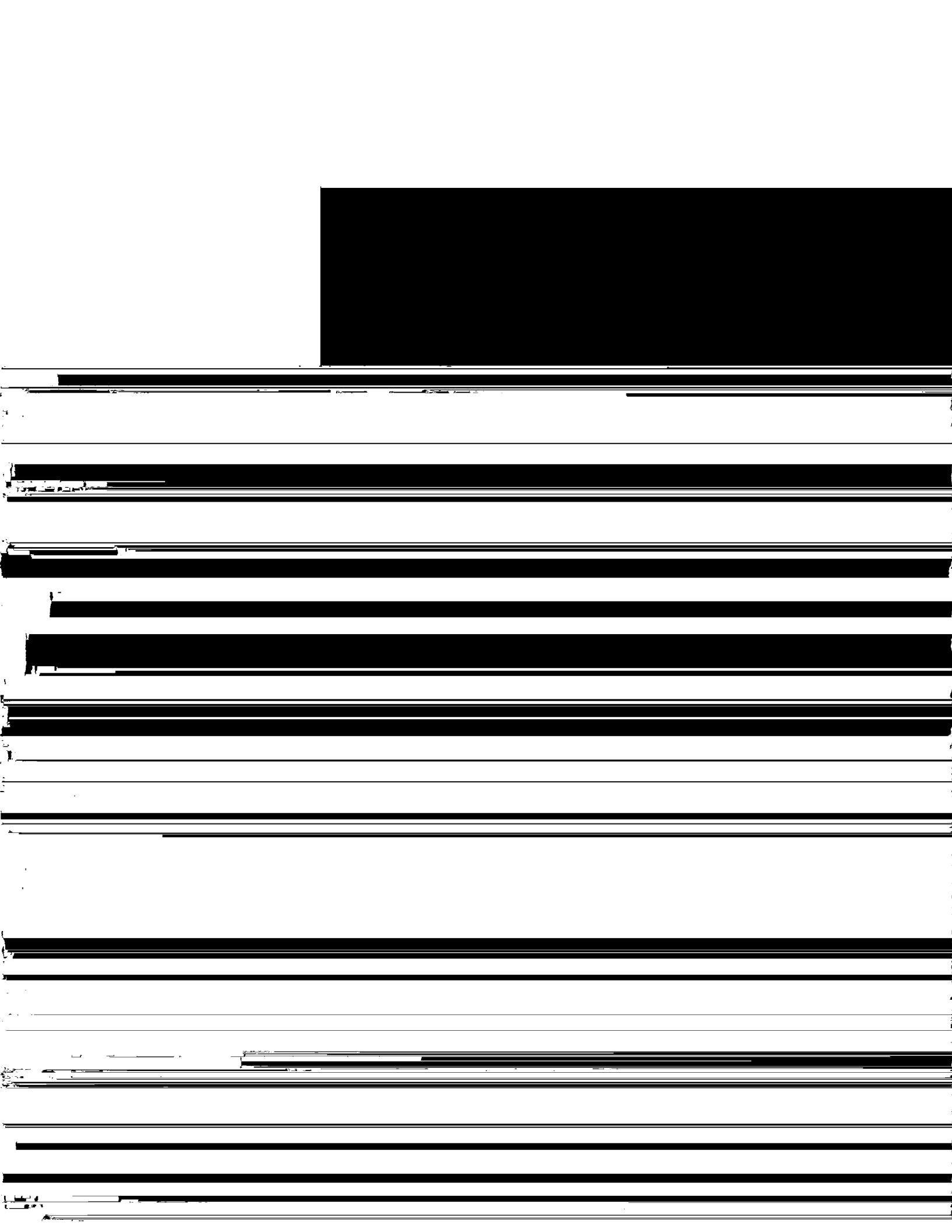


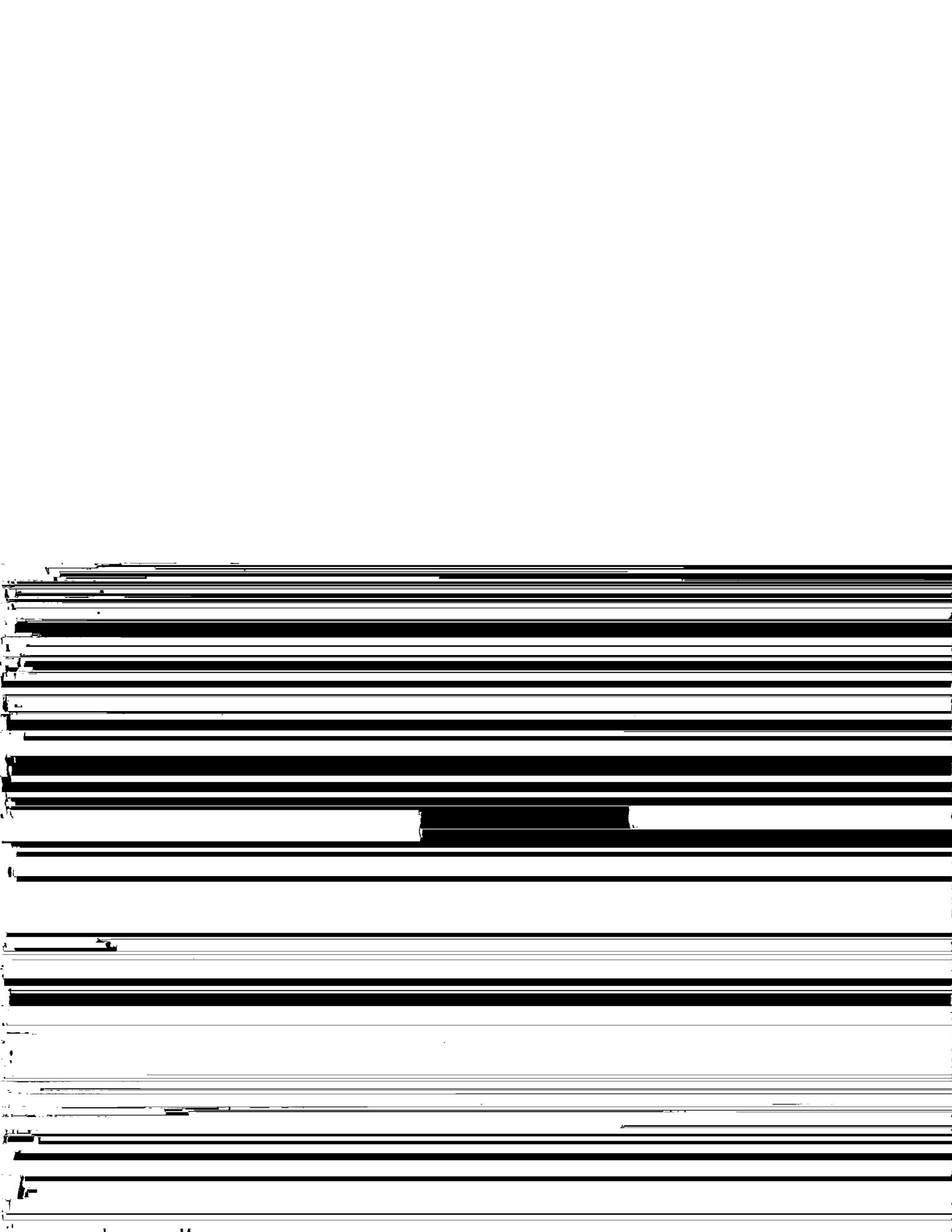


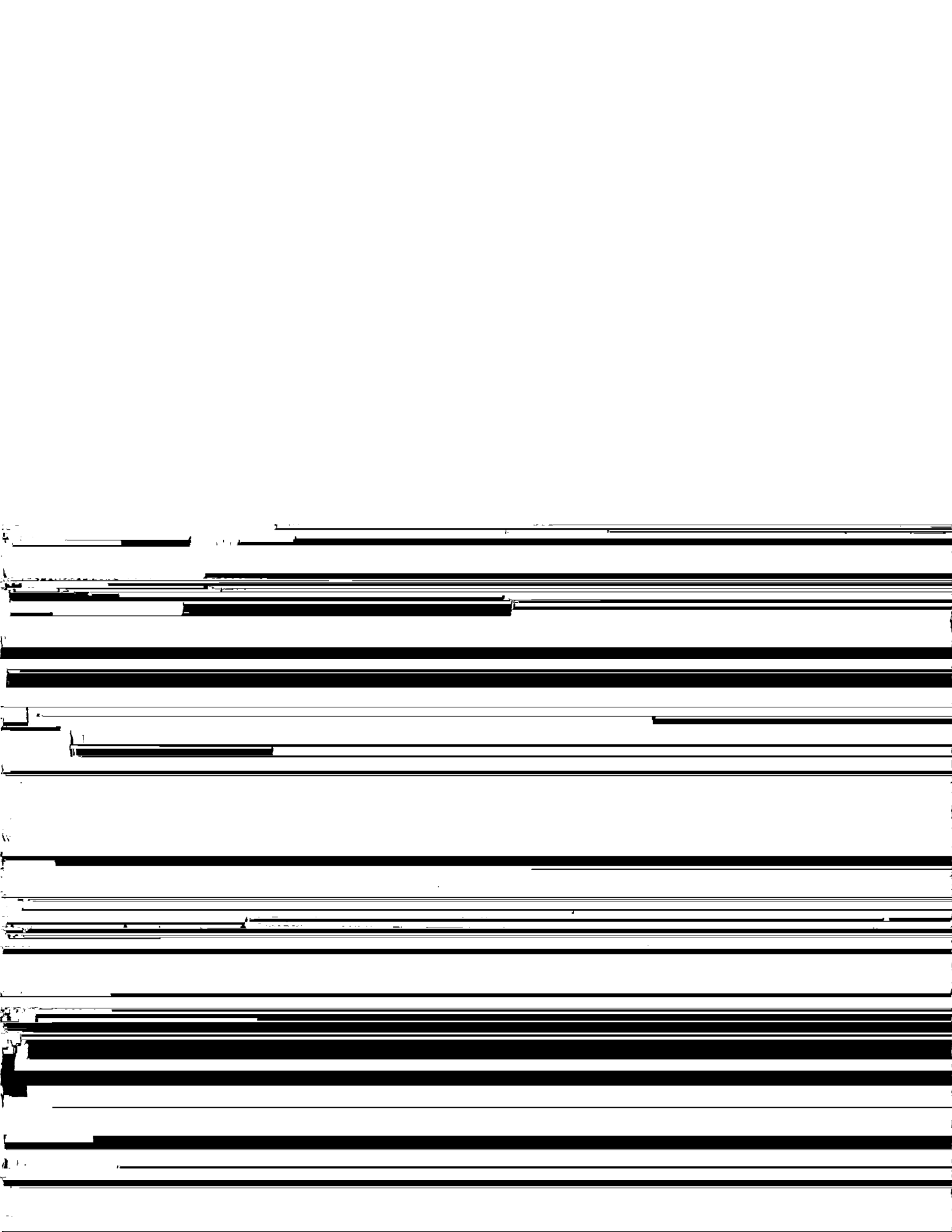
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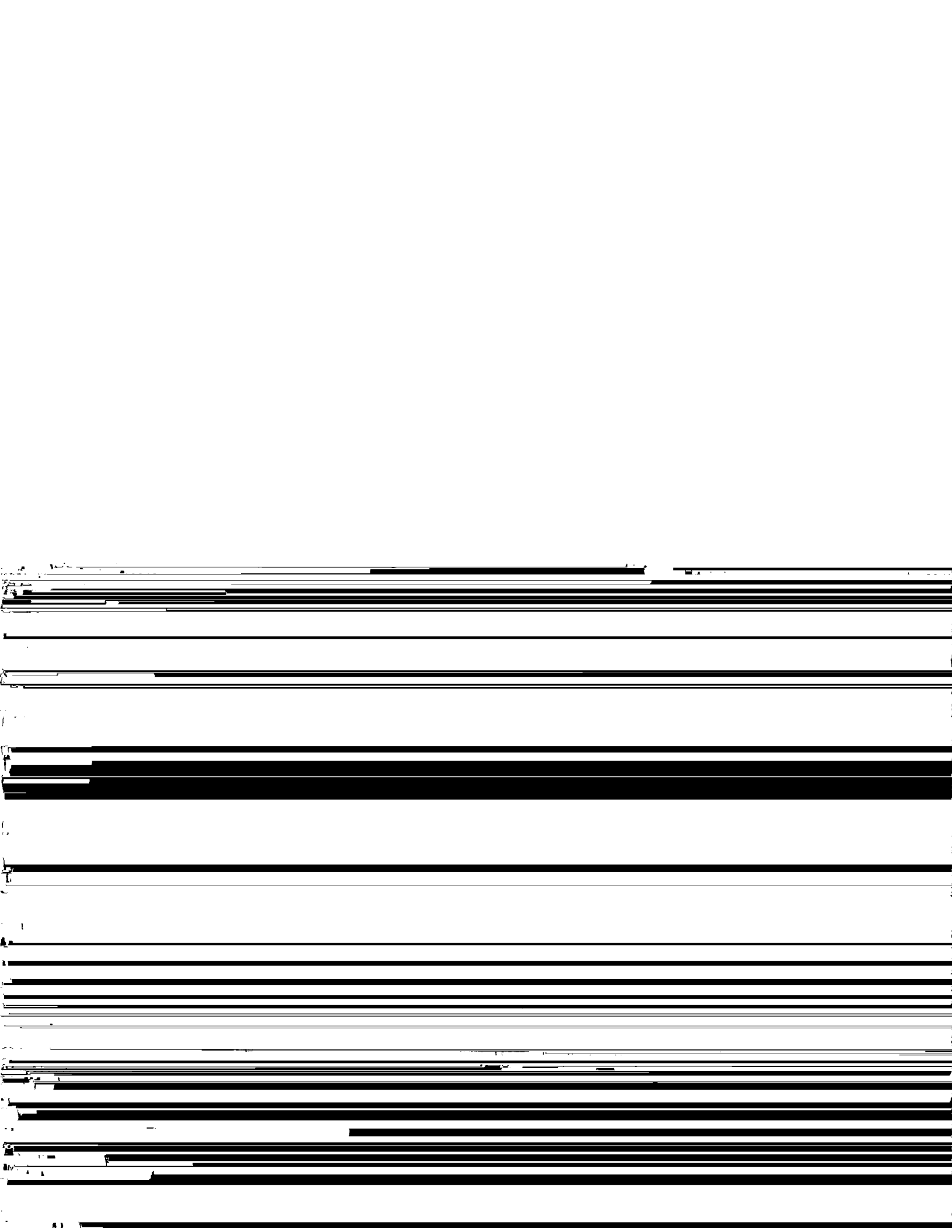


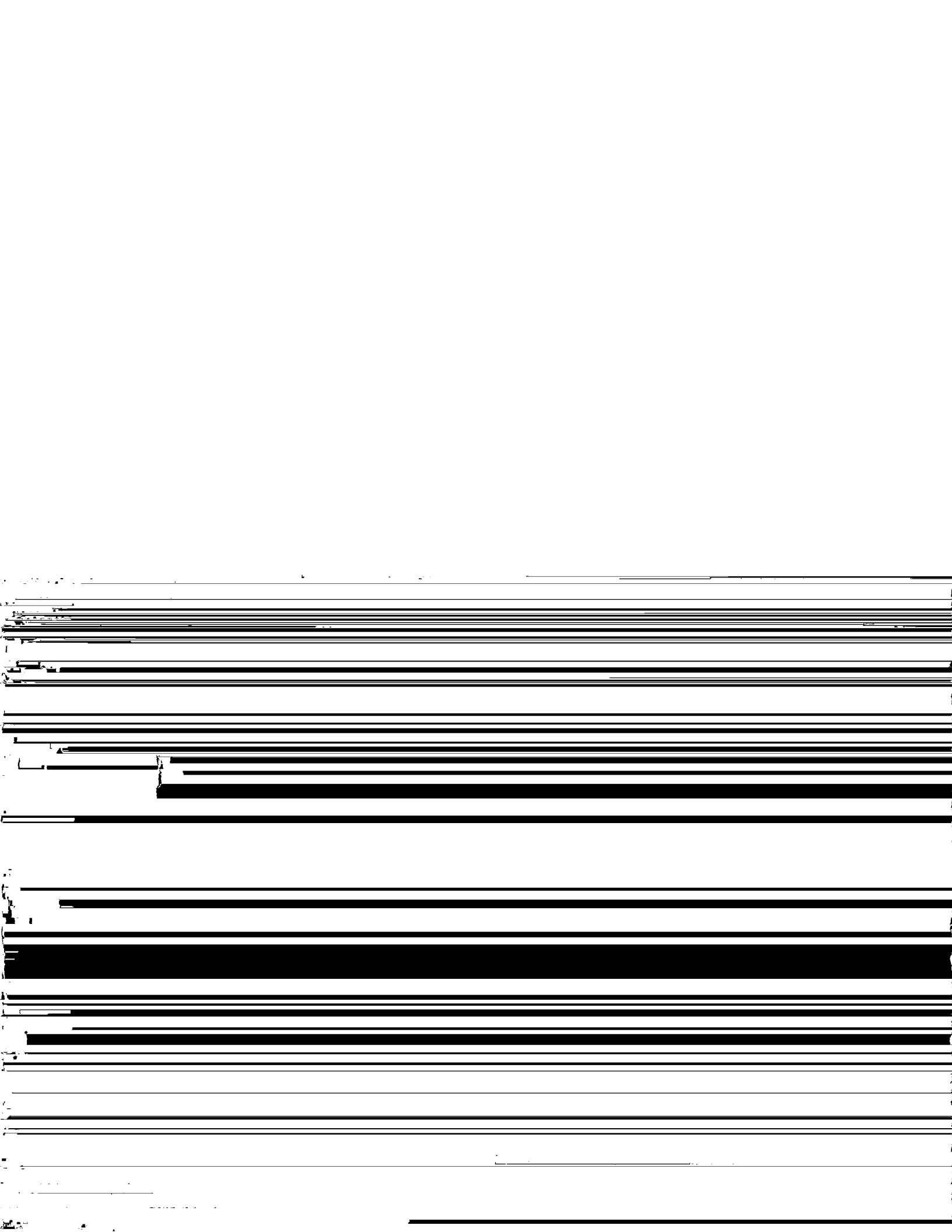
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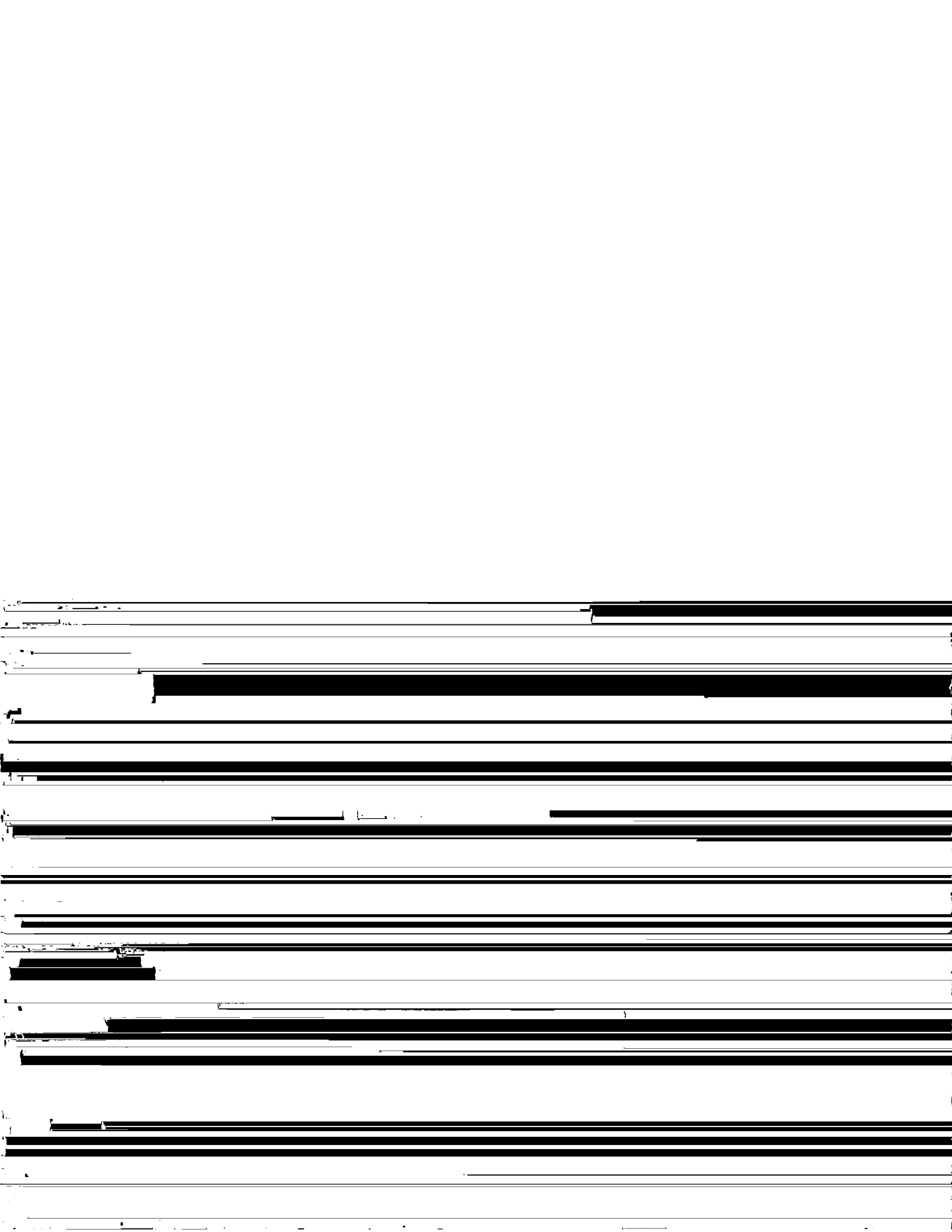


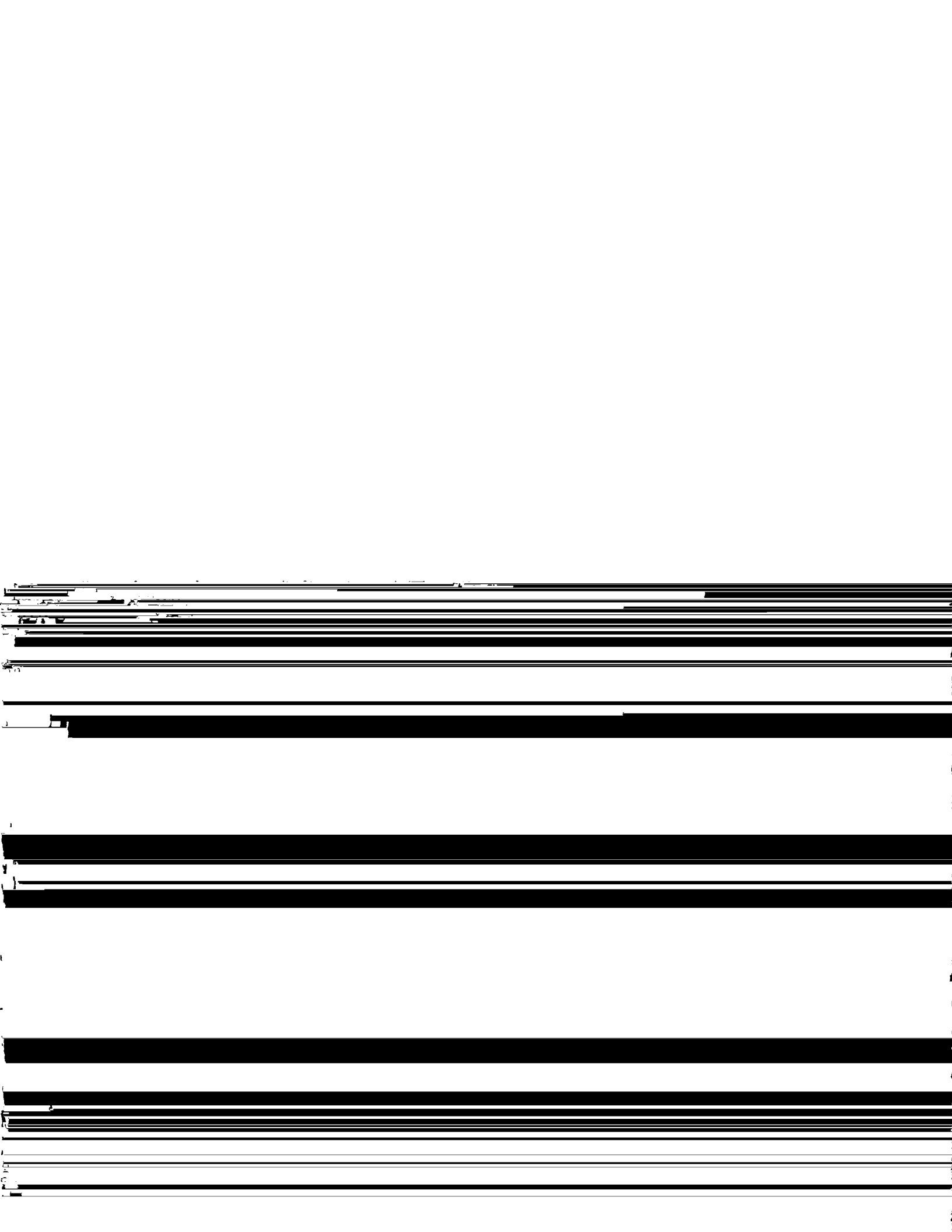


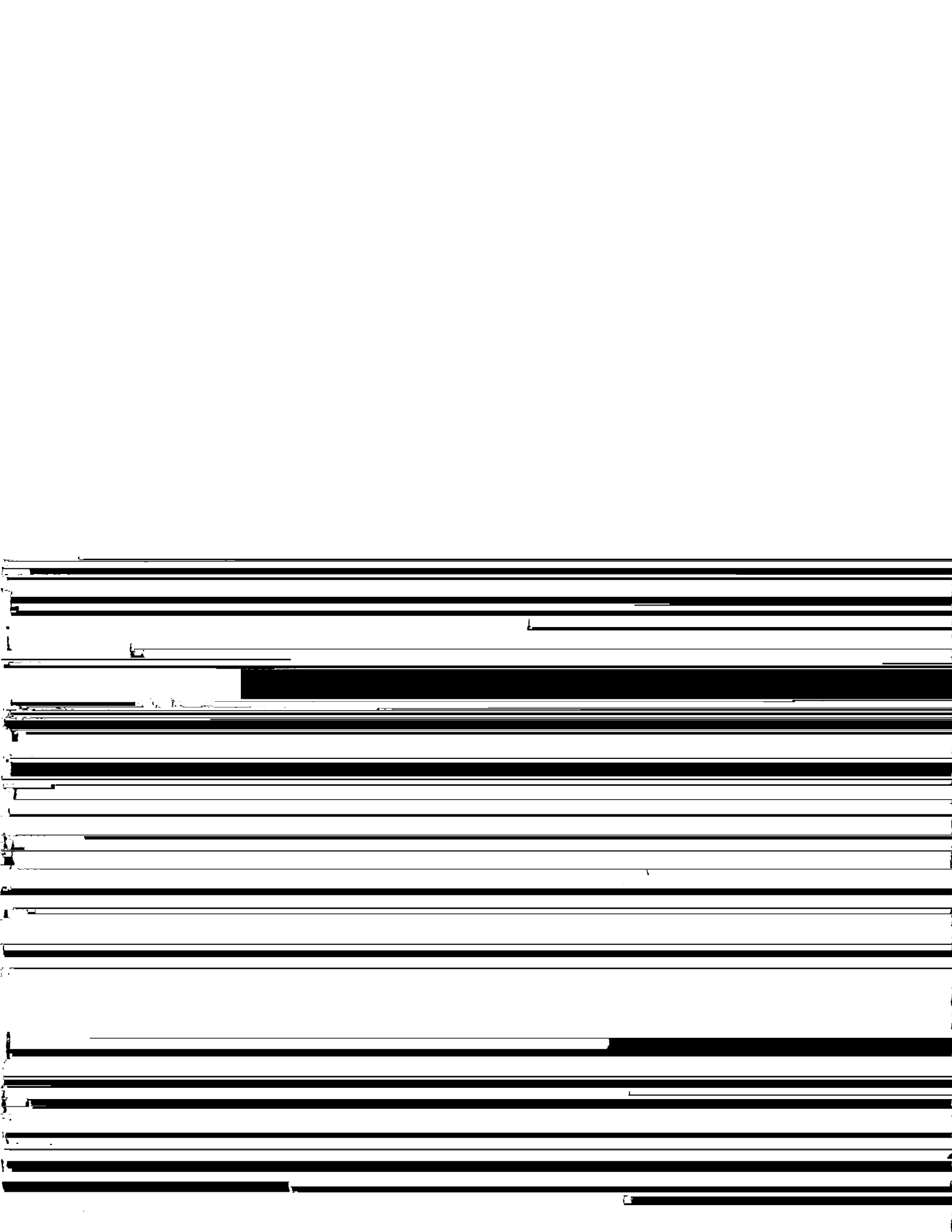


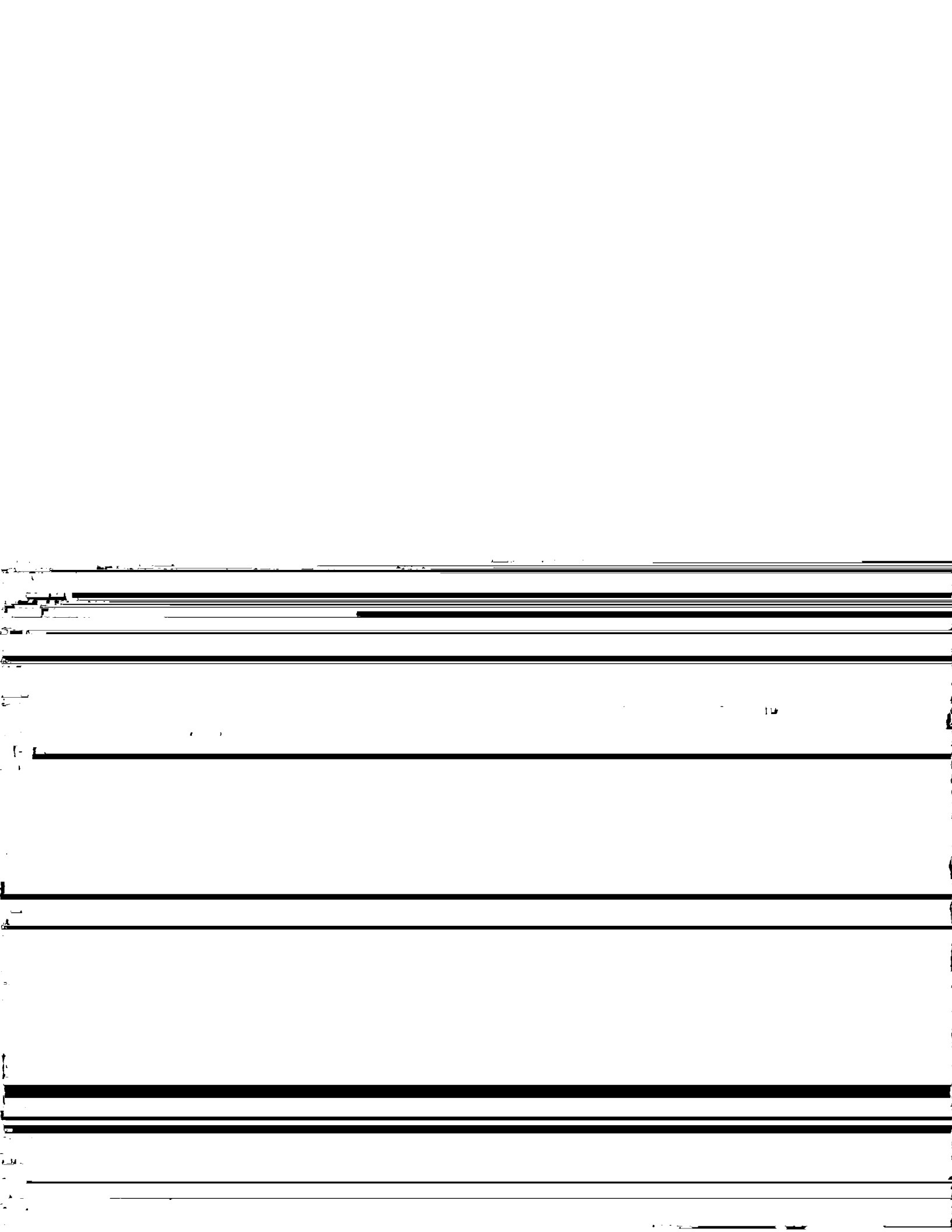










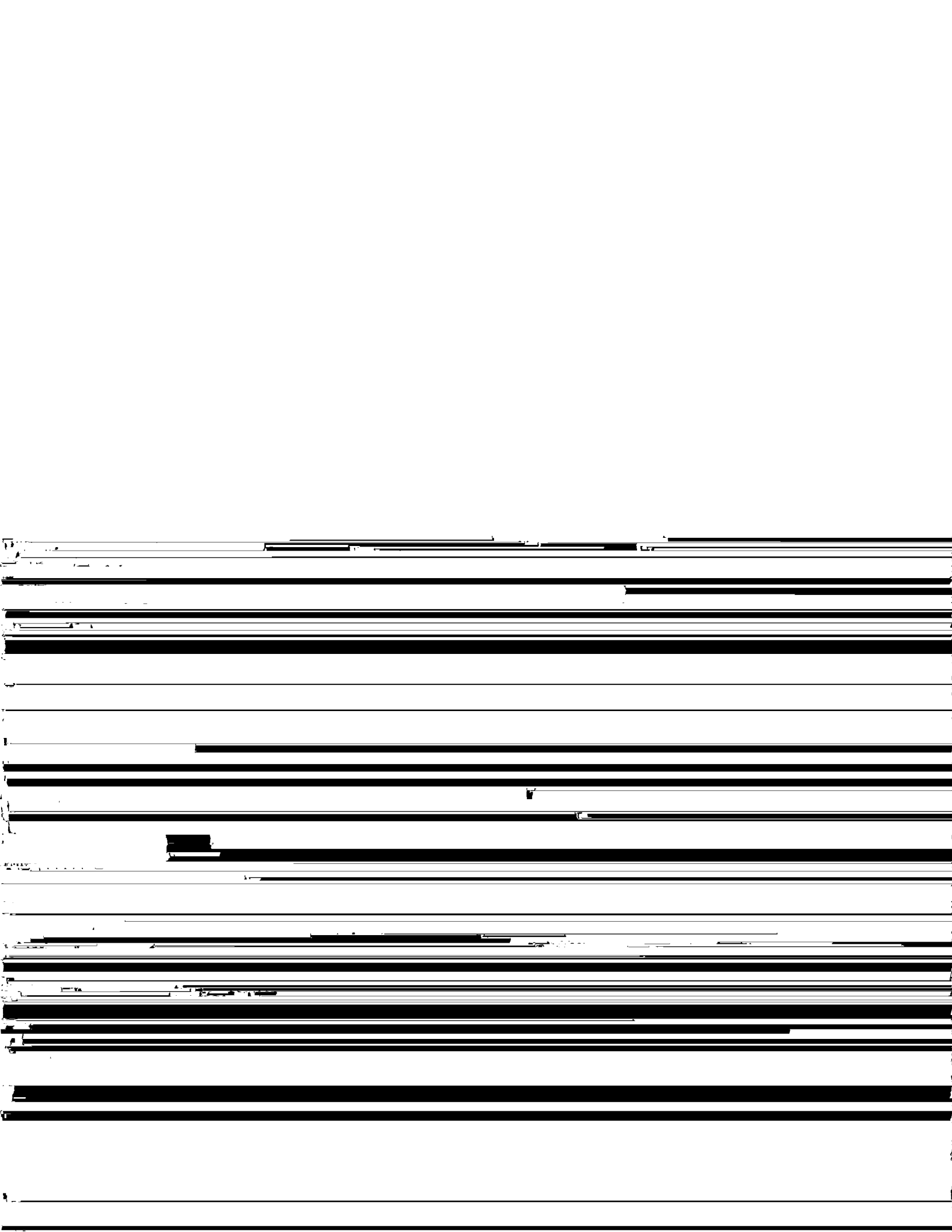


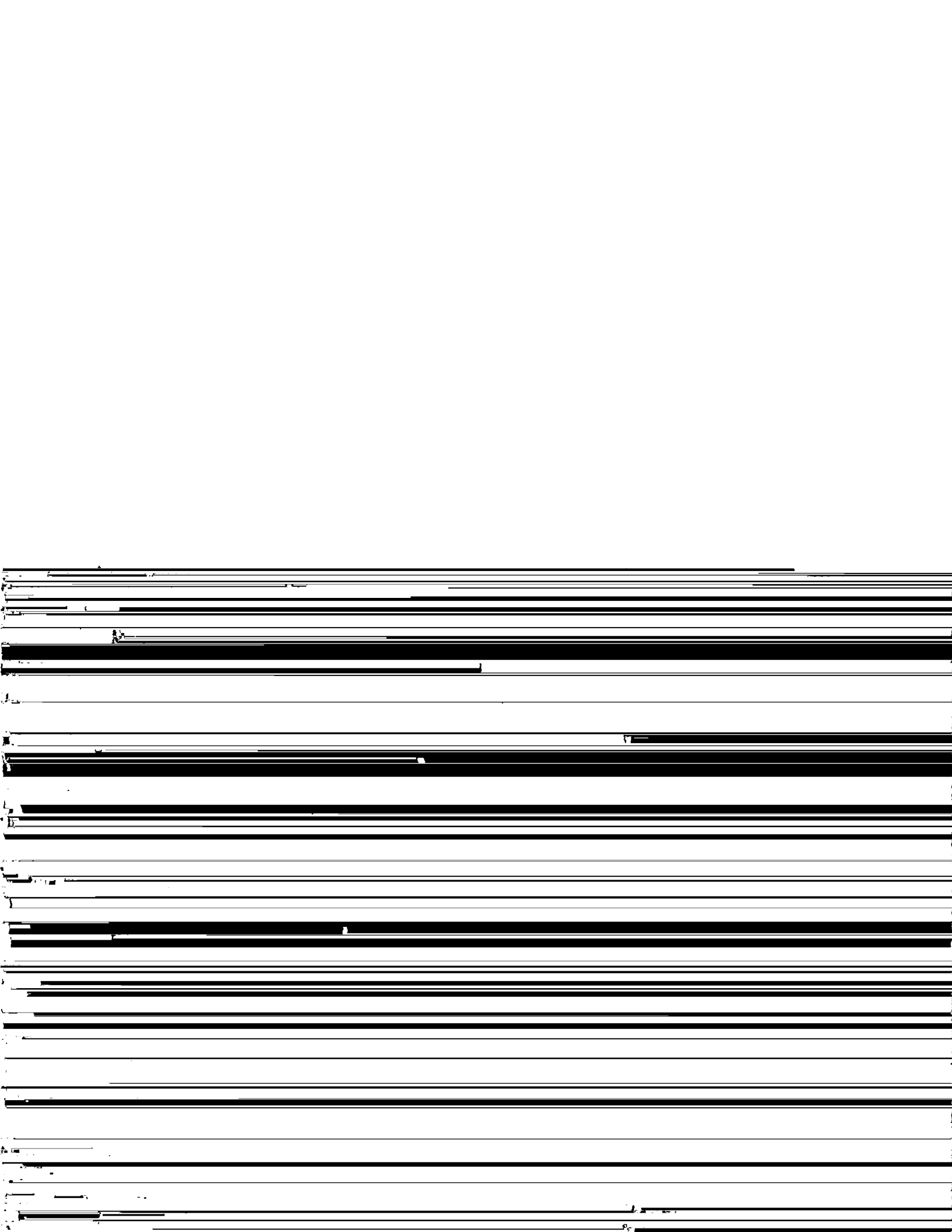
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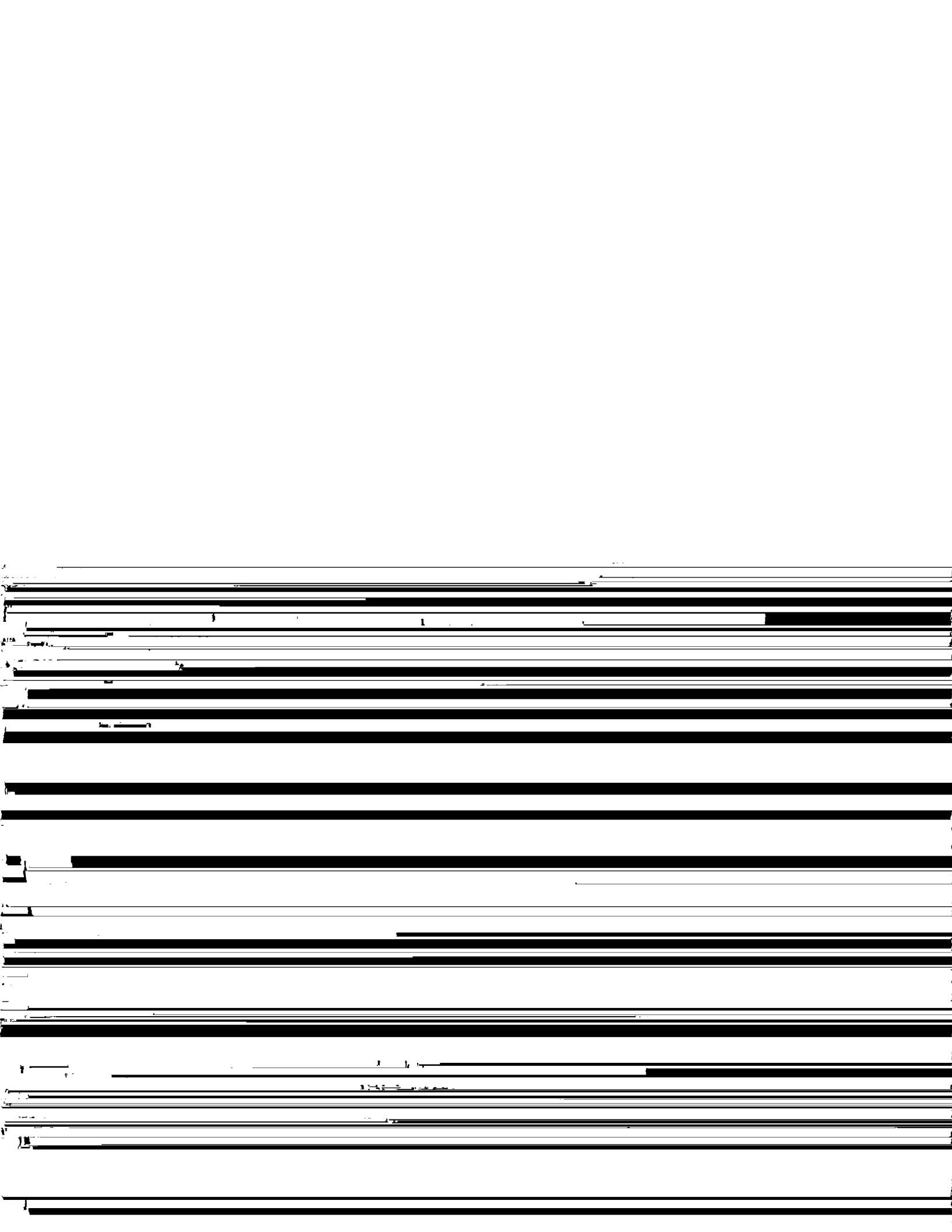


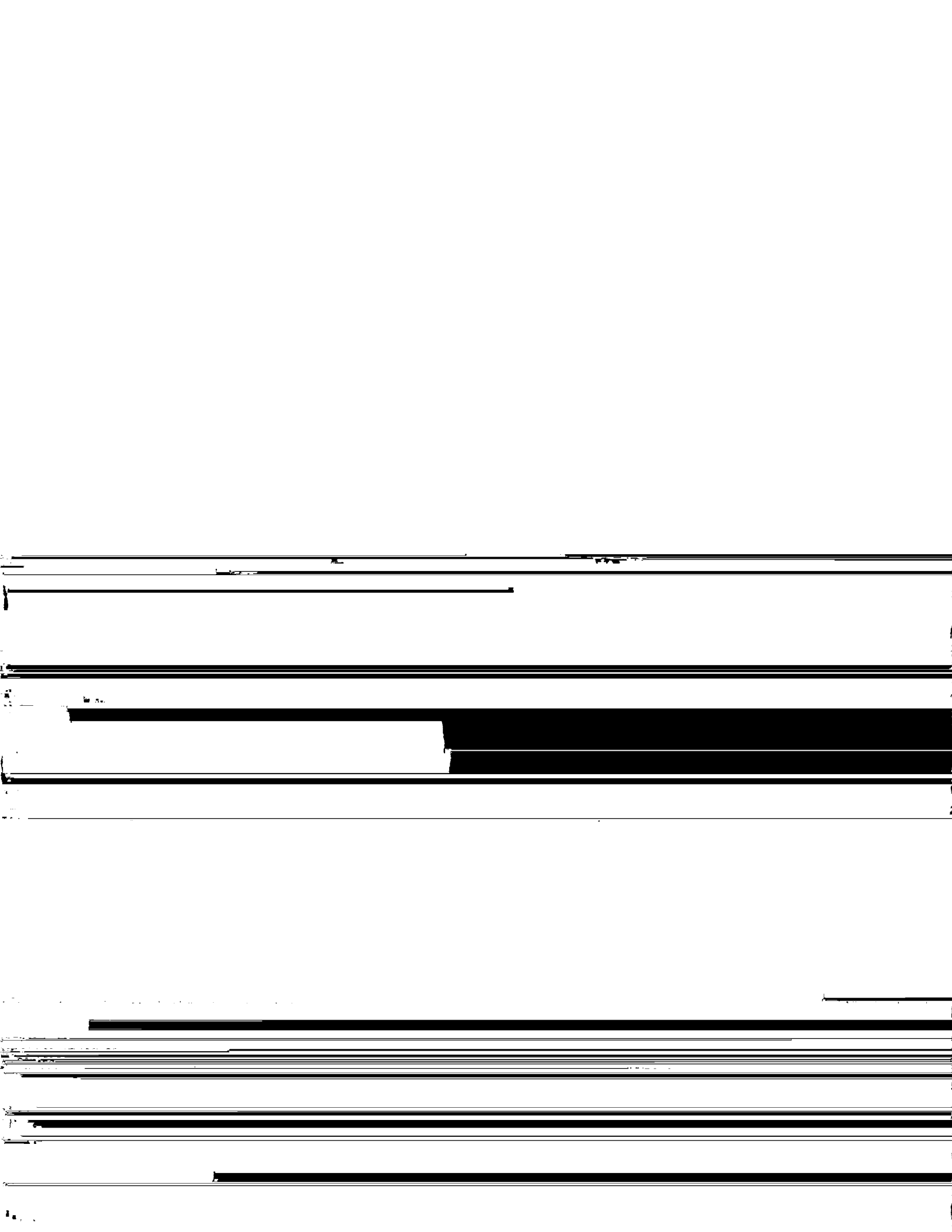
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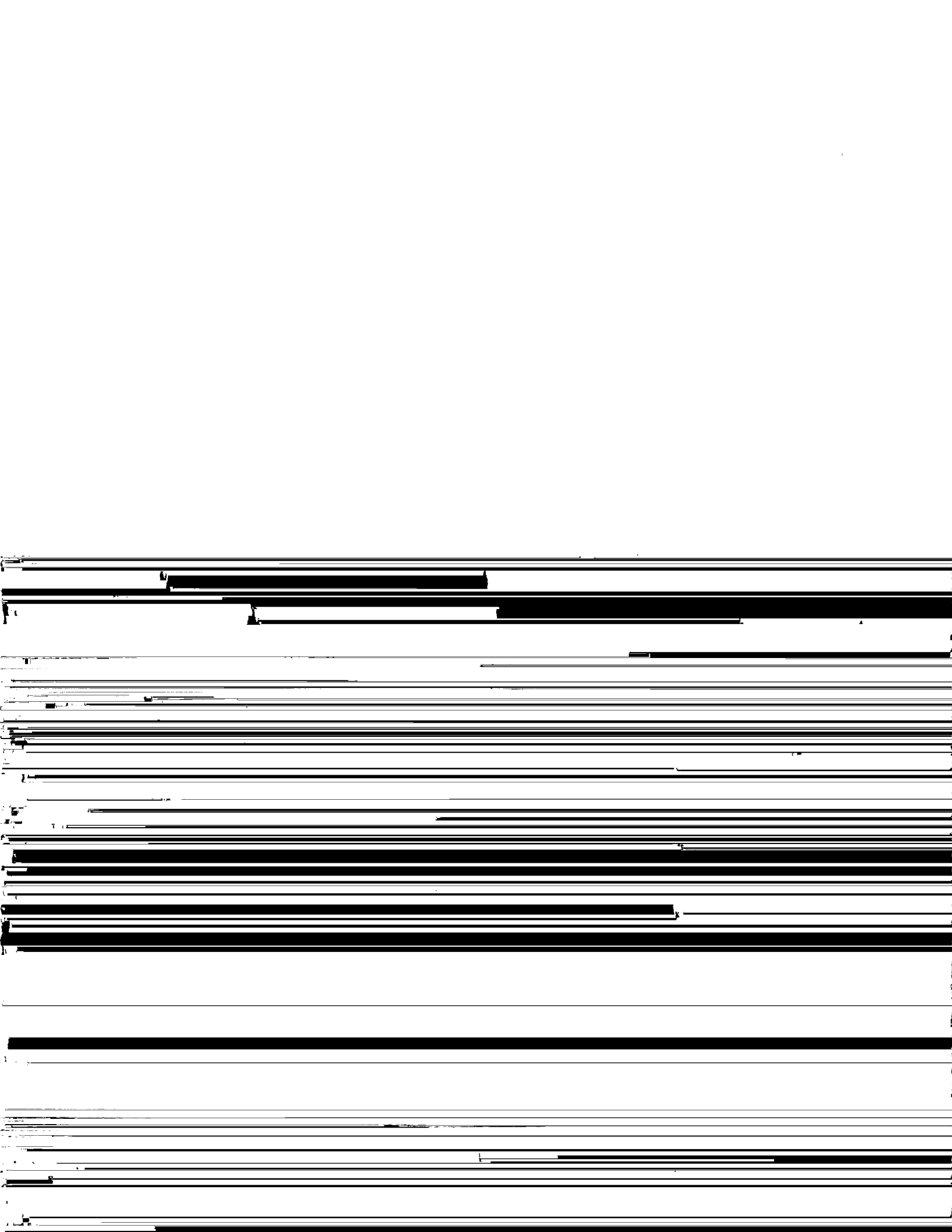


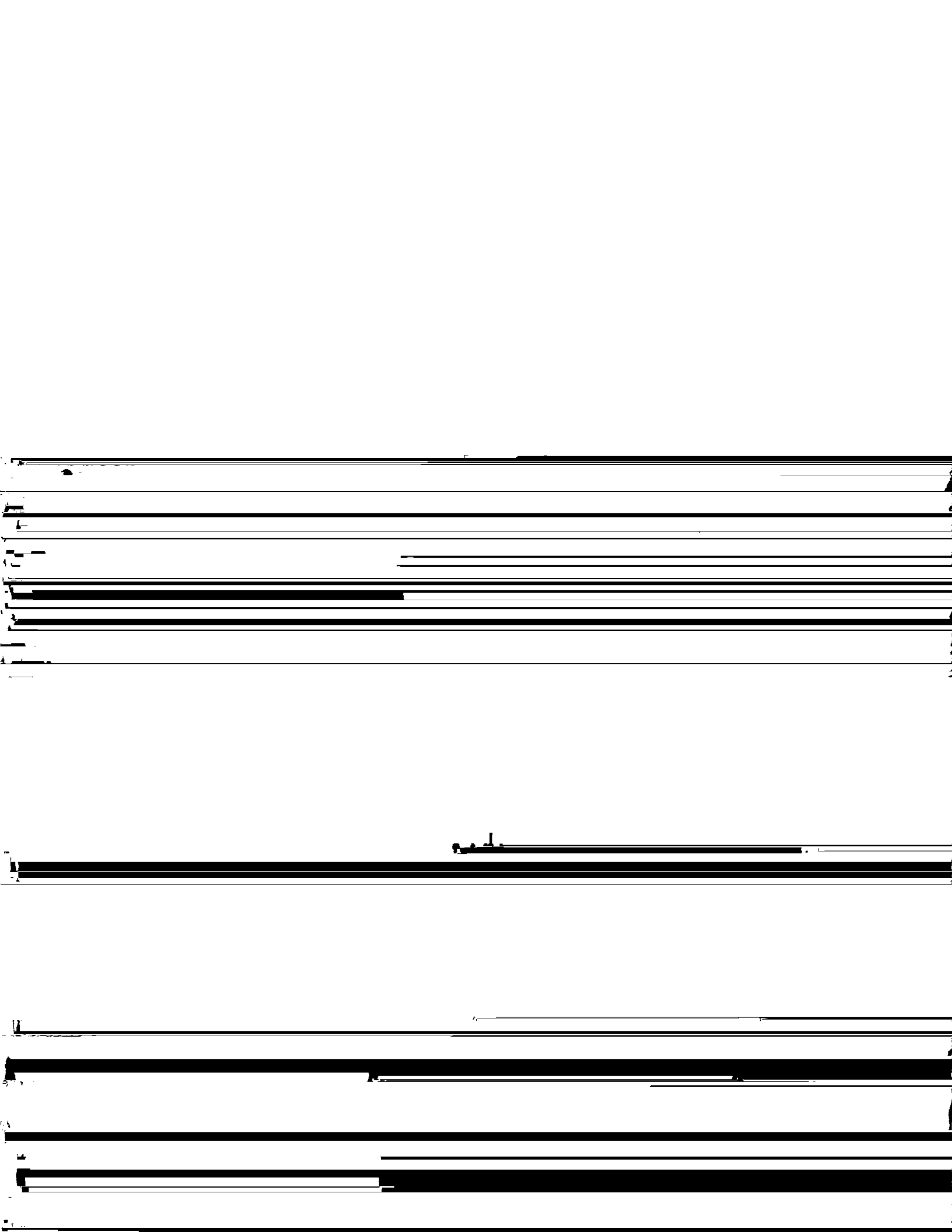


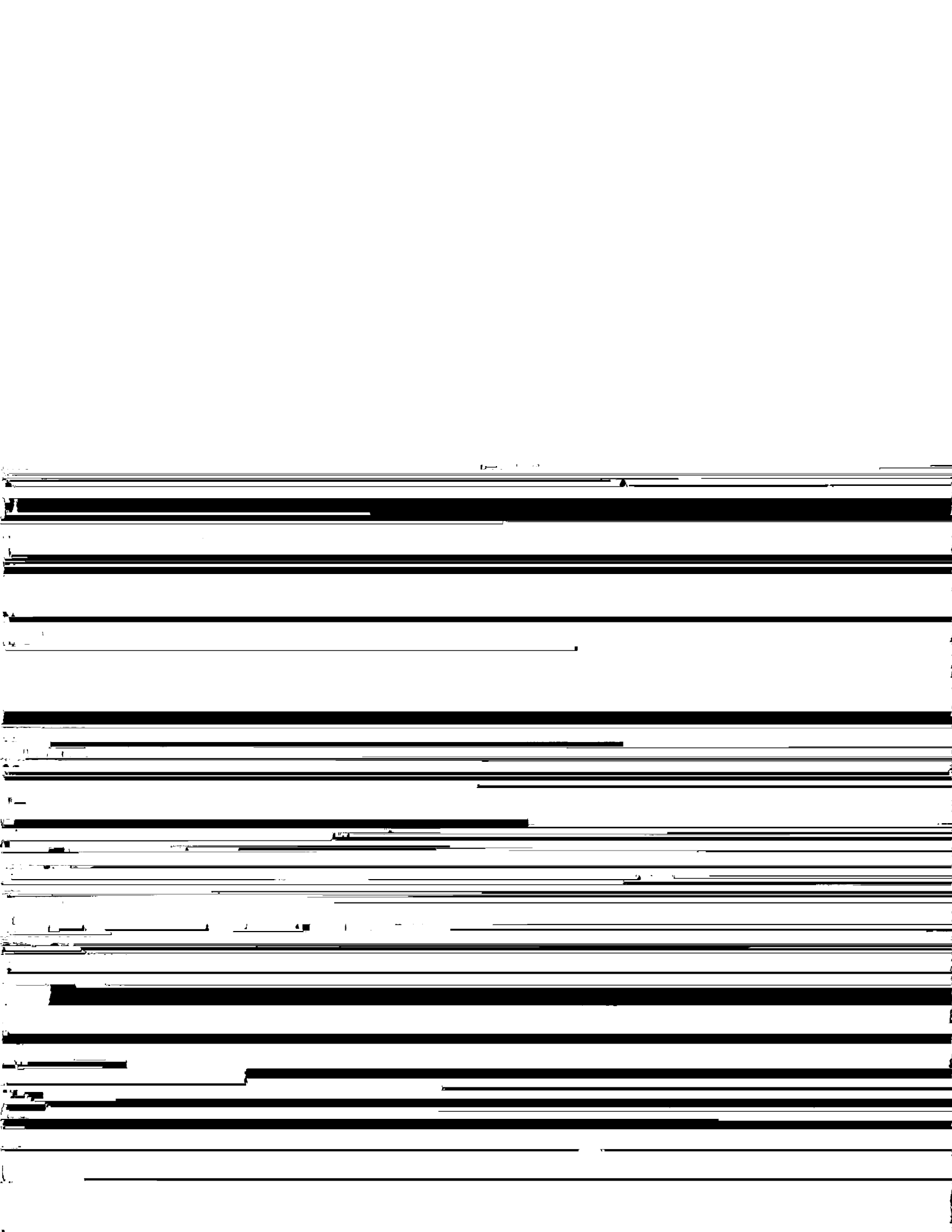


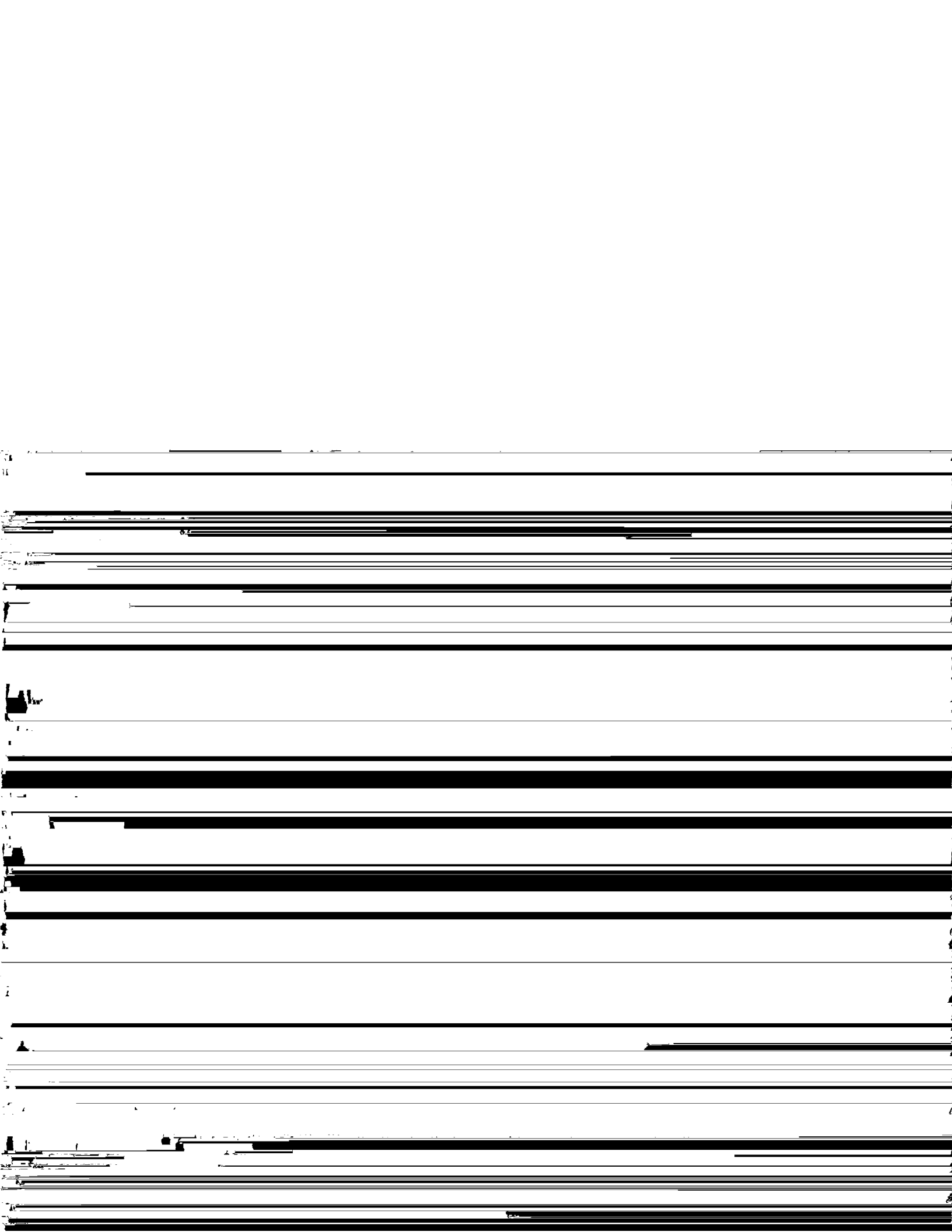


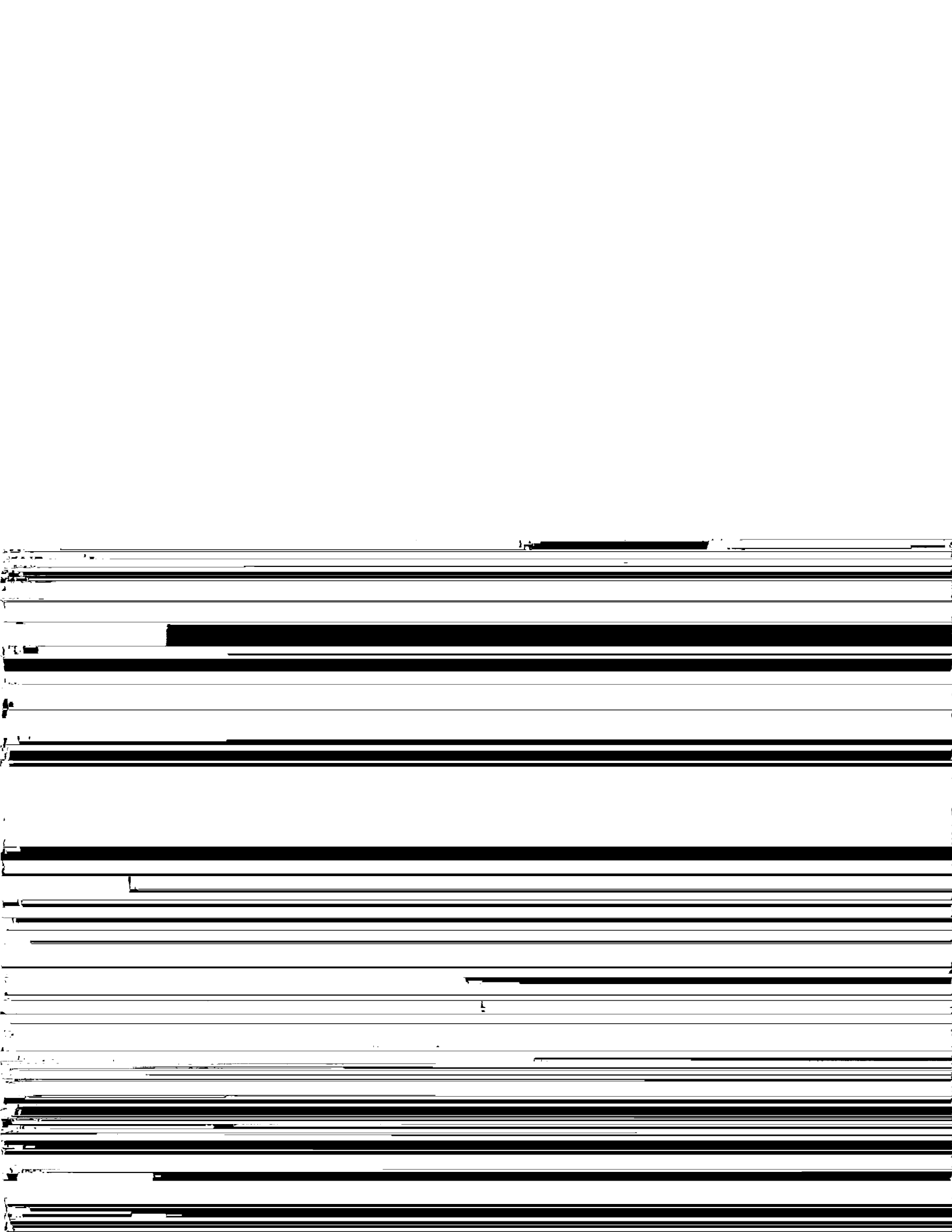


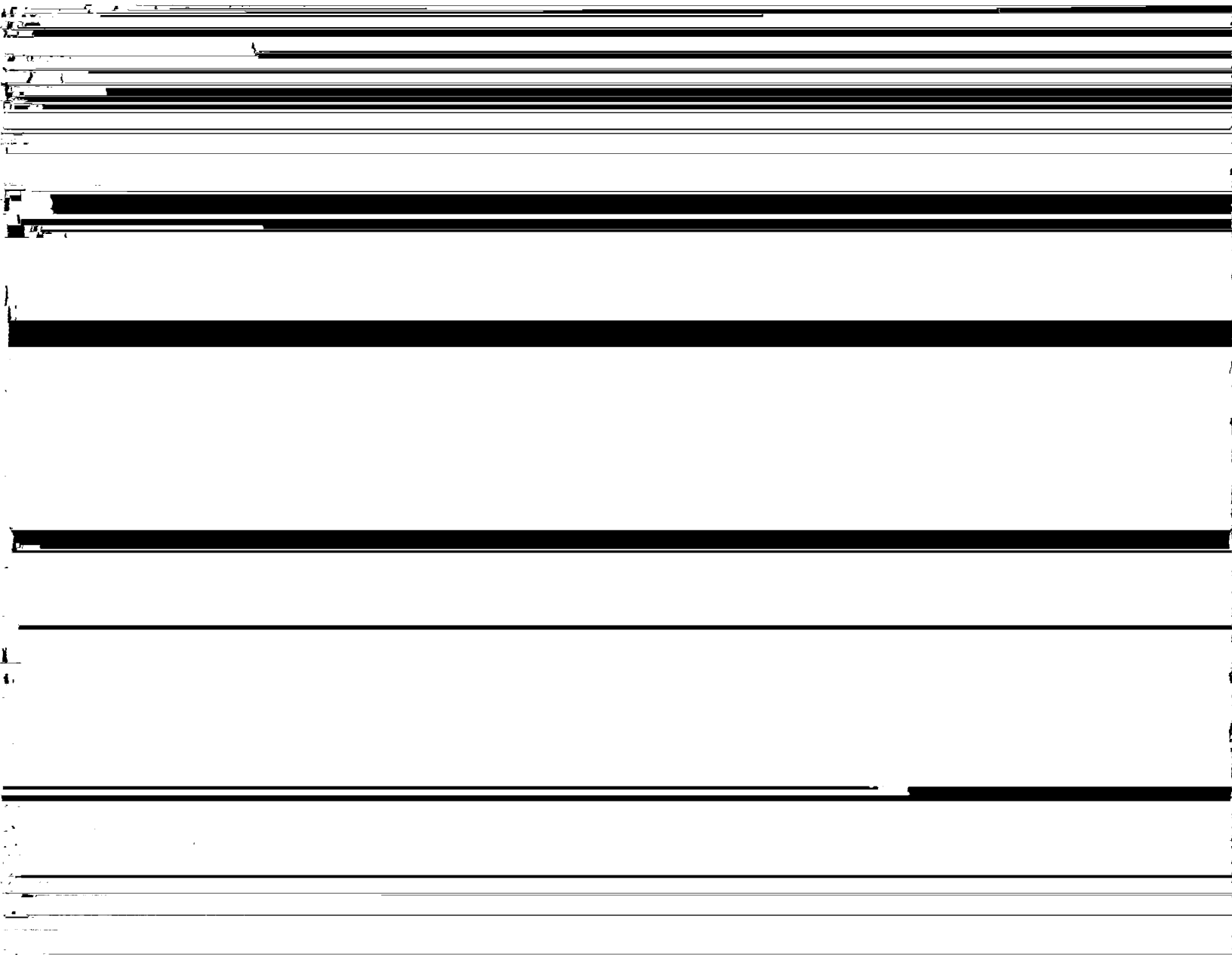


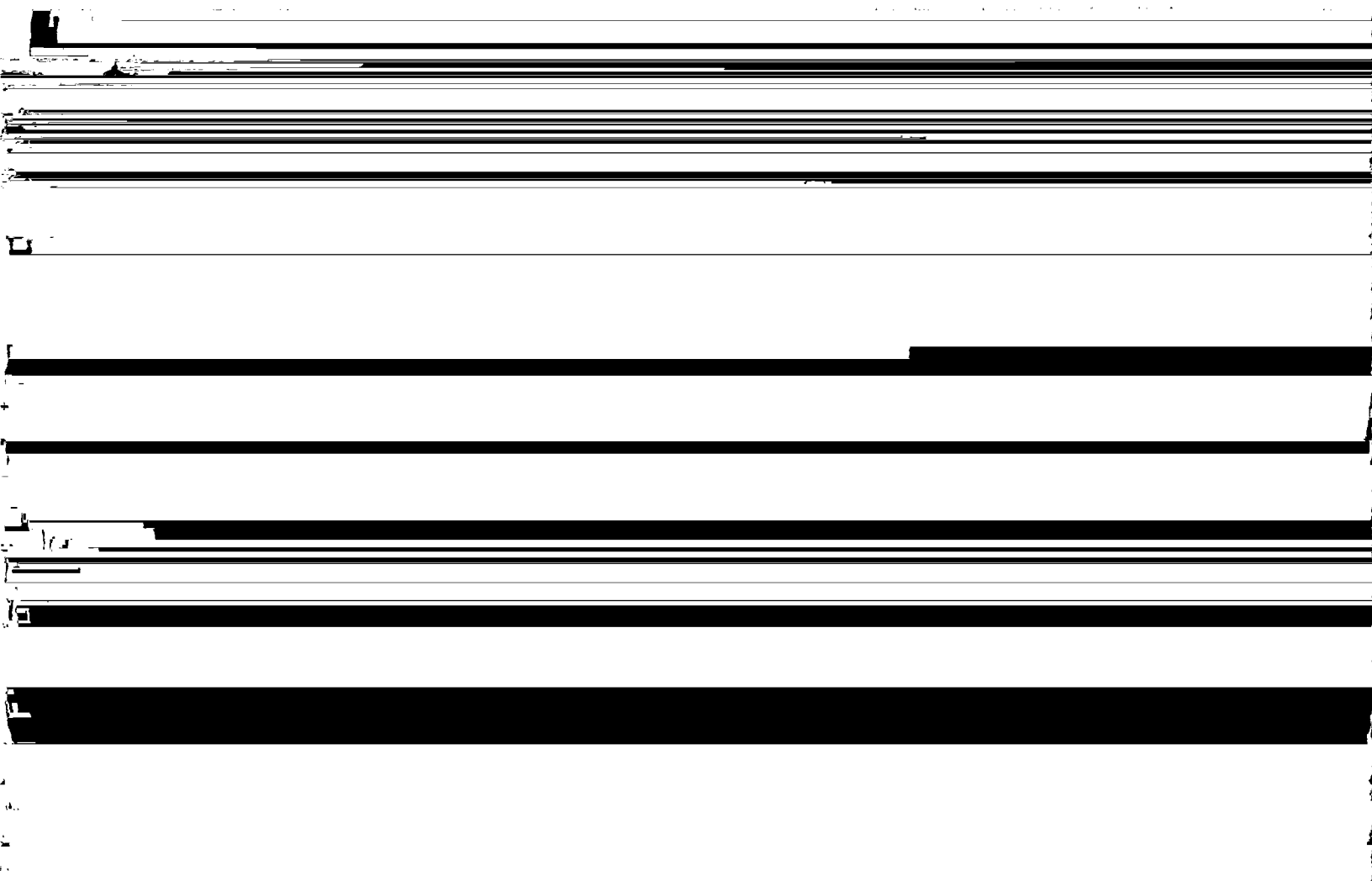




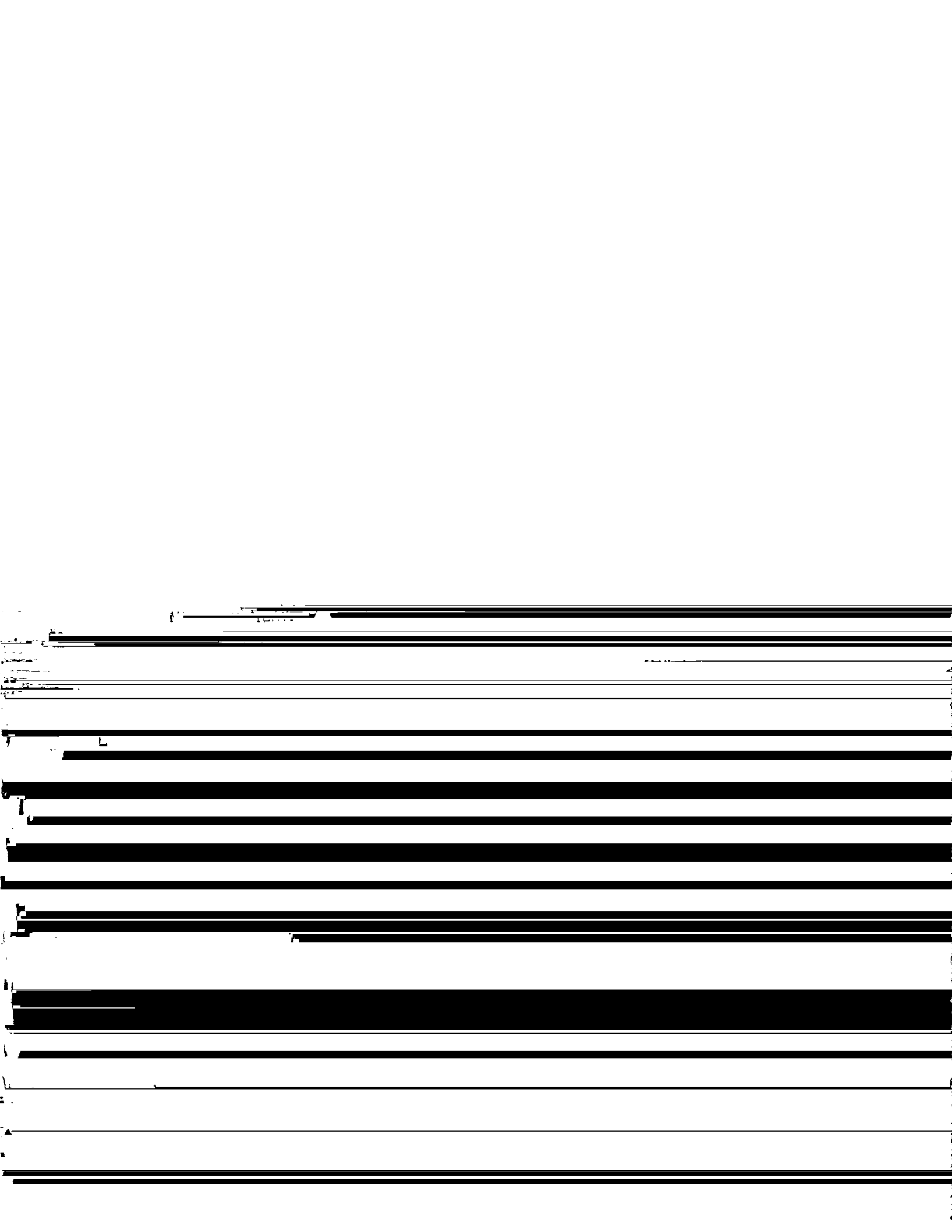


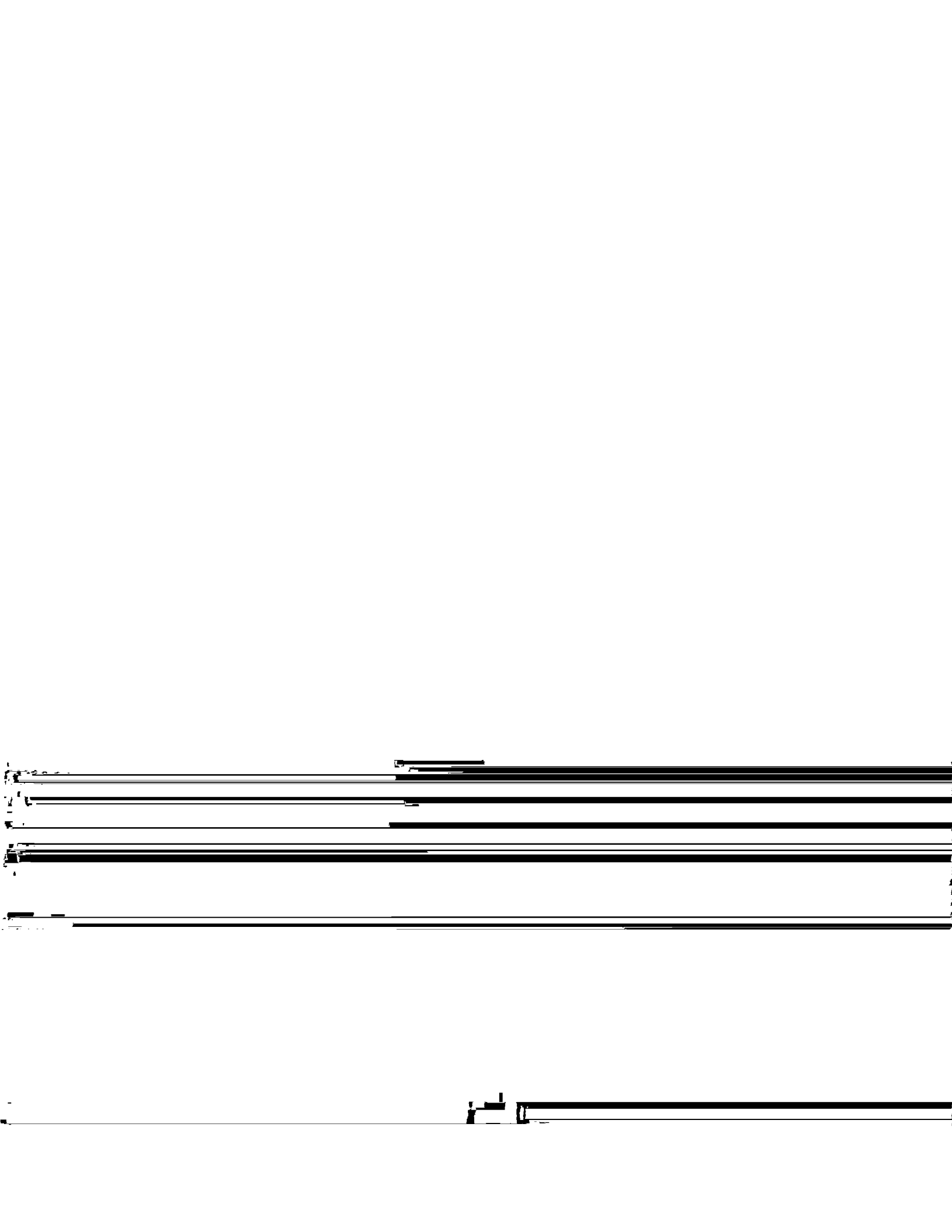






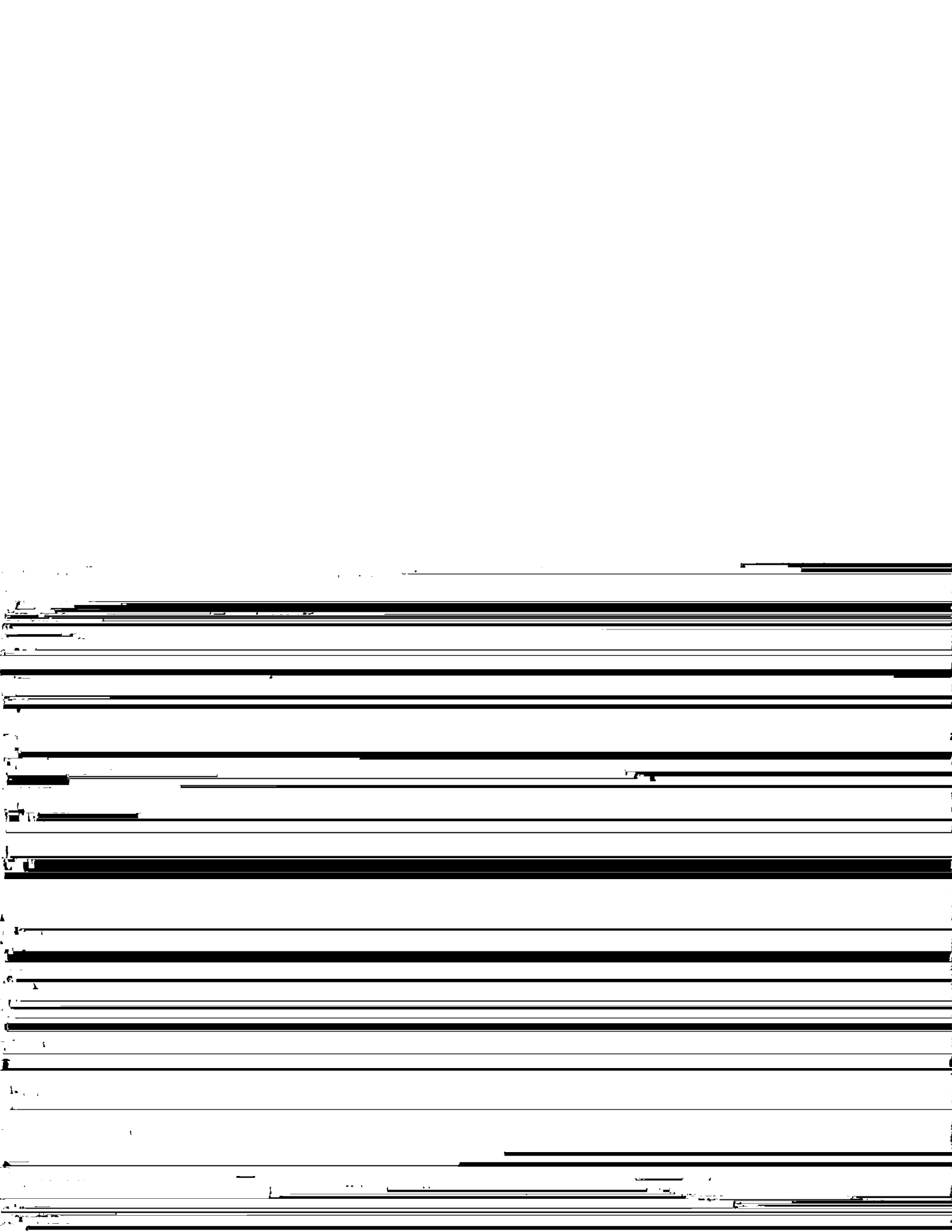


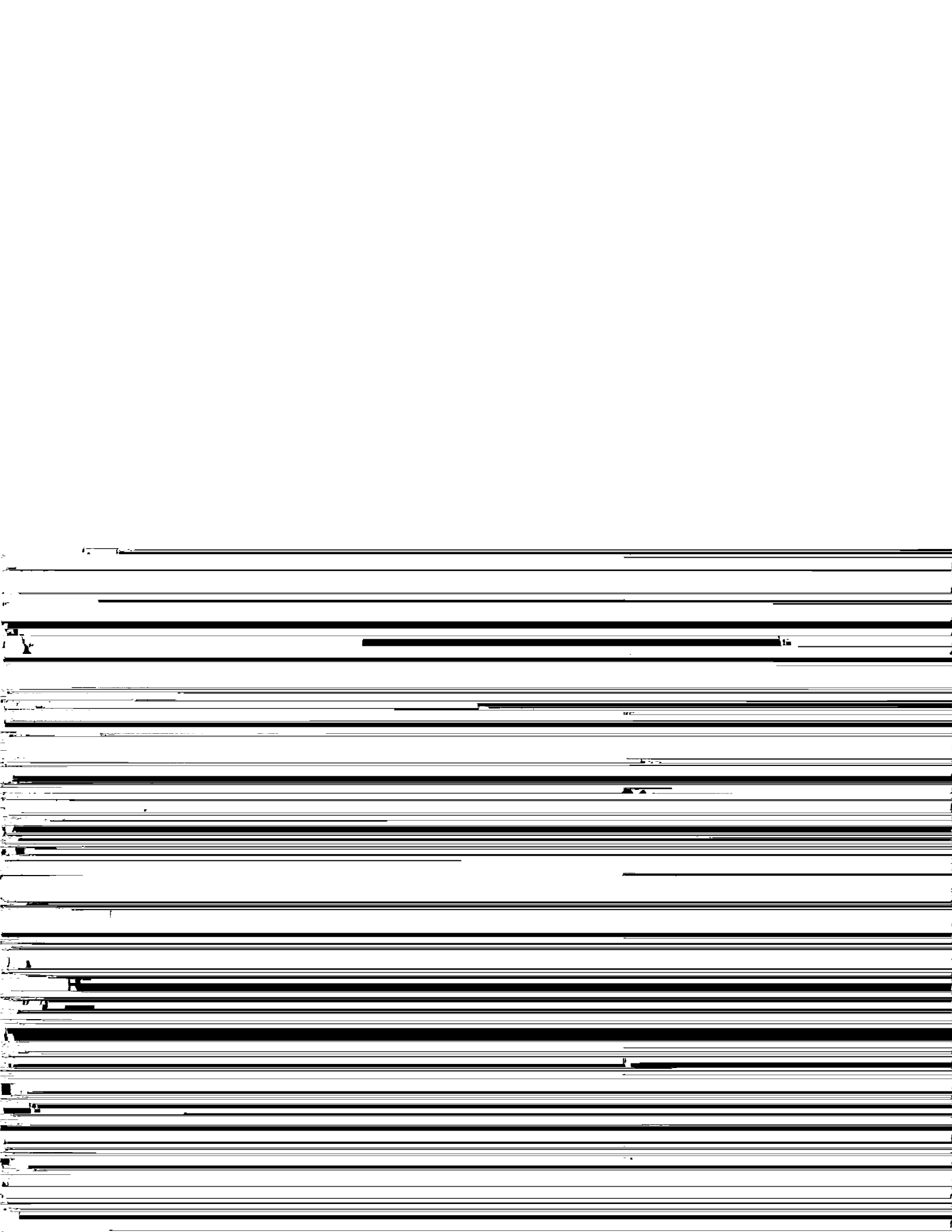


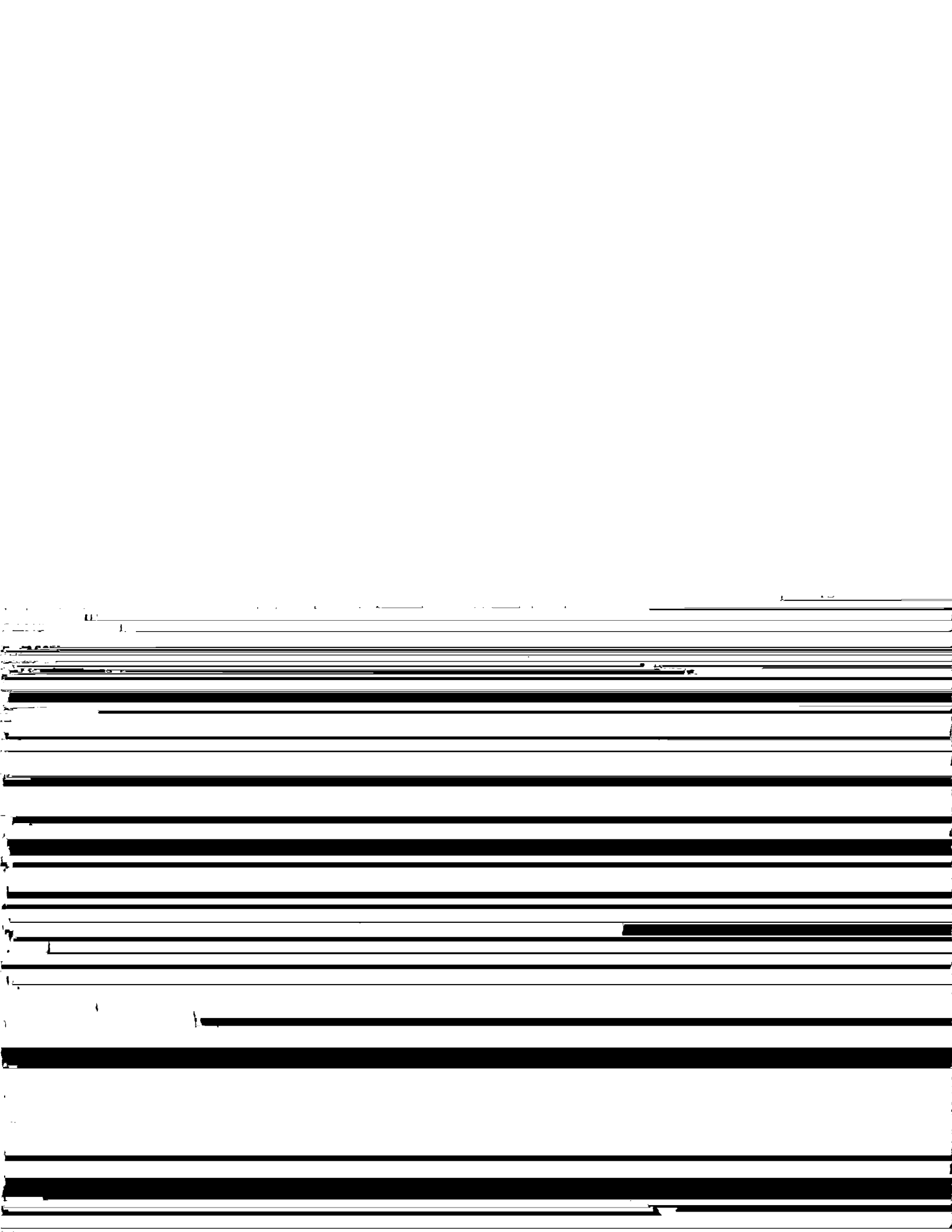


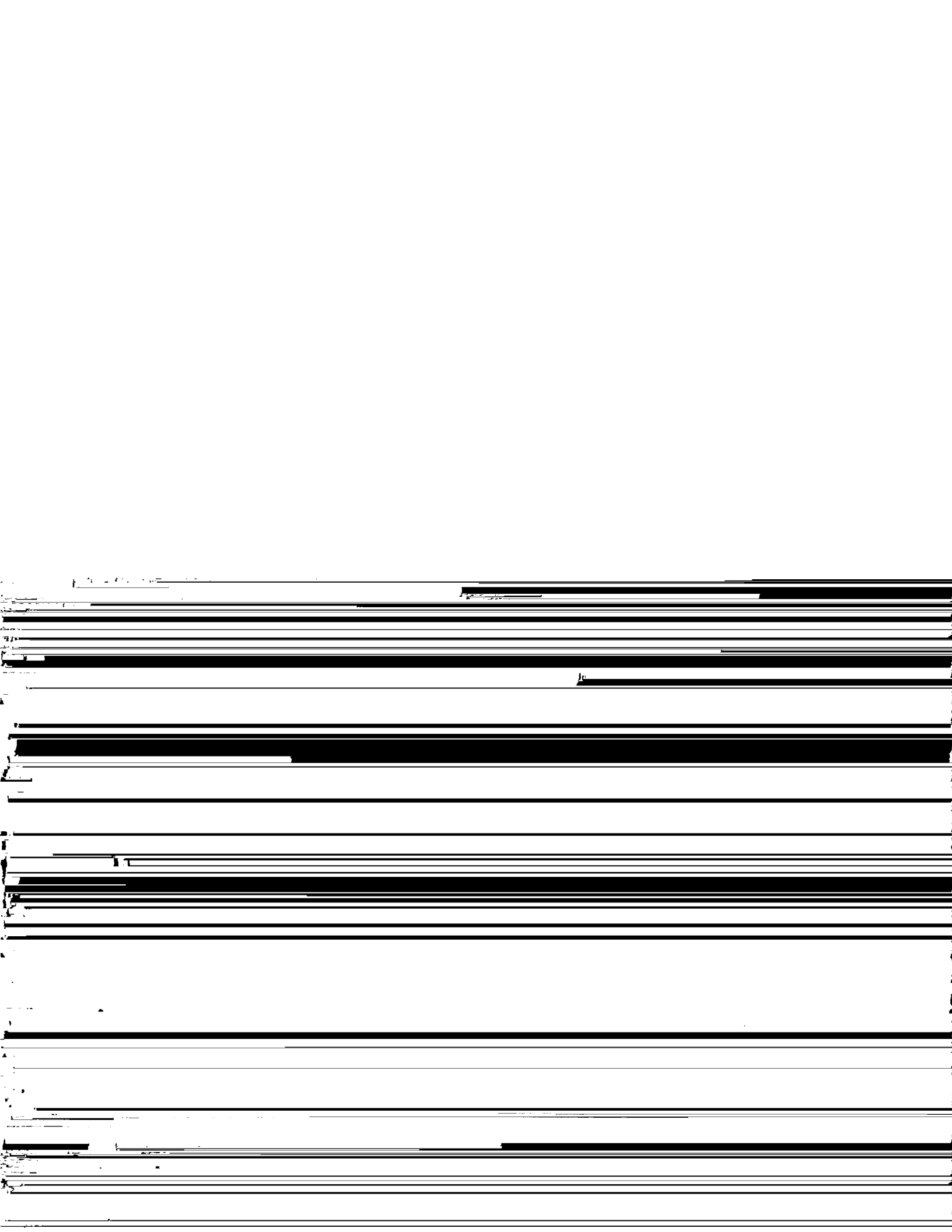




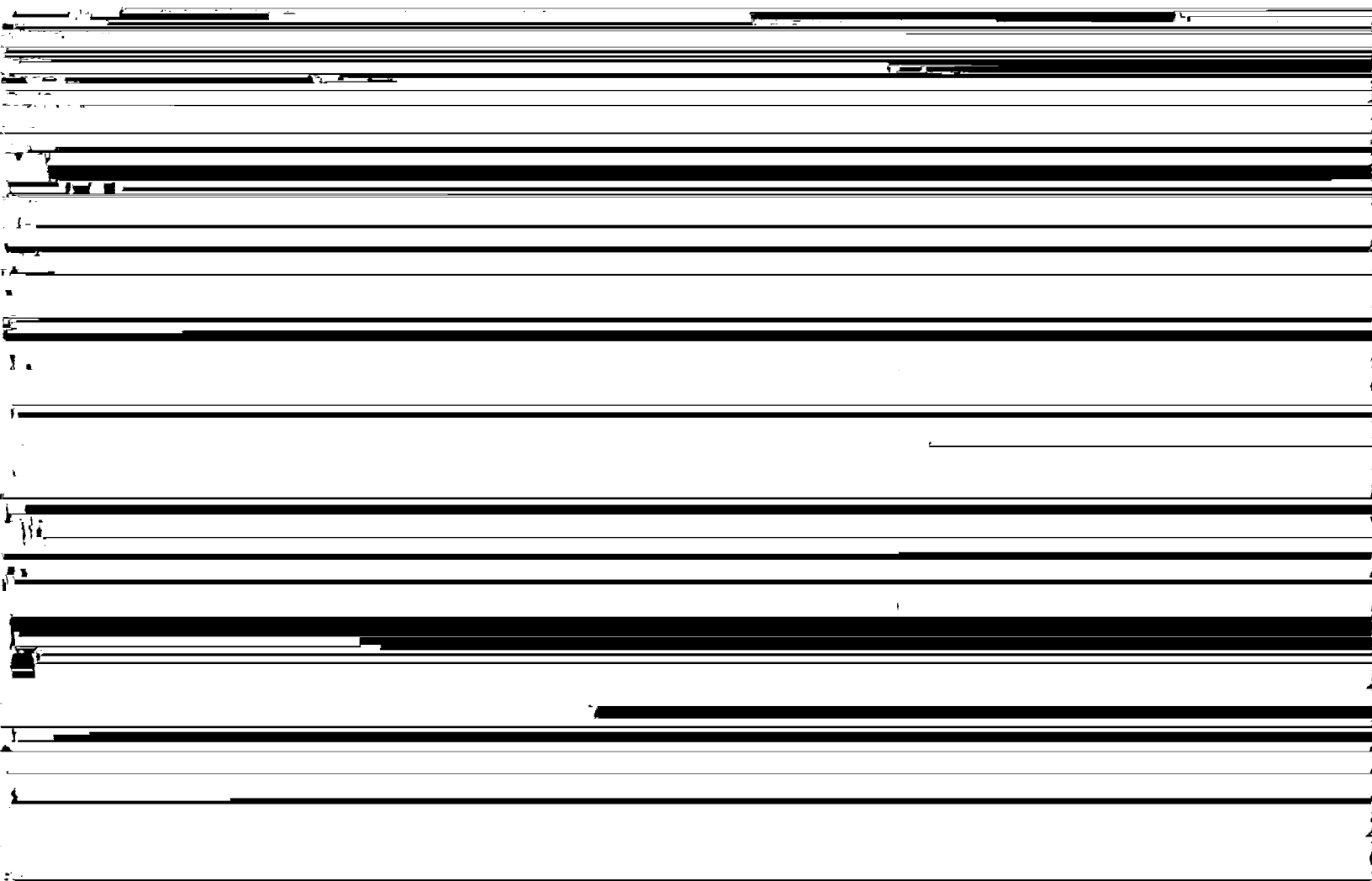


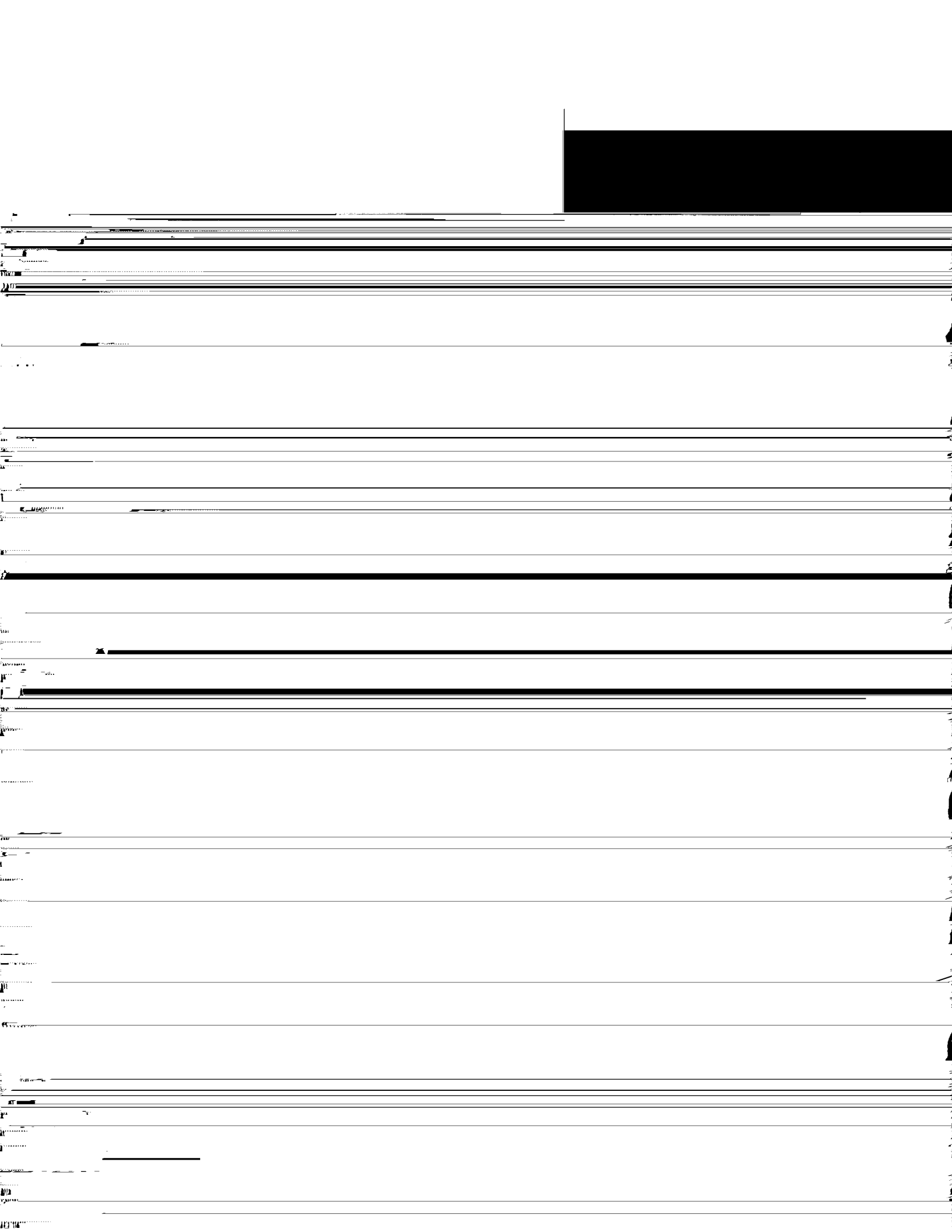












deceased slaves, and thus intact and unwatched.
Occupation: There are people here only during those times when the ore wains are being moved.

Tool Storage

Locked by a triple-banded oak door, the tool storage room is constantly watched by three guards armed with crossbows. Inside are picks, shovels, trowels, and other such implements — enough to supply 250 slaves. No slave, under pain of two weeks in the box, may set foot in this chamber; instead, free workers handle tool distribution. The room is only open one half-hour before to one half-hour after shift changes.

There are only a few sets of keys; one is kept in the guard station (where it finds its way anon into the hands of an alcoholic soldier), so it can be dropped into the shaft to the pump room if needed; two other sets are kept in Belezin's desk. The tools are neatly bundled in bins against the wall.
Occupation: The tool room itself is unoccupied except for a period of one hour at each shift change. However, there are three guards on duty at the door at all times.

The Mineshafts

Each shaft varies in size (the higher ones tending to be longer, with more branches), but average ninety feet long with several ten to twenty foot splinter shafts. The shafts are relatively short, allowing for future expansion, and are stacked seven deep in order to provide for the optimum amount of crowd control. If shoring or new construction is needed, the level is cleared and a mining crew is brought in from Ashwood; shoring timbers are stored in the tool room, with emergency timber coming from the jungle hardwoods if needed.

Generally, 40 slaves in each shift handle miscellaneous support duties such as smelting, ore transportation, etc., leaving some 160 slaves to actually mine the six operating shafts. All slaves are ankle chained in groups of three; one whip slave supervises four 'chains' of workers. Five guards work in each shaft, three by the elevator and the shaft speaking tube, and two in the middle of the shaft. To increase guard longevity, no slave may approach within fifteen feet of a guard and never from behind; violators are often summarily executed by itchy, paranoid guards. During shift changes, guards move to the rear of the shaft (near another speaking tube) and clear out the side shafts, while the slaves, topmost level first, are hauled to the surface. Lighting is provided by torches; the levels are uniformly grimy and smoky, and the air is foul. Drak is on the sixth level; his truculence has ensured the low position and many a beating besides. He hasn't tried to retaliate (yet), so has escaped mutilation or maiming; certainly though, his primary desire at this point (beyond escape) is the slow castration of the entire guard and whip slave contingent. His chains are secured with a Complexity 1 lock.
Occupation: Two shifts of slaves keep these shafts occupied twenty-four hours a day.

Additional Buildings

An on-site storage building (rather small) is used to contain the slops used to feed the slaves. Gruel is the primary staple of the slaves' diet, with supplementary produce (always farm seconds or thirds) brought in as required from the village.

Additional Information

Guard Deployment

There are one-hundred and forty-five civilian guards hired by the mine administration and assigned to the mine. Forty-five of these guards make up three watches, which patrol the compound, ore storage, and smelting buildings. Sixty other guards make up three watches, and are posted in the mineshafts. The remaining guards form relief watches; these guards are rotated in on a six day basis. The watches consist of three eight-hour shifts, with changes at 4PM, midnight, and 8AM Each of the three shifts has a watch officer; he is responsible for on-site supervision — guard commanders are used for the evening and night shifts; the chief mine administrator is on-site during the day shift. In addition to these guards, forty soldiers from the IVth Cohort are assigned to the mine in ten man shifts following the general schedule, with the fourth unit as a relief rotation (again on the same six day schedule) and emergency mounted response.

The mine itself runs 12 hours a day during the rainy season, and 24 hours, six out of seven days in other times of the year. The 400-odd slaves in the mine are divided into two shifts, changing at 6 so as not to conflict with guard rotation. Food distribution is held once per day for each shift, one hour after the slaves in the shafts change into the compound; there is a fifteen minute rest period for mining slaves mid-shift. Of these slaves, some thirty are whip slaves; these whip slaves are working overseers who also act as informers to the operatorsd (naturally, whip slaves are universally hated and tend to keep a tight grip — rendered iron by fear — on their charges; they are usually the first casualties in any slave revolt).

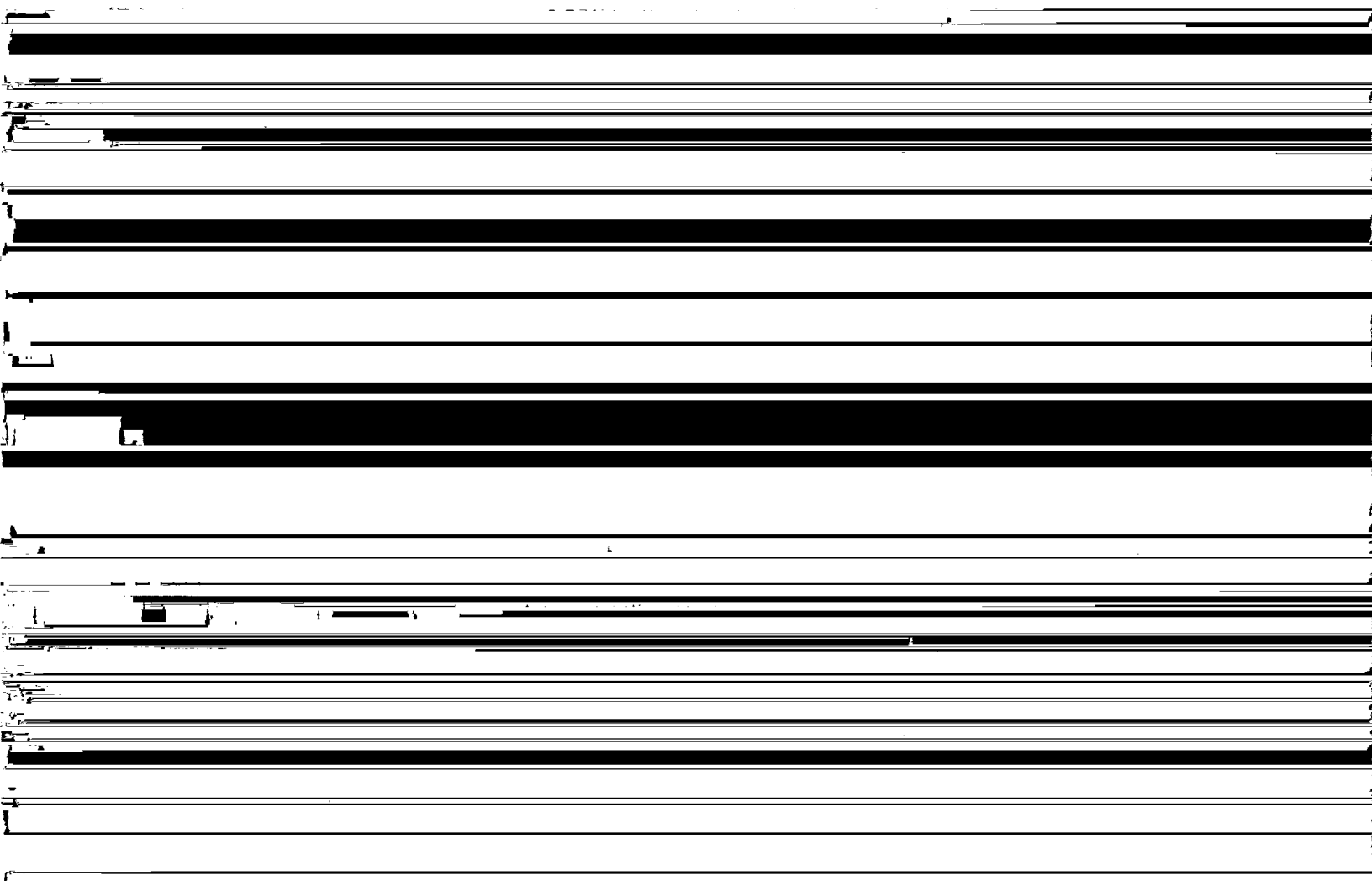
In addition to those soldiers working directly at the mine, sixty IVth Cohort troops complete the full 3rd Century posted in and about Ashwood. The one road cutting through the jungle toward the mine has two checkpoints (both one mile in from the entry and exit), worked by two soldiers during the day and four during the night. Twenty soldiers supplement the titular Ashwood town watch, as the jungle surrounding the town can sometimes be hazardous. The remaining twenty troopers have been formed into an elite jungle detail, comprised of experienced foresters and hunters; the force would not be normally deployed during the night, but would be called up in extreme circumstances — typically, several members of the patrol are employed to track down escaped slaves. If unusual events occur in the jungle area at any time, some members of the detail might be on round-the-clock duty for a few days until the emergency has passed.

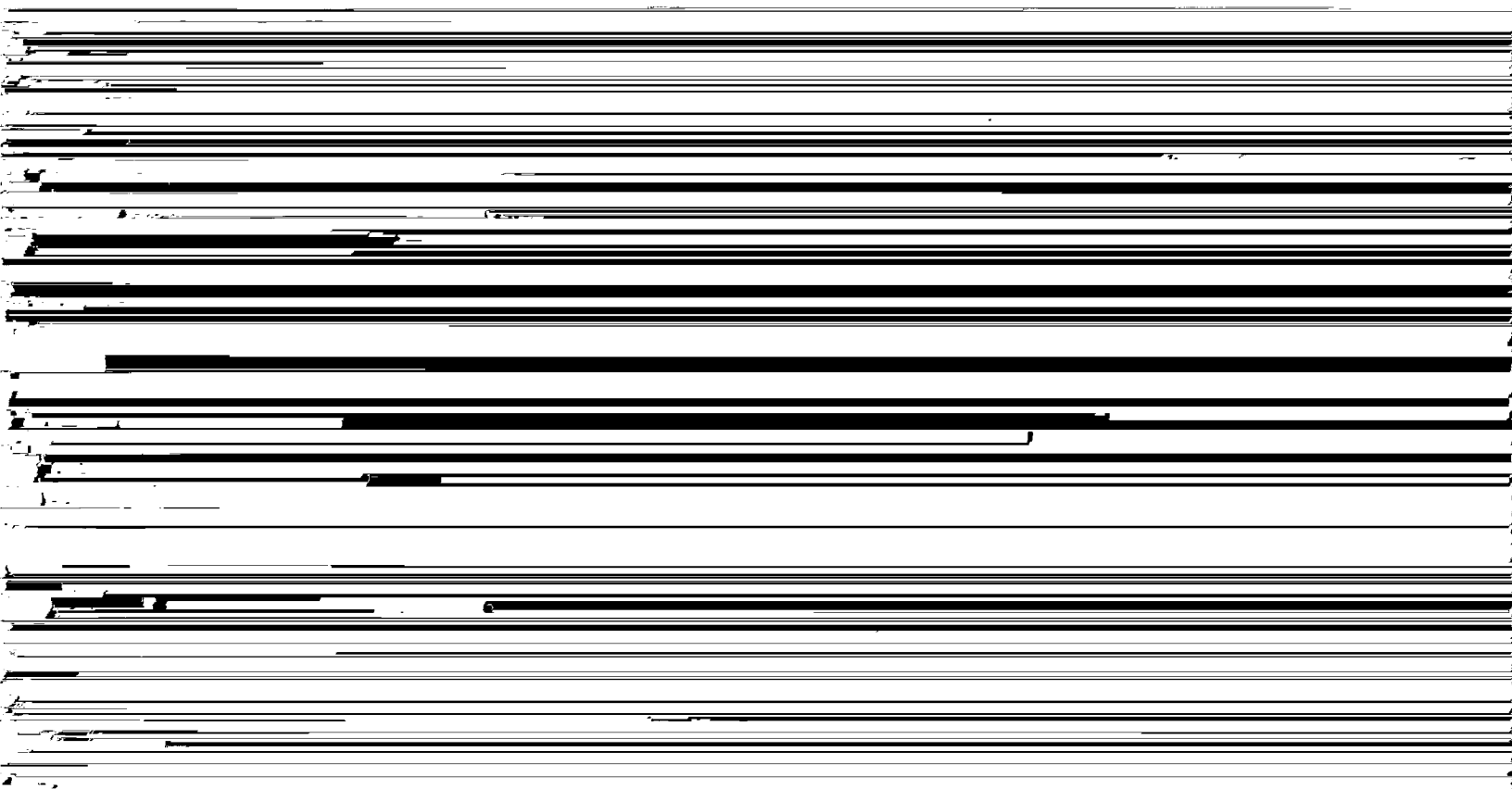
Reactions and Responses

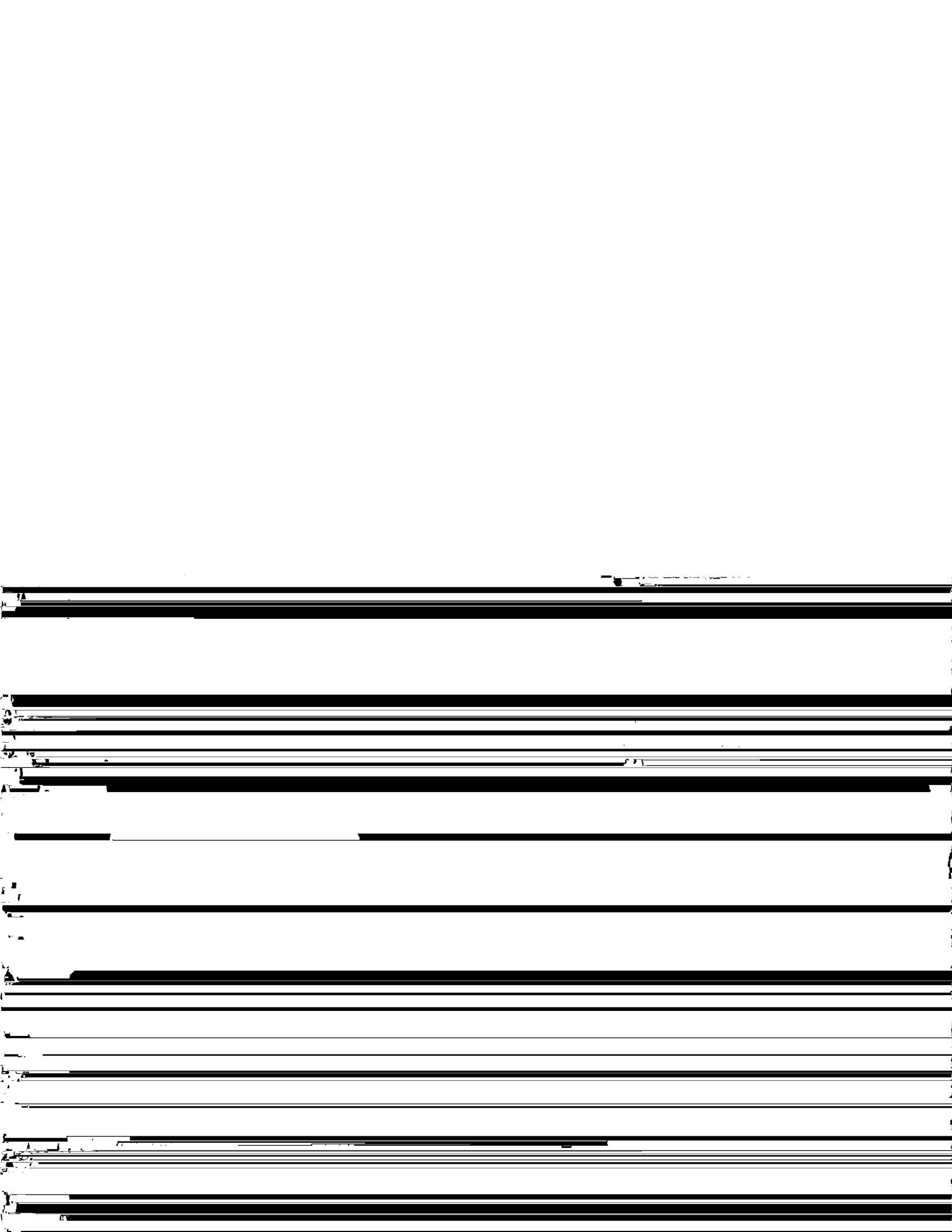
Reaction levels for the various peace-keeping forces are determined by recent actions or events in the immediate area. There are six levels:

1) **NORMAL:** No unusual actions or events have been noted. Guards and other law enforcement groups are somewhat lax in patrolling. **Start at this level.**
2) **CURIOUS:** Obvious outsiders are present. There is yet little scrutiny of, or serious actions against, outsiders (the party). However, unusual questions







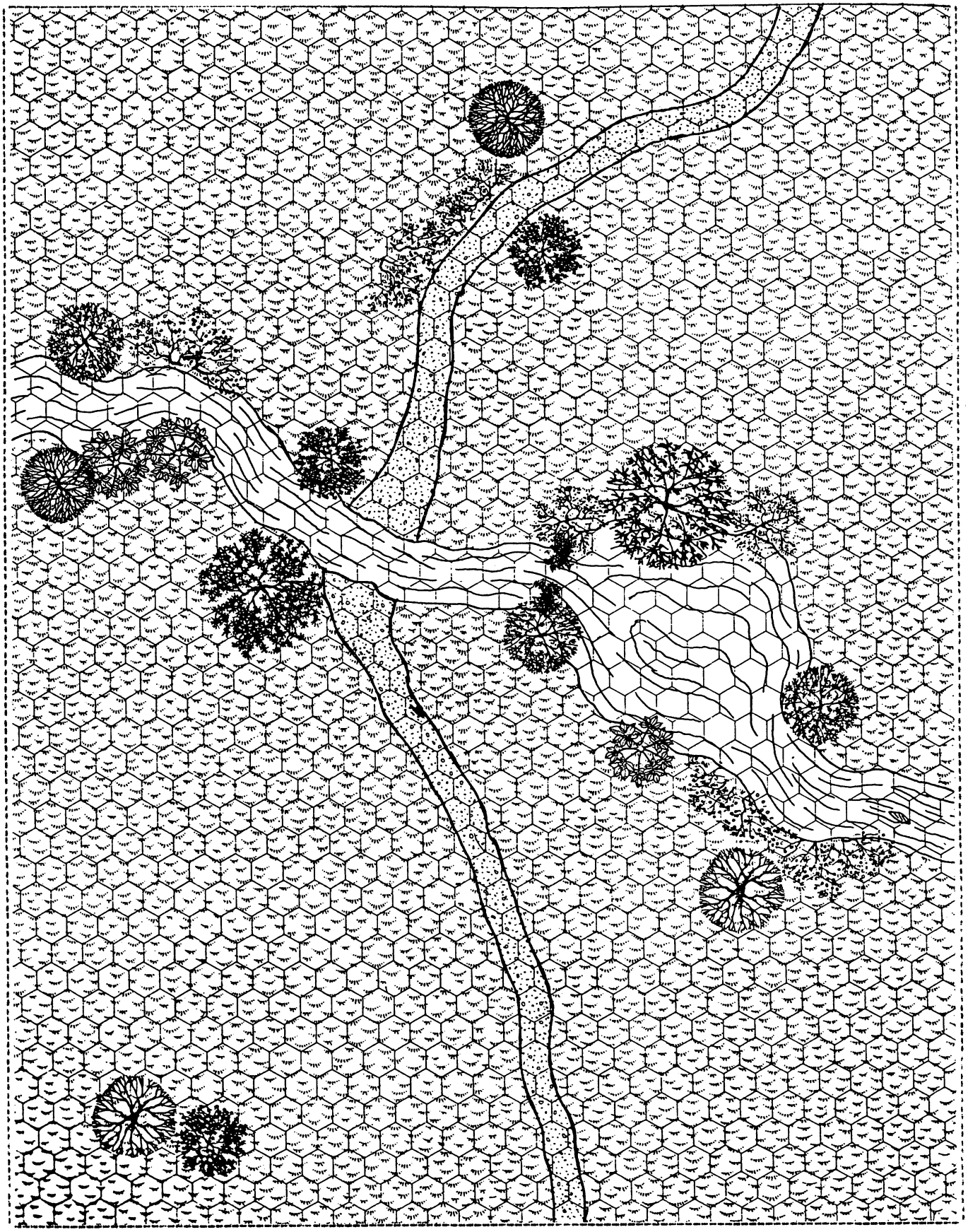


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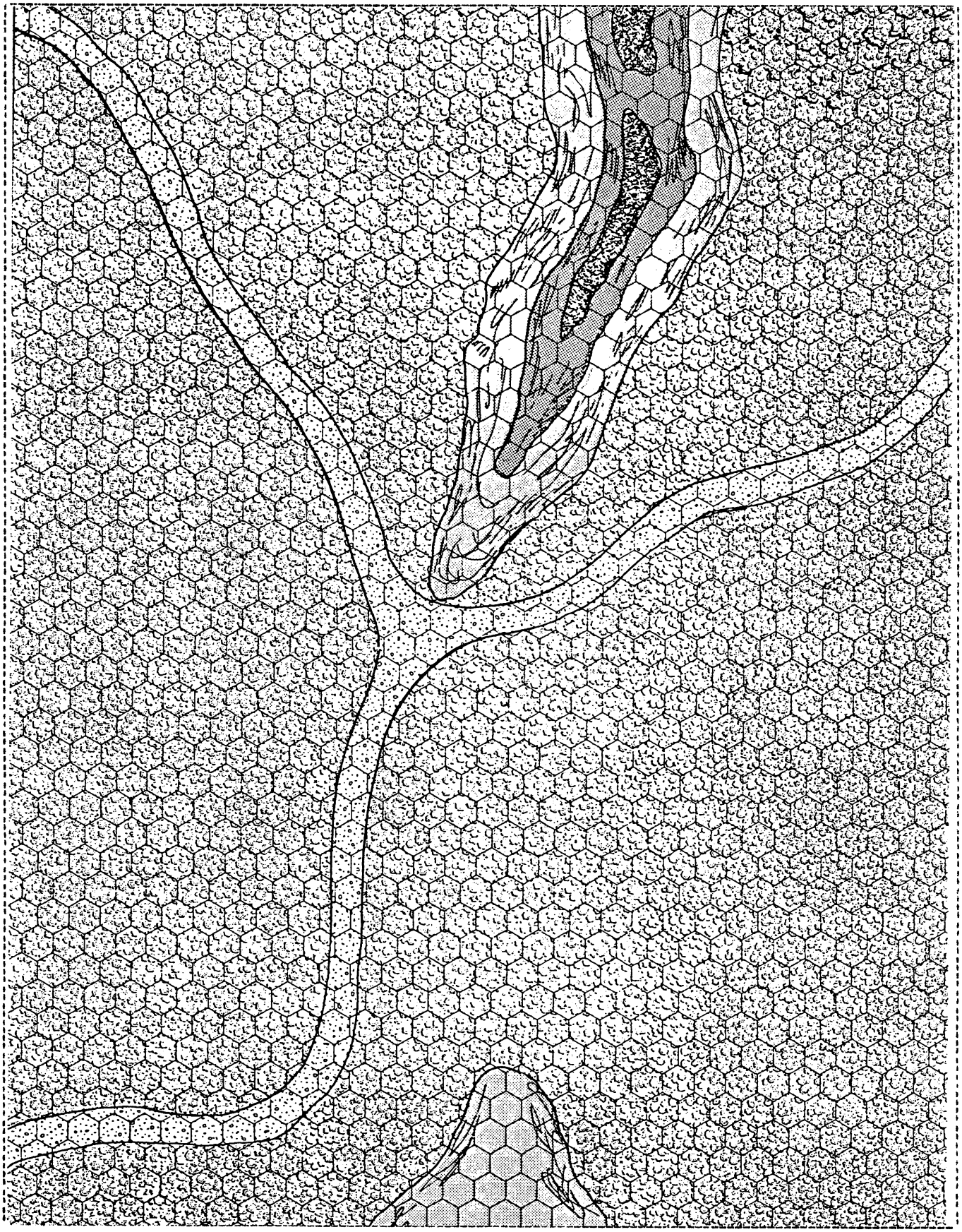
SECTION III

Maps, Charts, and Diagrams

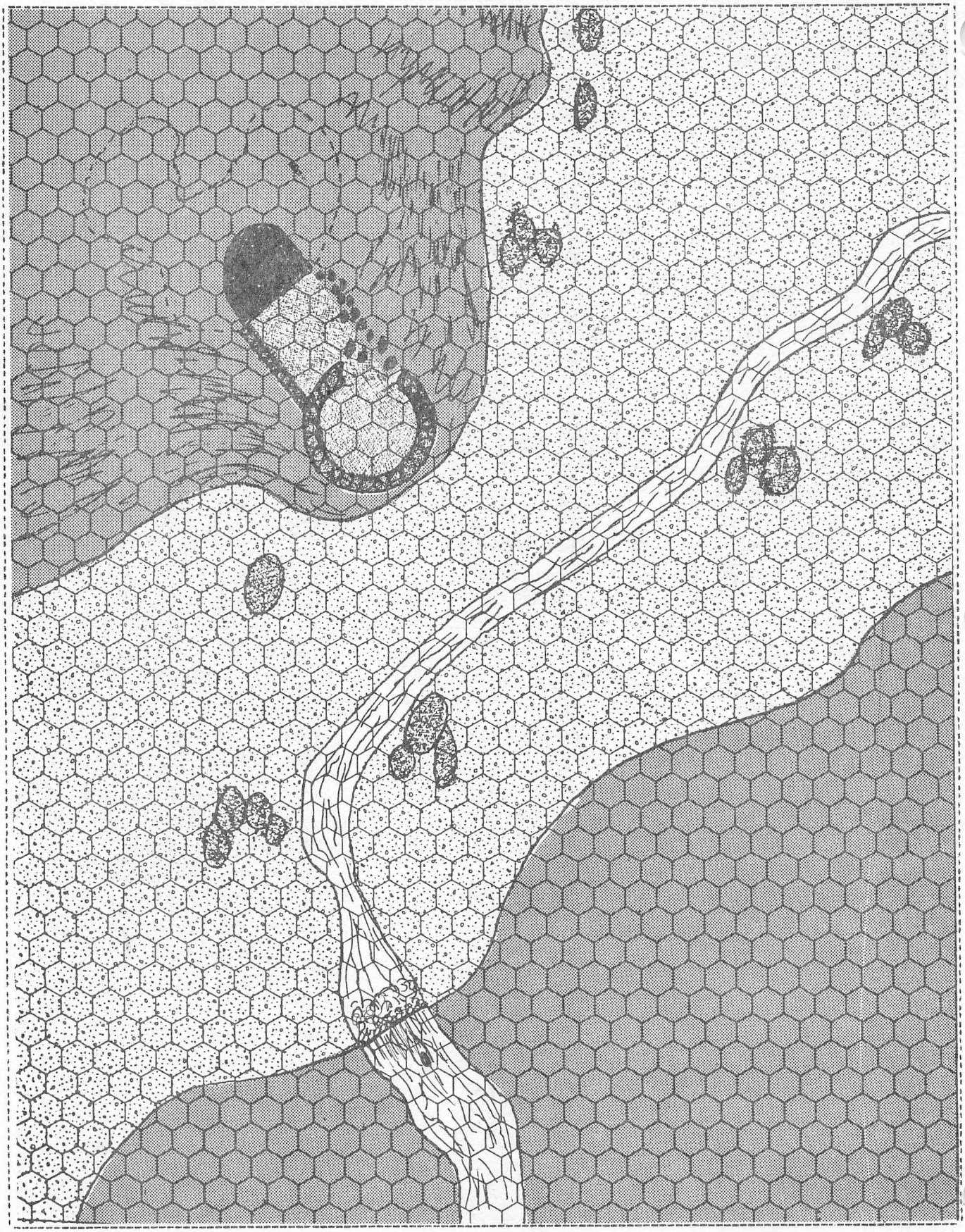
PLAYERS' MAP - TERRAIN: CLEAR



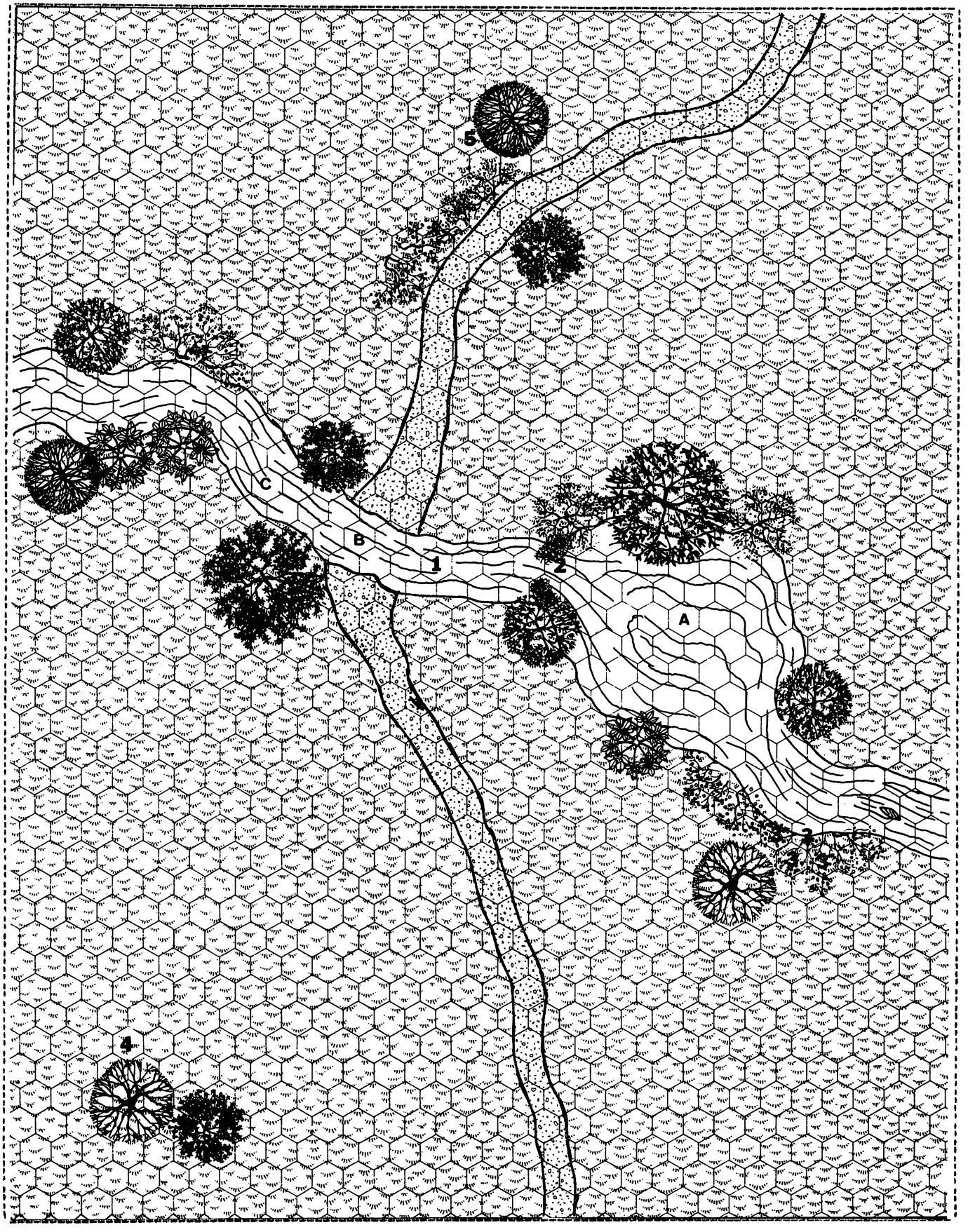
PLAYERS' MAP - TERRAIN: FOREST



PLAYERS' MAP - TERRAIN: MOUNTAIN



GAMESMASTER'S MAP - TERRAIN: CLEAR



GM NOTES FOR TERRAIN: CLEAR

1) Generally speaking, the section of stream presented on this terrain map is about 2 -1/2 to 5 feet deep; the currents are relatively calm here, and the bottom is fairly level. Near point A, there is a steep drop-off; the depth of the water exceeds 10' in this immediate area. At the ford (point B), the water is quite shallow (6" to 2'), permitting travelers and wagons to pass through at 1/4 normal speed. If characters become engaged in combat while in the water, they fight at a -3 to their usual hit probability. After the first pair of trees south of the ford (point C), the ground slopes downward, causing the current to pick up speed. If characters enter this portion of the river moving rapidly, they must make a REF saving roll to keep their balance. If players at either point A or C are thrown underwater, and do not know how to swim, they will take 1D6 of water inhalation damage per melee round (armor does not absorb) until they are rescued or reach a shallow area. Points B and C are readily noticeable to anyone who walks the length of the stream bed on this map (90% identification), while the deepening of the pool is difficult to observe from land (15% chance, 90% if someone swims through the area).

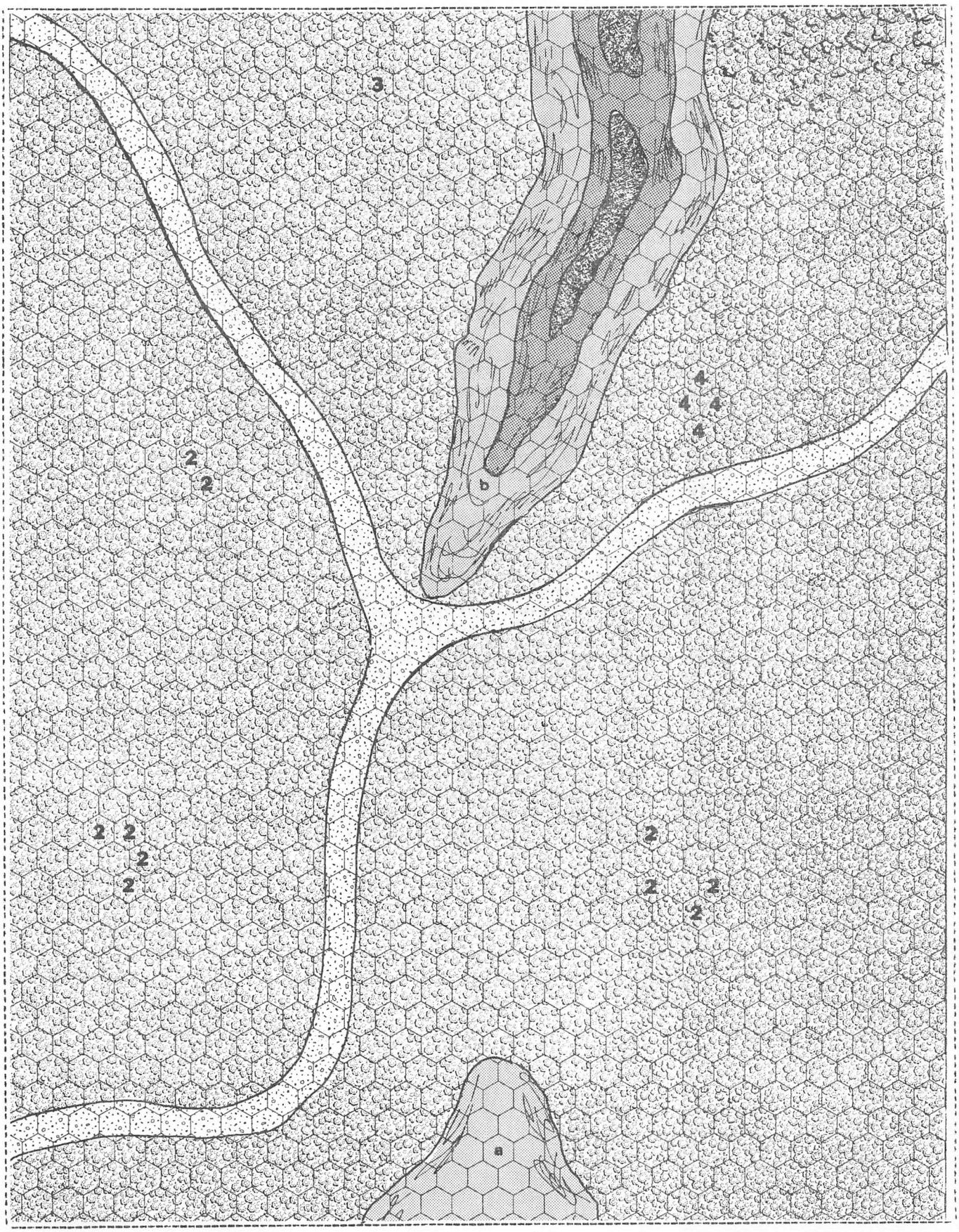
2) At this point along the stream, the players can see the remains of a beaver dam (sticks, mud, and assorted refuse). Several poisonous water snakes now make their home in this mire. If this area is somehow disturbed by the thieves or the caravan members, there is a 40% chance that 1D4 snakes will investigate. Snakes have 20 HTK and an EAC of 5; they bite twice per melee round, HAC0 = 7, doing 1D4 damage. They also inject a Level 6 poison on each successful strike (make STM saving roll to take 1/2 damage). There is a 20% chance that this feature will be noticed by the thieves if they spend a substantial amount of time in this area of the map.

3) The bushes in this area contain golden flowering berries that have known medicinal value. There are enough berries to brew 12 portions of a herb tea; each use will cure 1D6 hits. A Master of First Aid has a 60% chance of recognizing the value of the berries, and a character with normal training in first aid has a 25% chance; all other characters have only a 10% chance of identifying their use.

4) This tree contains a large hollow area in the base that can be used as a storage place for small items of collected booty. This landmark is readily noticeable to any group making an organized search of the area (75% chance).

5) Here, a simple stone marker (uninscribed) sits atop some obviously recent spadework. It is a gravestone, covering the decaying skeletons of two human-sized creatures, and nothing more. There is a 50% chance that a character walking nearby will notice the gravesite.

GAMESMASTER'S MAP - TERRAIN: FOREST



GM NOTES FOR TERRAIN: FOREST

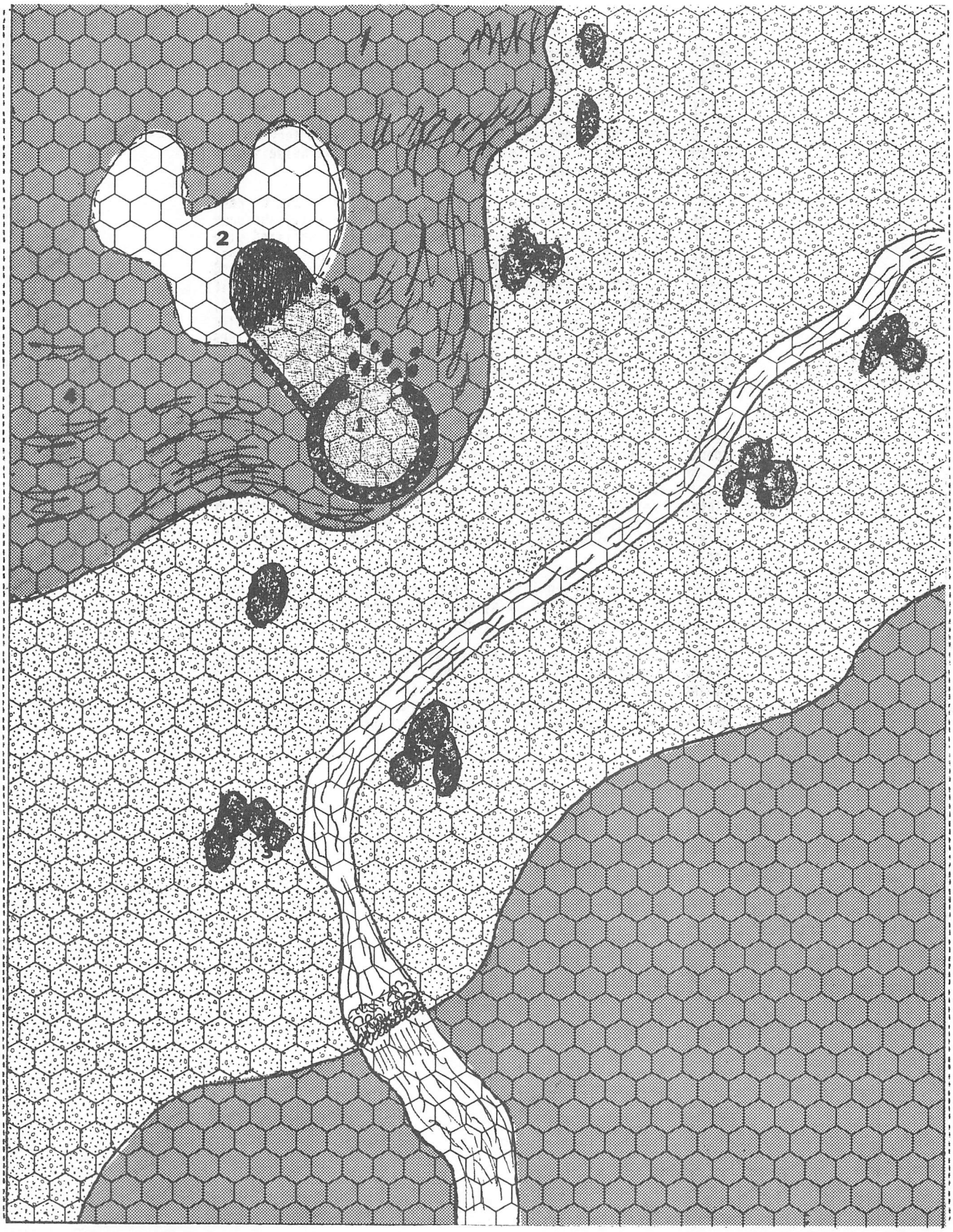
1) General notes on visibility in this terrain: For the most part, this segment of the map should be treated as heavily forested. A character at ground level in a hex away from the road will only be able to see about 5 hexes in any direction; visibility is doubled if the character is up in a tree or alongside the road. A character also receives a 25% bonus to his normal Hide in Shadows chances while in these deeper woods. A character standing on the south ridge of the map (a) can see the entire southern fork of the road, and part way up the other two forks. A character on the lower level of the north ridge (b) can see the entire roadway along that side of the ridge; at higher levels, they can observe the entire map area. However, movement along the upper levels of the ridge is made at Mountainous Terrain rates (see Chapter 2). These restrictions on line of sight should be described to the players whenever they enter a different category of terrain; until they experience it, however, they will have only a vague idea of their limitations.

2) These areas are filled with dense, uneven underbrush, brambles, and jagged rock. Movement is these areas is cut to 1/3 regular rates (rounded down); if characters should run into these areas, they must make a CON saving roll to maintain their speed and balance. If they fall, they take 1D3 of damage. Characters hiding in these sections receive an additional 15% to their chances of Hiding in Cover. If the characters reconnoiter these areas there is a 70% chance they will take note of these features.

3) There is a reasonably well-concealed hole in the ground here, covered by loose branches and other debris. The hole was a cache of stolen goods left by another group of thieves that used to frequent this area (now doing time in the local jail). There are a number of small items still concealed here - a rosewood music box in a velvet case (worth 1000 GP), a purse filled with gems (700 GP), and a good set of crockery (16 placesettings, worth 1680 GP total). There is a 20% chance that the latter items have been partially destroyed. Characters have only a 5% chance of noticing this hiding place during a general search of the surrounding area.

4) A relatively open patch of ground, filled with low vegetation covered with blue and silver bell-shaped flowers. These are Hell's Bells - moving through them will set off a loud clamor of ringing, that will alert almost anyone in the vicinity to the presence of the offender. Characters with outdoor skills (tracking, trapping) will have a 30% chance of recognizing these little nuisances; all other characters will have only a 5% chance.

GAMESMASTER'S MAP - TERRAIN: MOUNTAIN



GM NOTES FOR TERRAIN: MOUNTAIN

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

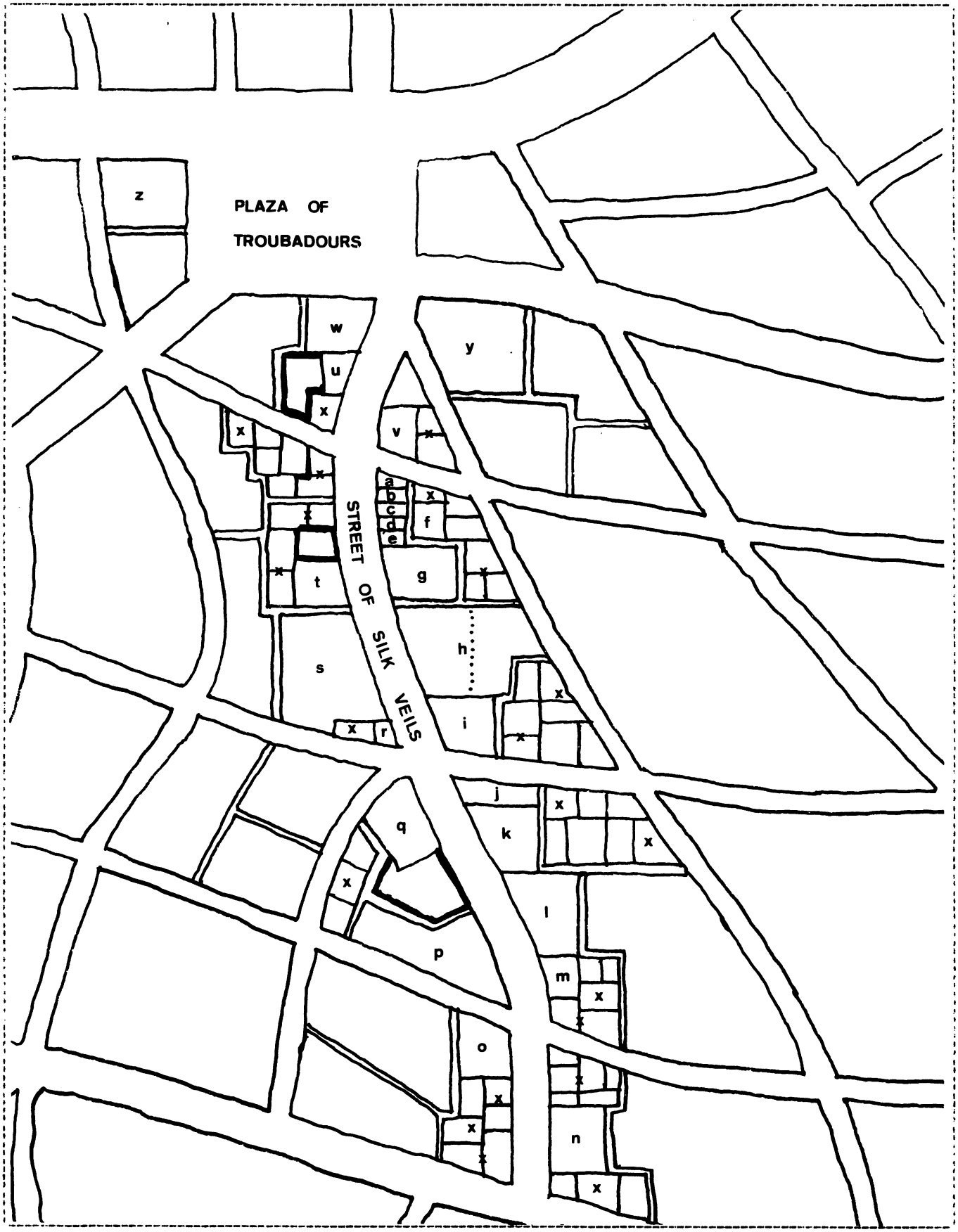
1) The Tower: The tower stands 50' feet high, even in its current state of disrepair. A set of winding steps (partially obscured by fallen rock) lead to the top, which has been outfitted with missile turrets. The steps, if cleared, are not dangerous; however, the flooring of the tower is weakened with age, and there is a 10% chance per person that the floor will collapse if the tower area is entered (thus if a ten person party ascended, the structure would certainly collapse around them. From the tower vantage, a player can track the approach of other travelers well beyond the boundaries of this map; bowmen stationed on the tower will receive a +5 bonus to their effective armor class for effective concealment of most of their bodies.

2) The Cave: At the base of the tower, there is a gaping hole that leads into the bowels of the mountain. The cave within is spacious, and could serve as a hideout for a substantial amount of heisted cargo. Indeed, many others have used the area for such purposes in the past, and there is much debris lying about (though nothing of real value). There are also an abundance of wild mushrooms growing in the cave; they are mildly poisonous if eaten (Level 2 of poison for each mushroom eaten, STM saving roll for 1/2 damage.)

3) Words have been carved into the face of this rock outcropping - "Watch out for Stober". This, while a useful sentiment, has no relevance to the play of this scenario.

4) In this area, rocks form a natural overhang concealing a 5' deep crevasse suitable as a storage area for booty or a temporary hiding place for a single individual. It takes 2 melee rounds to enter or exit this crevasse. There is a 20% chance that this area can be located during a general search of the hillside.

GAMESMASTER'S MAP - THE STREET OF SILK VEILS



LANDMARKS ON THE STREET OF SILK VEILS

a) THE TROUBLED TROUBADOR

b) KARKI'S SWEETS AND FLOWERS

c) BURGALLO'S APOTHECARY

d) HELIGOR'S

e) BETTINA'S

f) MAMA ROSA'S ROOMING HOUSE

g) THE BLUE LANTERN

h) ENOS' LIVERY AND SMITHY

i) THE FOX AND GOOSE

j) WENCHES' WALK

k) THE RED ROOSTER

l) HEAVEN'S GATE

m) AVRODEL'S WINE SHOP

n) THE BLACK WHIP

o) THE MUSTARD AND FENNEL

p) AMBROSIA

q) THE PERFUMED GARDEN

r) MADAME RUTH'S

s) THE SILKEN CHAIN

t) POTIPHAR'S HOUSE

u) MORDECAI HEALER'S HOUSE AND SURGERY

v) THE LOVER'S NOT

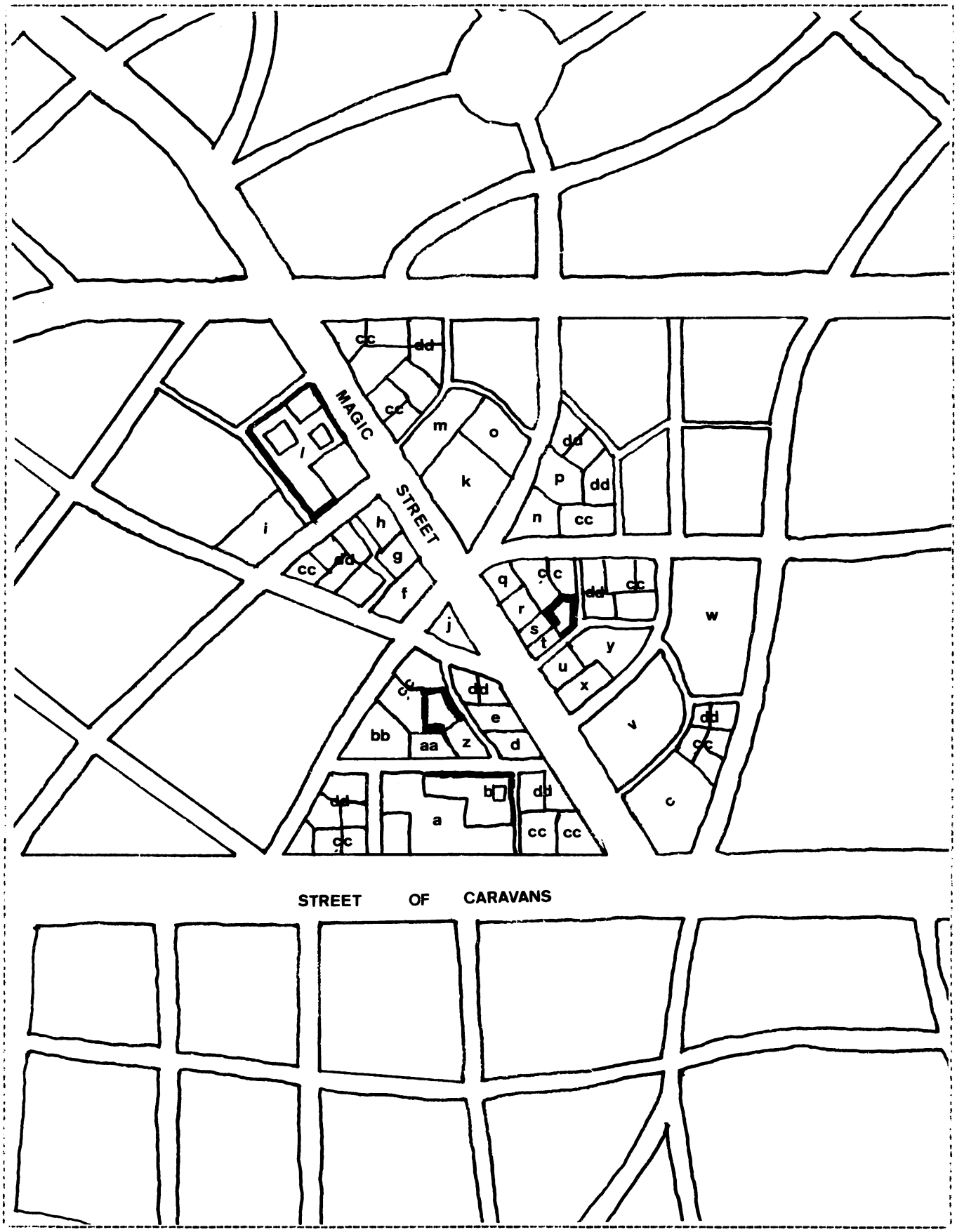
w) THE VIRGIN'S FLUTE

x) VARIOUS ROOMING HOUSES OF
LITTLE DIRECT CONSEQUENCE

y) FROD'S THEATER

z) THE BLUE HARPER

GAMESMASTER'S MAP - MAGIC STREET



LANDMARKS ON MAGIC STREET

a) MYSTIC VALLEY TAVERN AND INN

b) GROUNDSKEEPER'S COTTAGE

c) PUBLIC SQUARE

d) YE APOTHECARY SHOPPE

e) MAGIC BOOKS AND SCROLLS

f) FARSPEAKER'S

g) THE PENTACLE

h) EYE OF NEWT

i) STARKINDLER

j) ILLUSIONISTS' PARK

k) GUILD OF MAGES

l) THE COLLEGE OF MYSTIC ARTS

m) THE SCRIBES' GUILD

n) THE INVISIBLE SHOP

o) THE ENCHANTERS' GUILD

p) R. THOR GOFREE
TALENT SCOUT

q) PIPER'S

r) THE HOUSE OF ILLUSIONS

s) EMPTY SHOP (FERDINAND'S)

t) UNUSUAL PETS

u) HIRE-A-MAGE

v) ENCHANTMENTS, LTD.

w) THE HOUSE OF HEALING

x) WEAVER'S PLUS

y) HECATE'S CIRCLE

z) HOUSE AND GARDEN OF
THADDEUS CHISELWICK

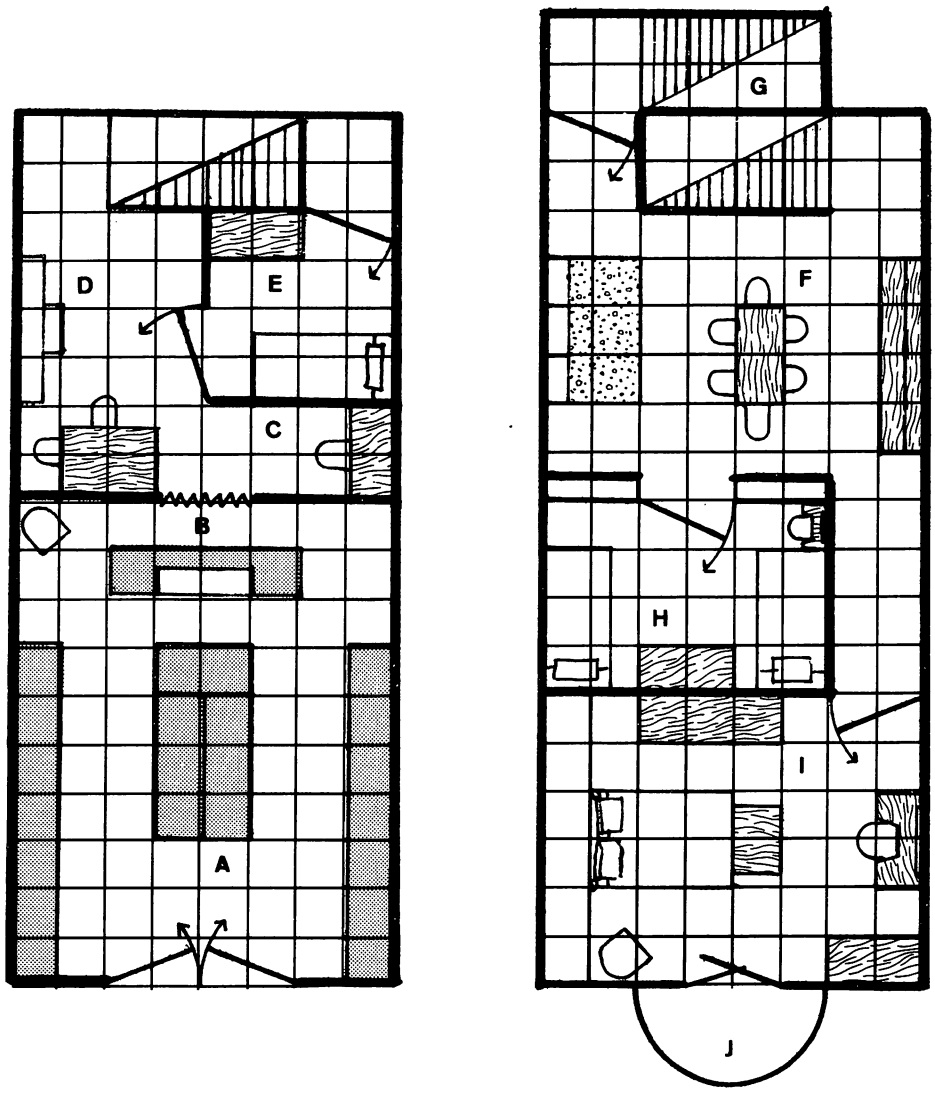
aa) HOME OF COLCHESTER TIBBITS

bb) HOME OF ARTEMUS FARADAY

cc) MISCELLANEOUS SHOPS

dd) PRIVATE RESIDENCES
OF VARIOUS MAGES

GAMESMASTER'S DIAGRAM - HELIGOR'S SHOP AND FLAT



A.) Entrance and Displays

B.) Sales Counter and Displays of Valued Items

C.) Heligor's "office"

D.) Assistants' living area

E.) Assistants' sleeping quarters

F.) Family's living area

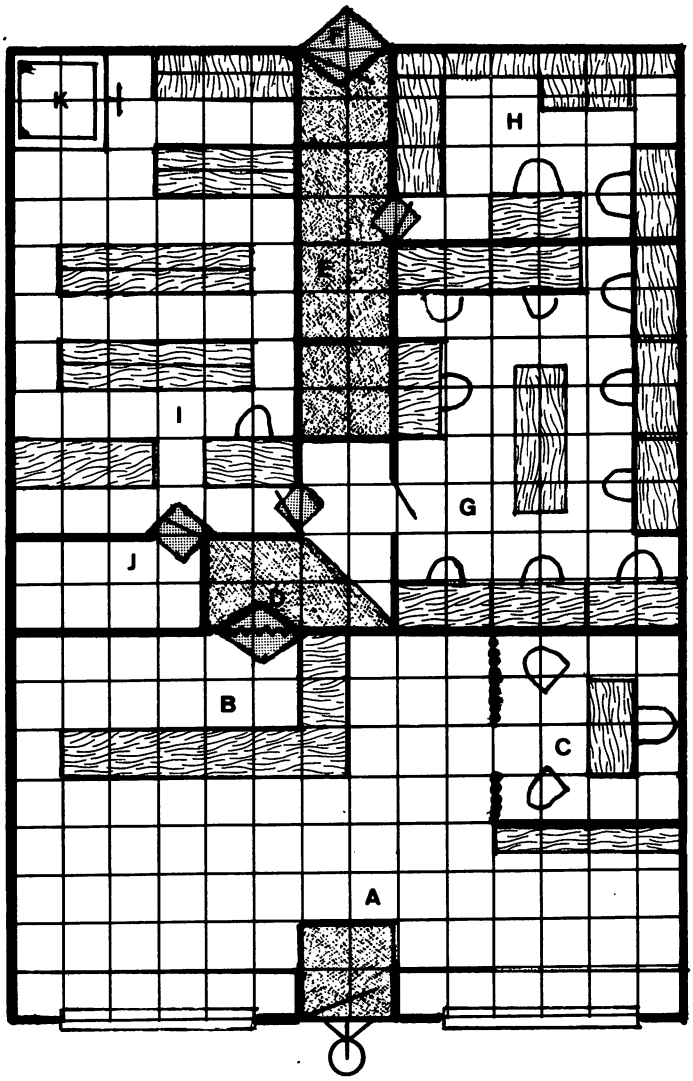
G.) Back entrance and stairs

H.) Bedroom for Marissa and her brother

I.) Bedroom for Heligor and Marushka

J.) Balcony

GAMESMASTER'S DIAGRAM - MAGIC BOOKS & SCROLLS



A.) Entrance and Window Displays

B.) Customer Service Area

C.) Alarkon's Office

D.) Passageway to Scribes' Workrooms and Library

E.) Central Passageway

F.) Rear Entrance

G.) Junior Scribes' Office

H.) Senior Scribes' Office

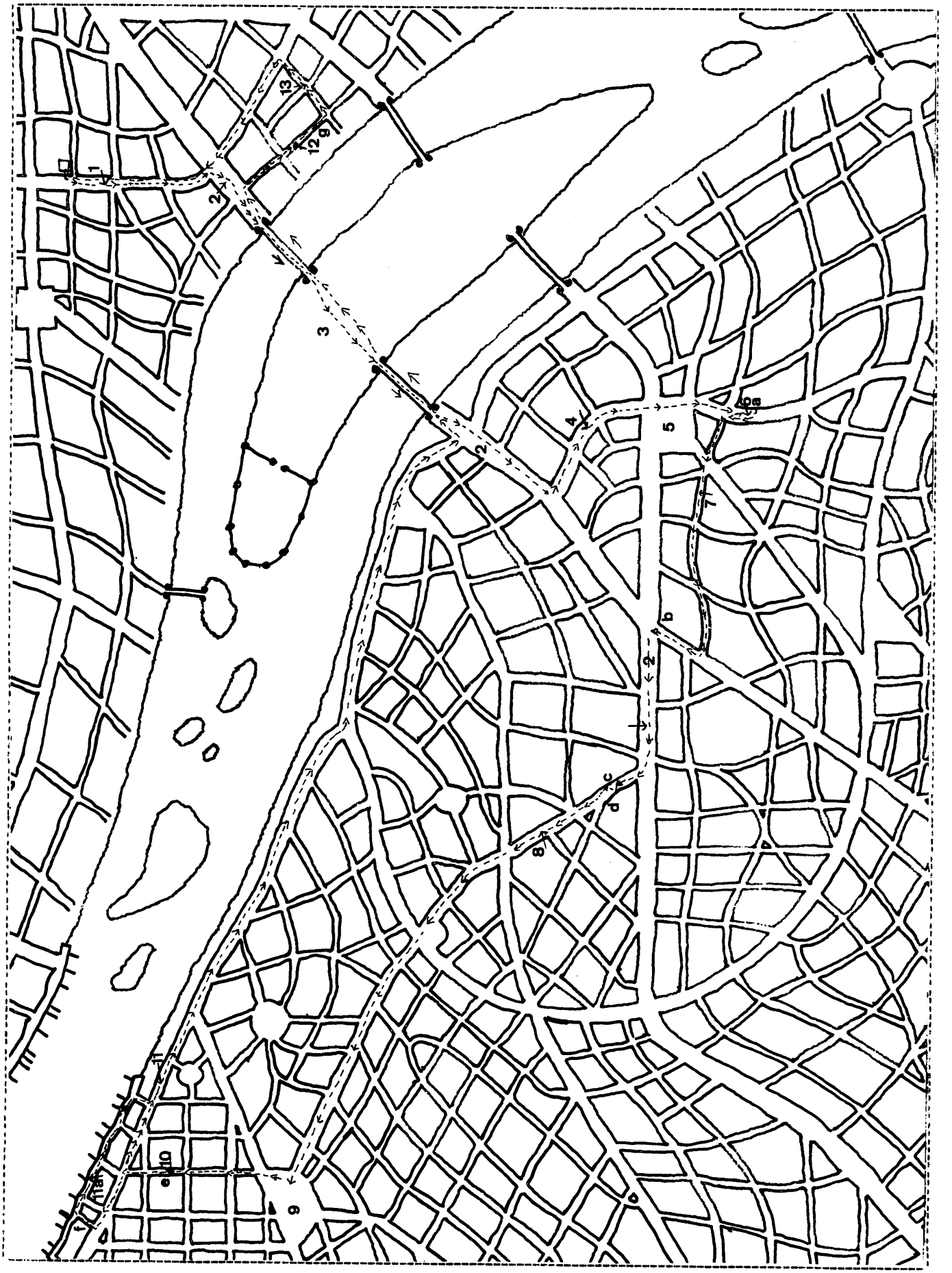
I.) The Library

J.) Supply Room and Storage Area

K.) The Vault

GAMESMASTER'S MAP - THE CITY OF HAVEN

THE ROUTE OF THE COURIERS



STREETS TRAVELED BY THE COURIERS

1.) NORTHGATE STREET

2.) STREET OF CARAVANS

3.) TRADE ISLAND

4.) GAMBOL STREET

5.) PLAZA OF TROUBADORS

6.) STREET OF SILK VEILS

7.) ROUGE STREET

8.) MAGIC STREET

9.) DWARROW SQUARE

10.) GLISS STREET

11.) SOUTHBANK STREET
11a) TROD DHUM (FOOLS' WALK)

12.) BELIEVERS LANE

13.) WORTHY STREET

STOPS ON THE COURIERS' ROUTE

a.) HELIGOR'S

b.) THE SILVER TRUMPET

c.) ENCHANTMENTS, LTD.

d.) MAGIC BOOKS AND SCROLLS

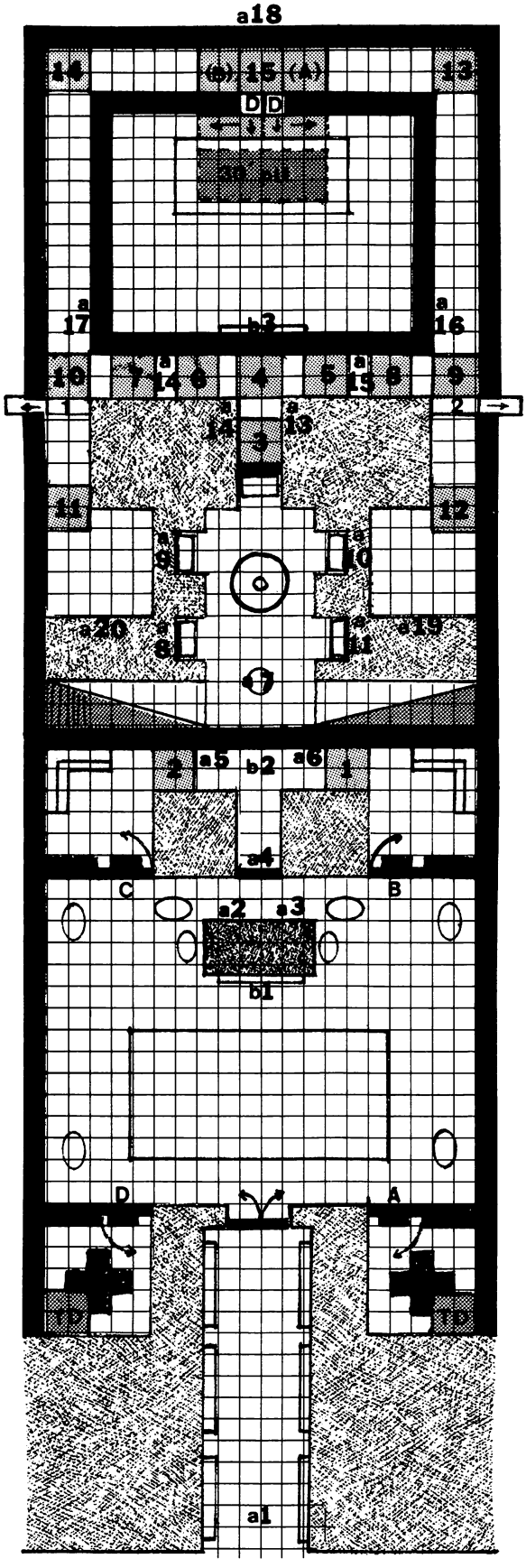
e.) MALAKKI JEWELSMITH

f.) GURODON, CHANDLER

g.) THE TEMPLE OF THE EMERALD GOD

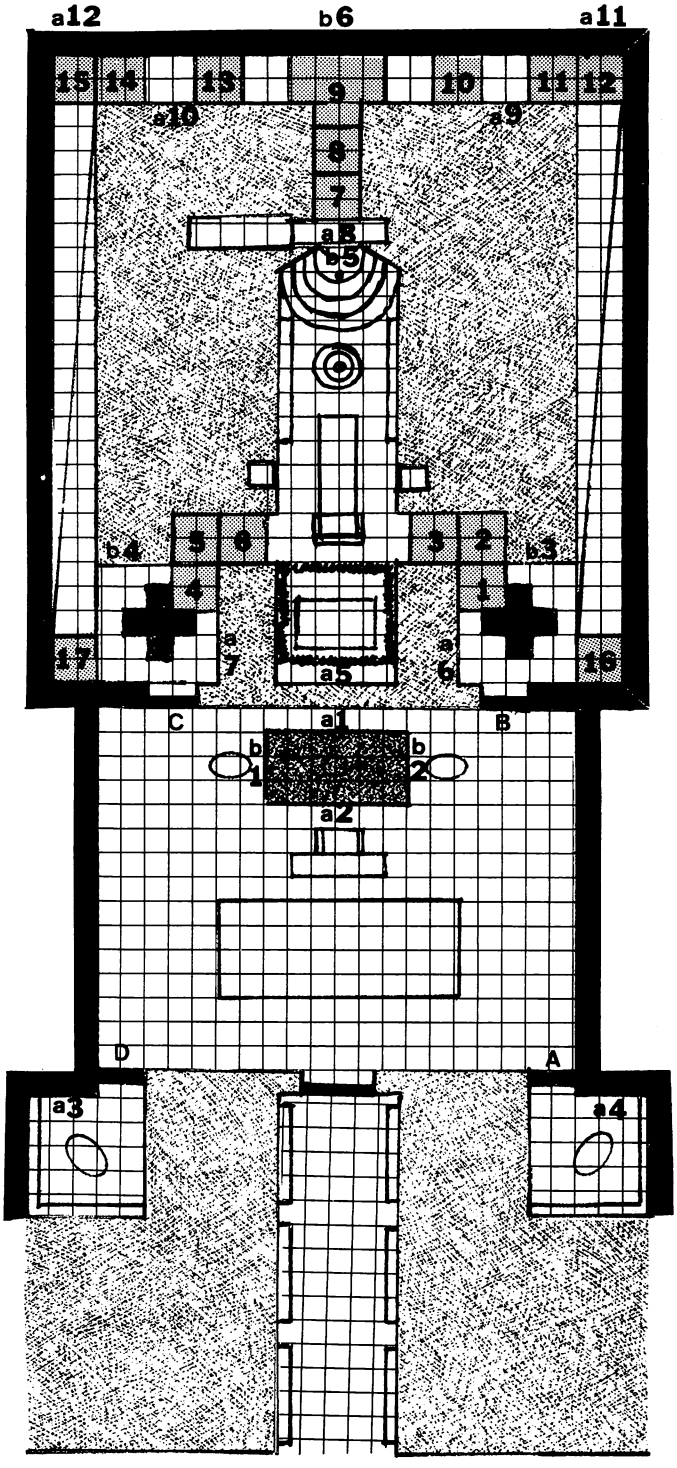
THE ROUTE OF THE COURIERS

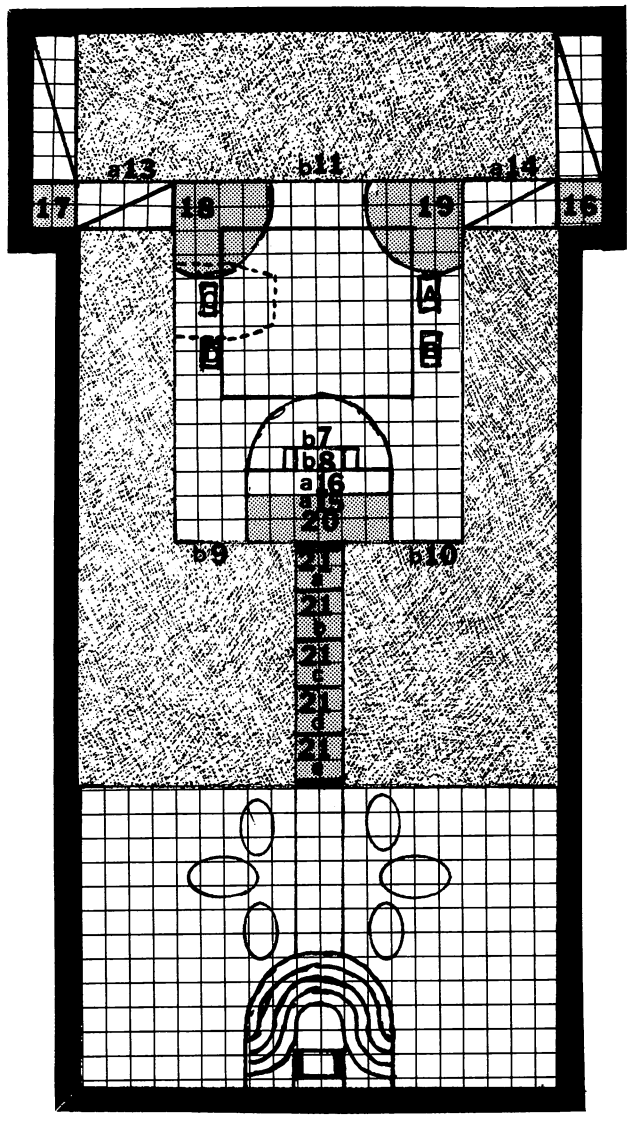
Start at NORTHGATE and Jewel STREETS
South on NORTHGATE STREET to STREET OF CARAVANS
Southwest on STREET OF CARAVANS
Cross bridge to TRADE ISLAND
Cross bridge along STREET OF CARAVANS
Southeast on GAMBOL STREET
Cross PLAZA OF TROUBADORS
South on STREET OF SILK VEILS
West on ROUGE STREET
(4 blocks to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



TOMB DESIGN I

THE MAGUS



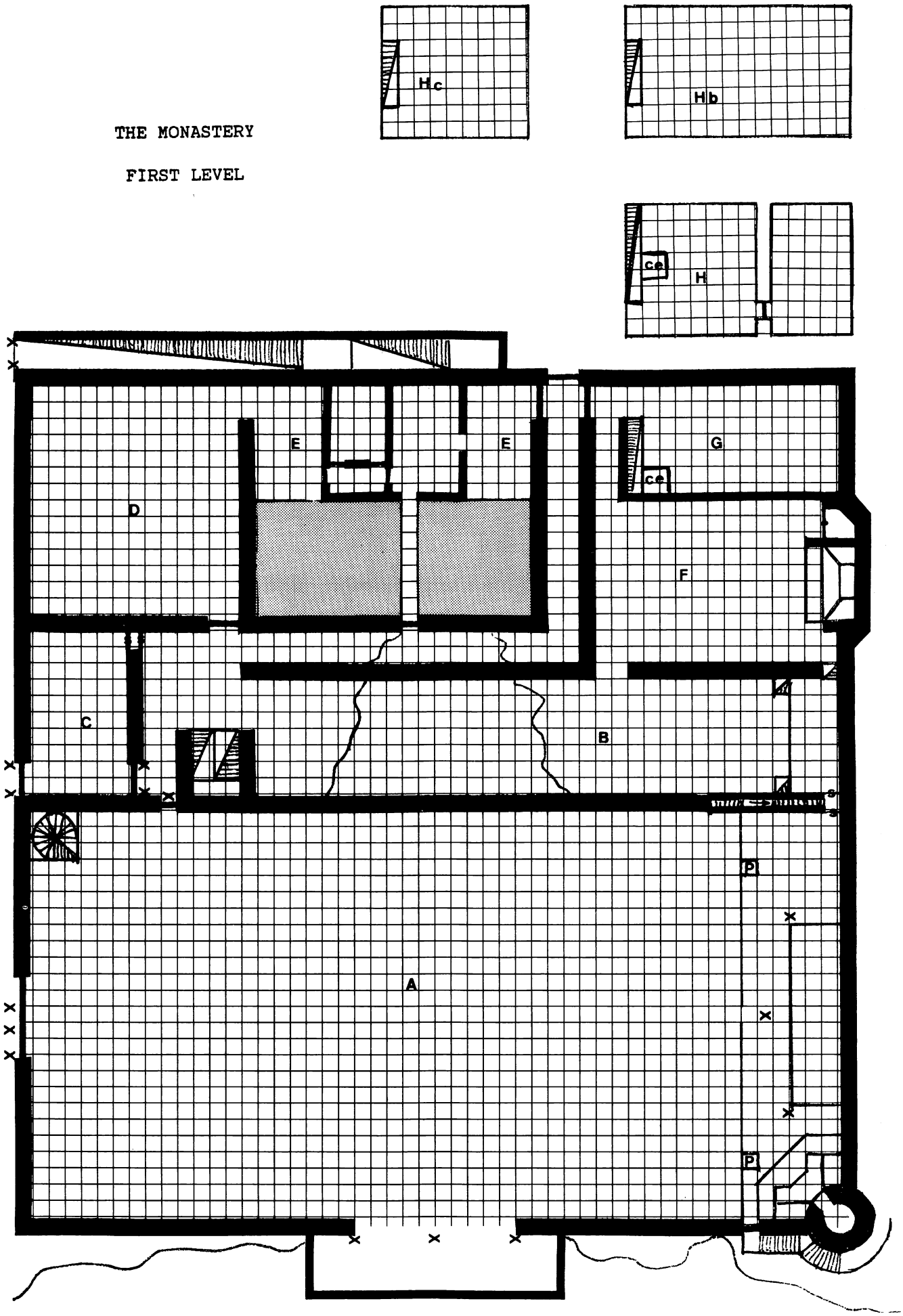


TOMB DESIGN II

THE MERCHANT

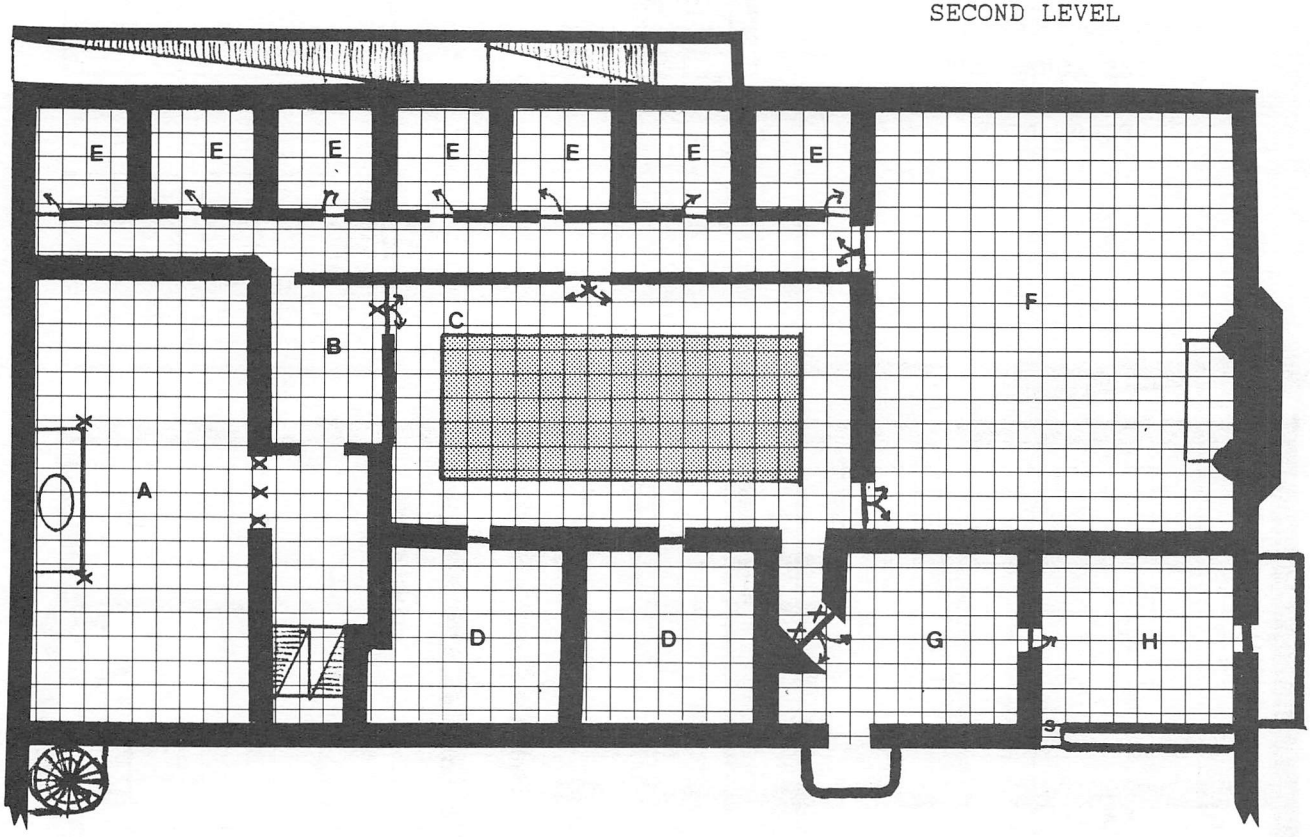
THE MONASTERY

FIRST LEVEL



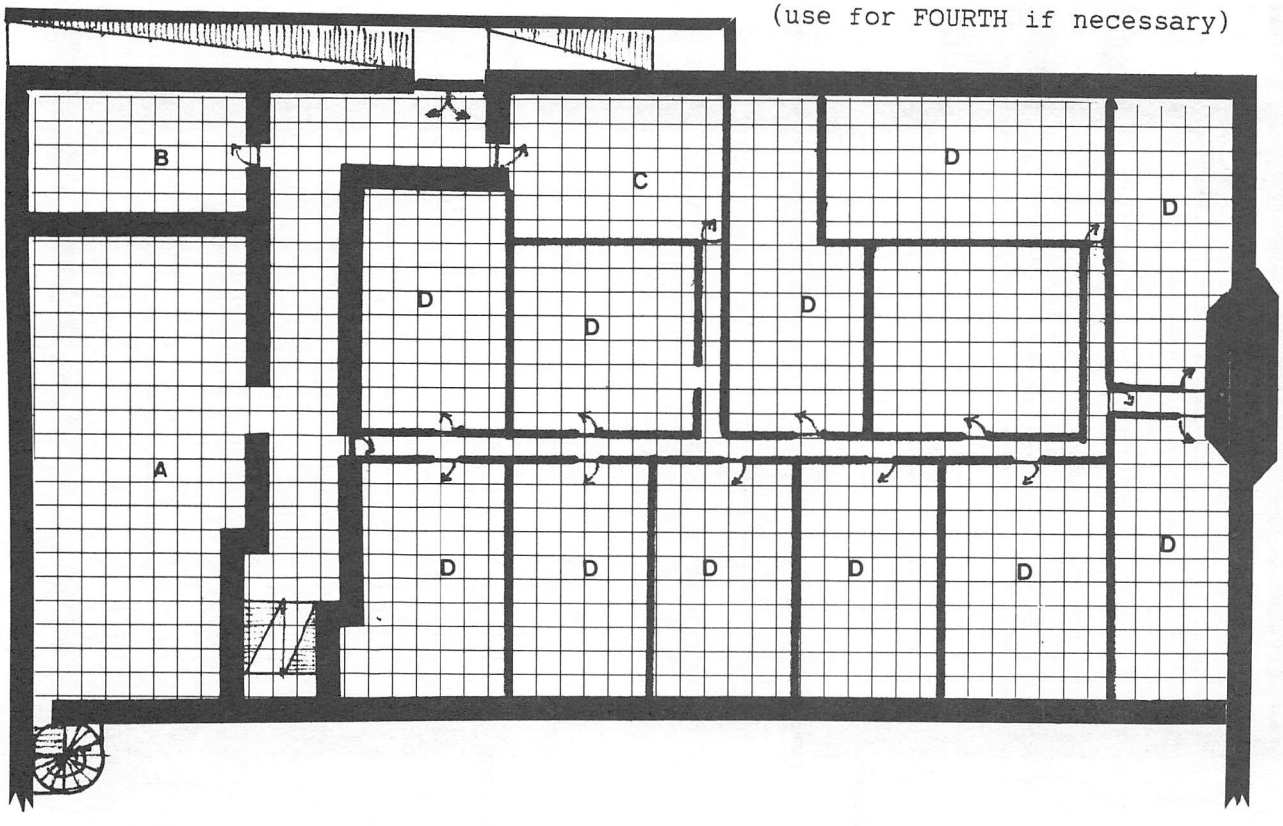
THE MONASTERY

SECOND LEVEL

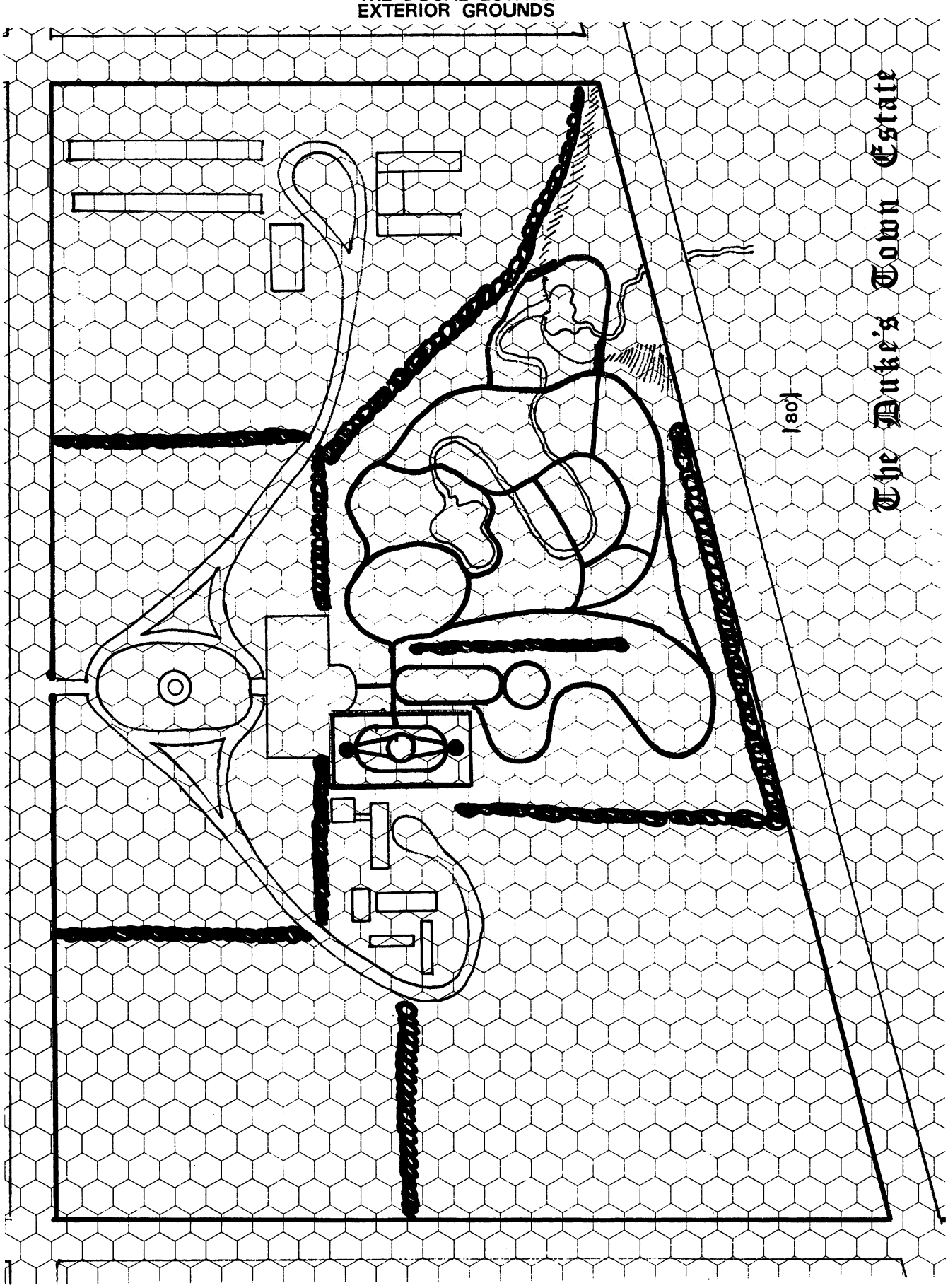


THIRD LEVEL

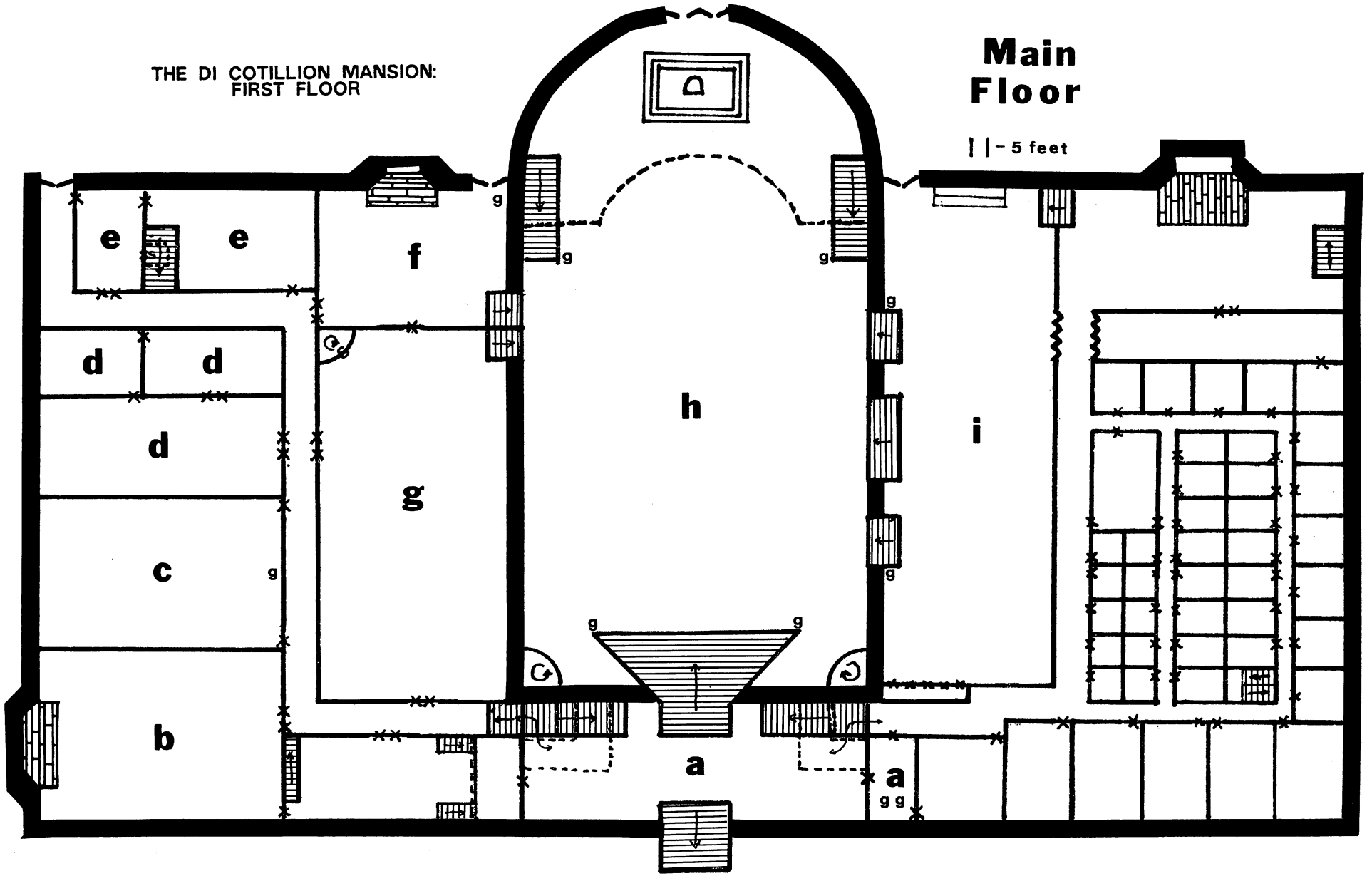
(use for FOURTH if necessary)



THE DUCAL ESTATE:
EXTERIOR GROUNDS

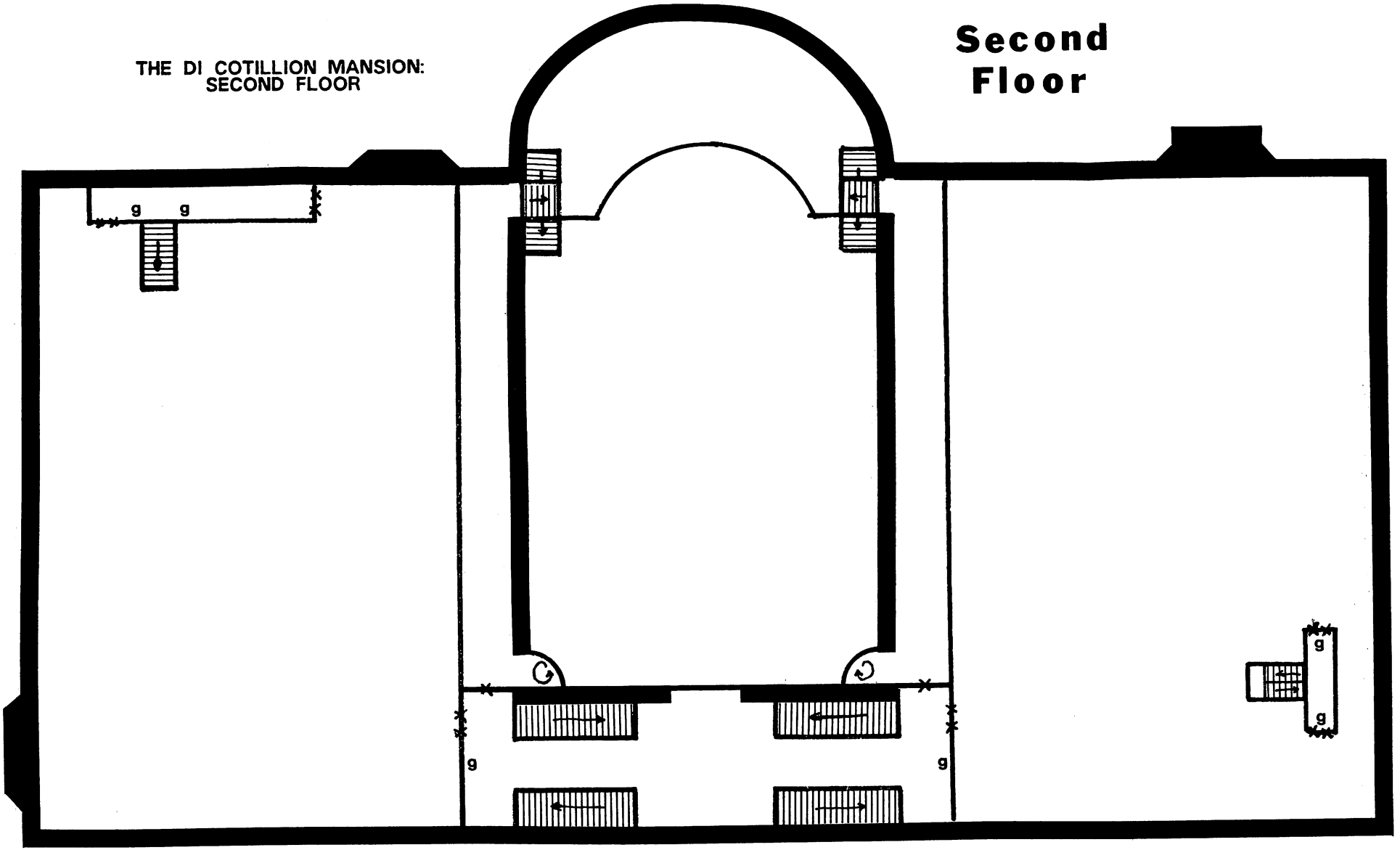


THE DI COTILLION MANSION:
FIRST FLOOR



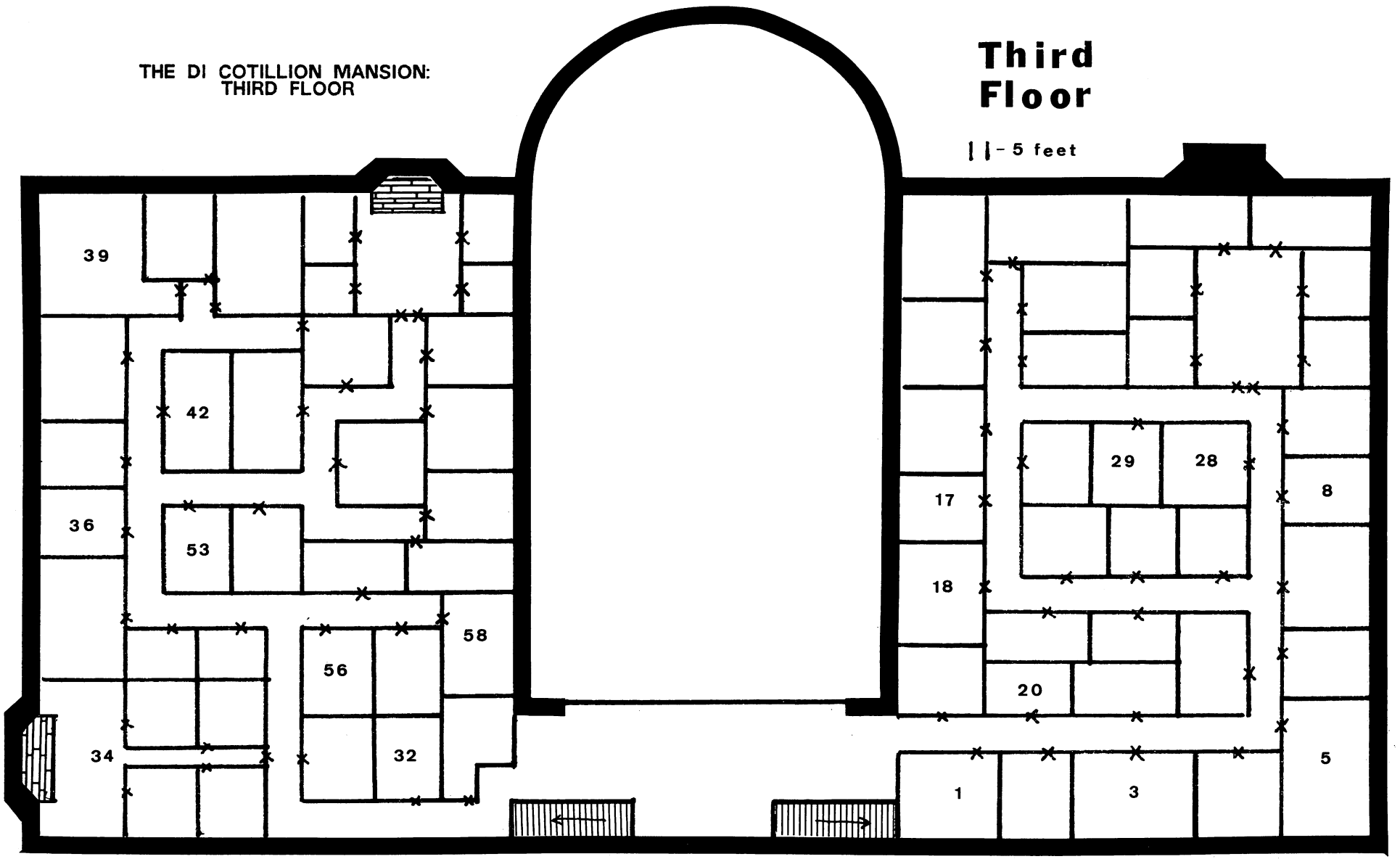
TG-III

THE DI COTILLION MANSION:
SECOND FLOOR

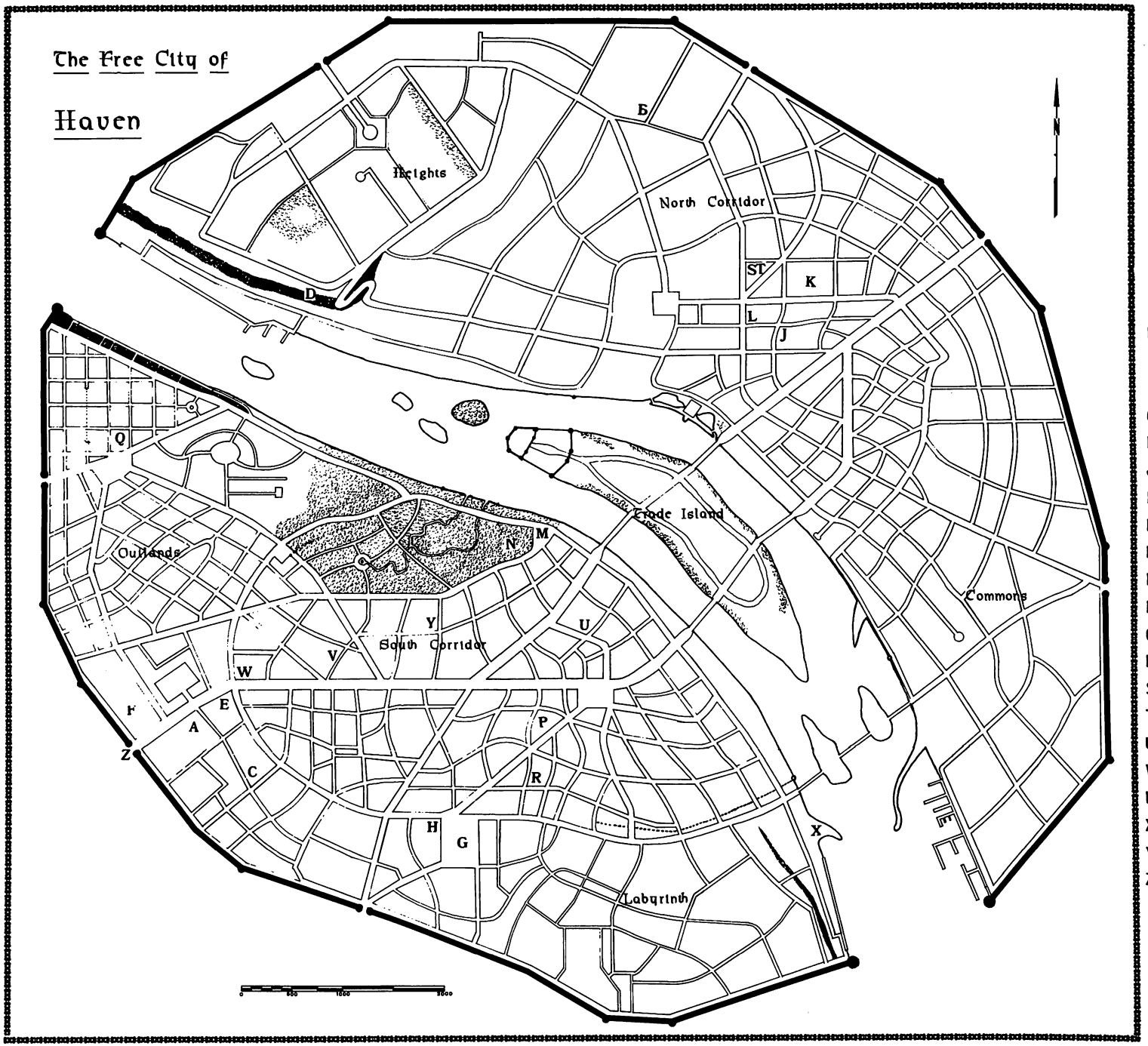


TG-III

THE DI COTILLION MANSION:
THIRD FLOOR

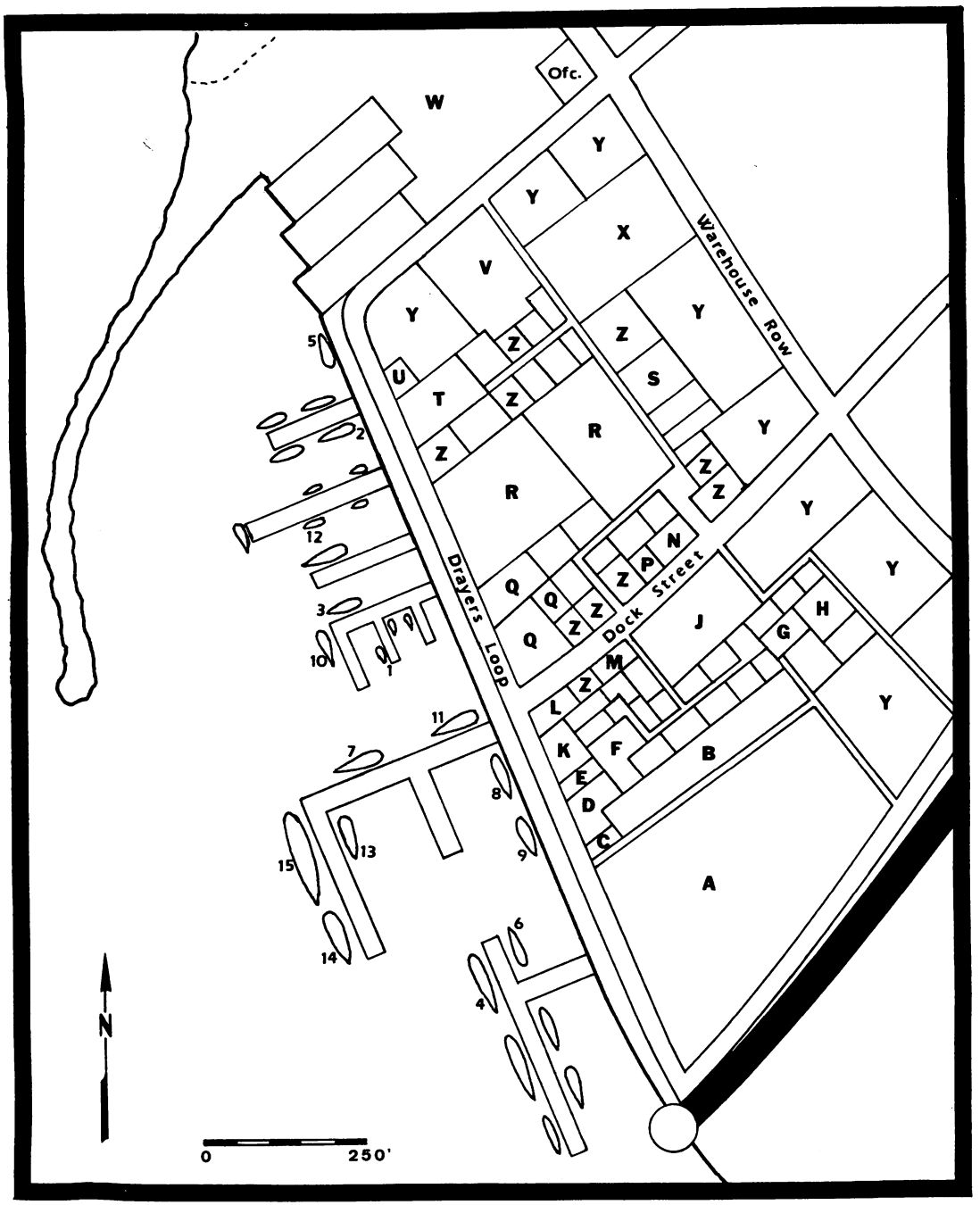


TG-III



SOME LANDMARKS
IN THE CITY OF HAVEN

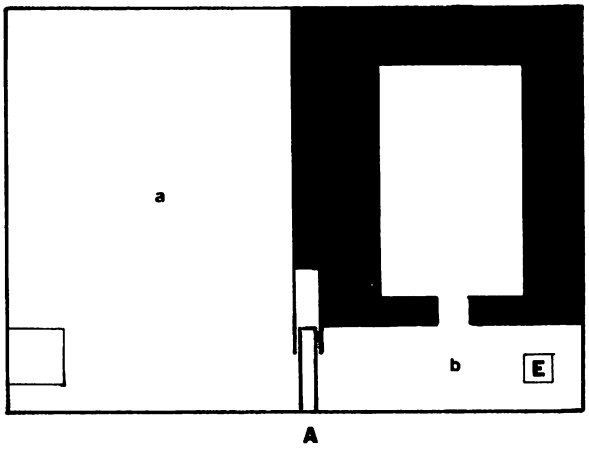
- **A** Boraggio's Warehouse
- **B** The House of Benedios Cellini
- **C** Dunk's Tavern
- **D** The Aerie
- **E** The Pendragon Inn
- **F** The Horse Market
- **G** Thieves' Market
- **H** Knighte Oute
- **J** The House of Rand
- **K** The Shop and Home of No-yen Drachma
- **L** The Home and Workshop of U.N. Owen
- **M** Summ Plaza
- **N** The Home of Sindra and Raf Poul
- **P** Dortmund's Home and Factory
- **Q** Workshop of Balin arn Bilbur
- **R** Tracheotus, Green Grocer
- **S** House of Trojanus
- **T** Trojanus' Gallery
- **U** Studio of Ronn the Scuptor
- **V** Radri, Potioner
- **W** A tavern near the warehouse
- **X** Fisherman's Cay
- **Y** Lisa Duncan's House
- **Z** The Horse Gate



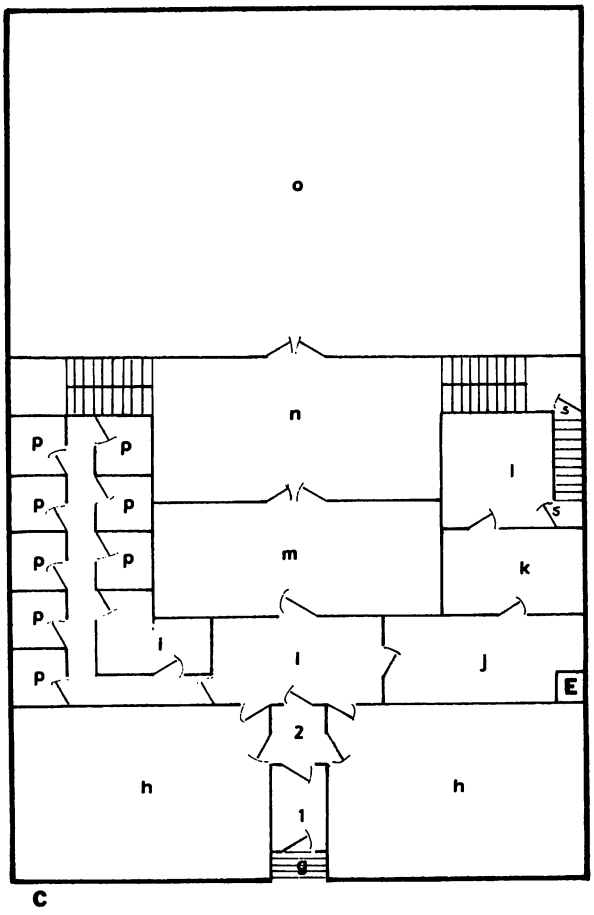
LANDMARKS
OF THE SOUTH DOCKS

A The Navy Yard of the City of Haven
B Hamilton, Corder
C Jasmine's House of Tattoos
D The Seasick Parrot
E Bidurim, Chartmaker
F Petals of the Rose
G The Crystal Ship
H The Widow Bupkes' Rooming House
J Sym's Storage Company
K The House of Fashion
L Jakkab the Sailmaker
M The Slop Chest
N Alekhine's Boarding House
P Honest Boris - Fine Jewelry
Q Ship's Chandler - Martin Boggle, Prop.
R Mintar, Weaponsmith
S Soul's Anchor
T Voelkher's Sea Transport
U The Mermaid
V The Foundry
W Nimrodel's South City Shipyard
X Blackbourne Warehouse
Y Miscellaneous Warehouse Compounds
Z Miscellaneous Shops
? Assorted rooming houses and tenements

ROGUE'S ROOST

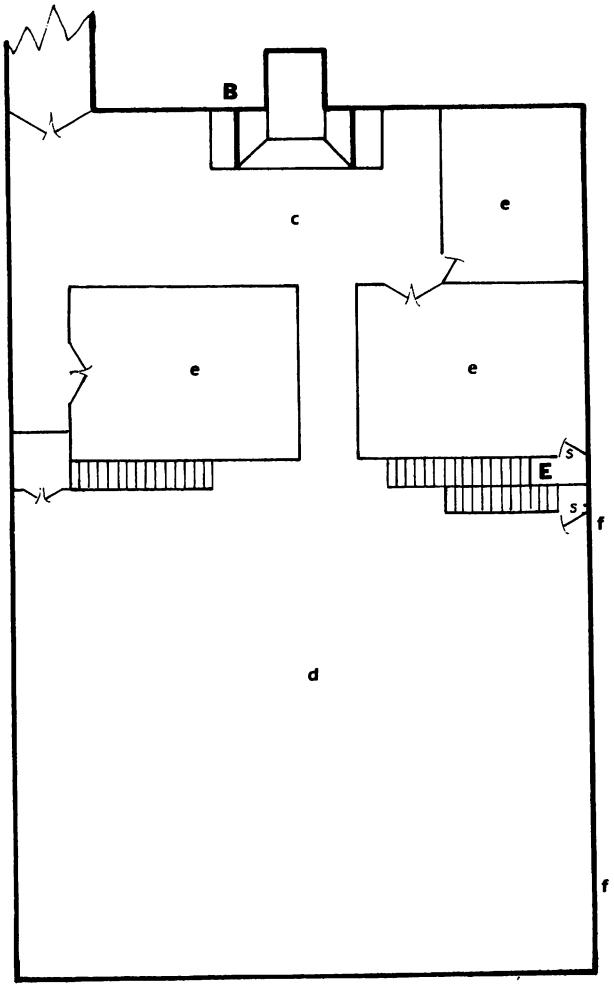


A

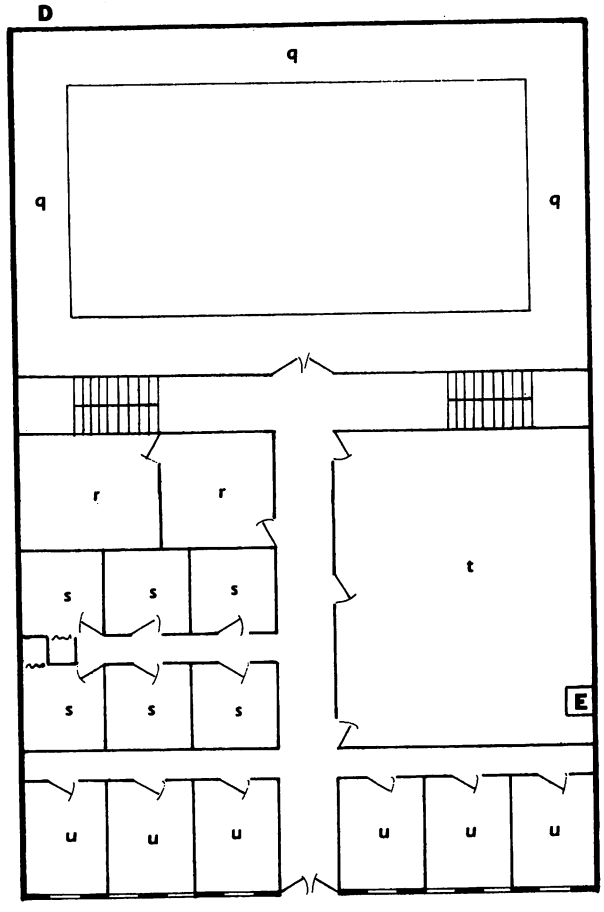


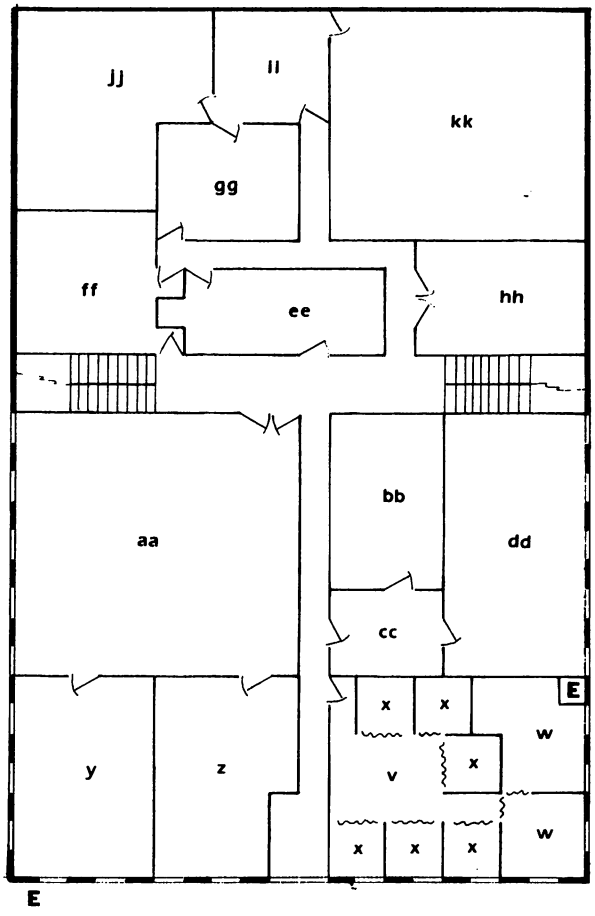
C

0 10 20 30 40 50

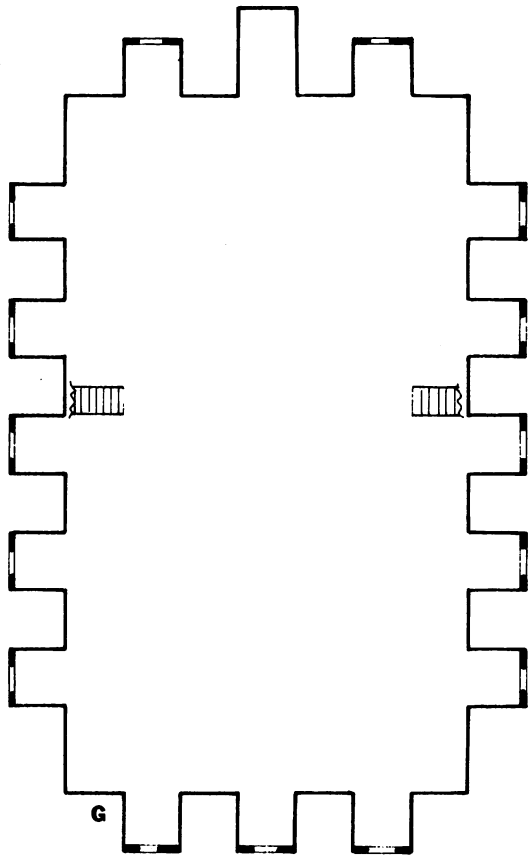


D

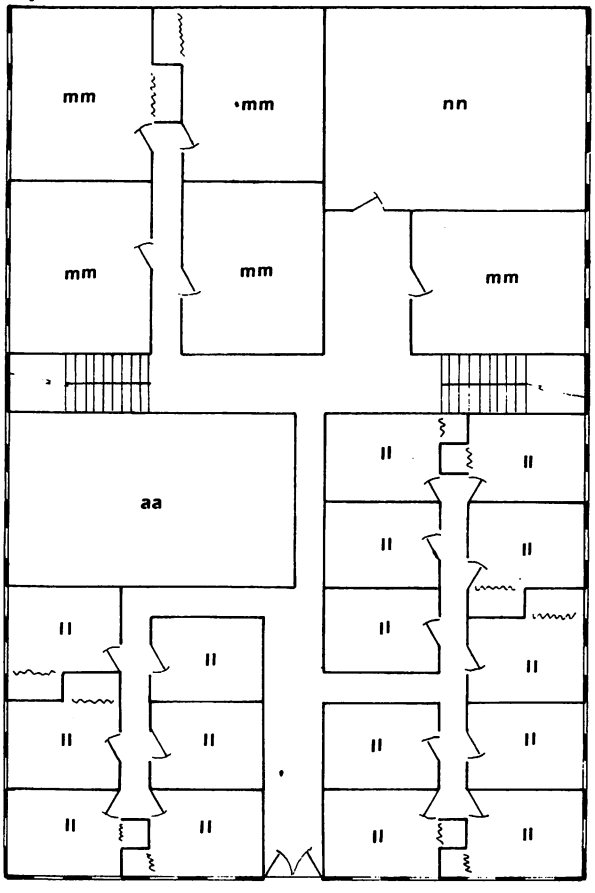




E



F



A Subbasement

B Basement

C Ground

D Second

E Third

F Fourth

G Attic



APPENDIX

CHARACTER CONVERSION TO FANTASY SYSTEM RULES FROM VARIOUS FRP SYSTEMS

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

ESTABLISHING CONSISTENCY WITH CHARACTER REQUISITES

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

TABLE A-1

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

TRANSLATING ACCRUED EXPERIENCE INTO FANTASY SYSTEM ADVANCEMENT

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

ADVANCED DUNGEONS AND DRAGONS (AD & D)

CHIVALRY AND SORCERY (C & S)

Like the FANTASY SYSTEM, the sets of rules for Chivalry and Sorcery and Advanced Dungeons and Dragons measure gained experience in terms of experience points; both systems provide a distinct character class for thieves, with separate rules for earning experience. By comparing these EP rules with the FANTASY SYSTEM experience rules under a representative set of situations, it was possible to construct an overall rule for transferring earned experience between systems, as follows:

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

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

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

TABLE A-2

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

RUNEQUEST (R Q)

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

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

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

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

Sense Ambush
Spot Hidden
Jumping
Taste Analysis
Camouflage

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

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

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

TABLE A-3

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

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

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

Before attaining 7th level, a character must have achieved hit probability of 70% with one weapon, and a 50% hit probability with another weapon.

Before attaining 11th level, a character must have achieved a hit probability of 90% with one weapon, and a 75% hit probability with another weapon.

If these additional conditions are not met, the character would be viewed as equivalent to a 3rd, 6th, or 10th level FANTASY SYSTEM thief, even if it has gained the experience points necessary for a higher level.

TUNNELS AND TROLLS (T & T)

The Tunnels and Trolls system, although it also uses acquired experience points as the measuse of character advancment, has the least correspondence with the FANTASY SYSTEM structure. T&T has no Thief class; indeed, it makes no recognition of thieving abilities in its consideration of whether a character can find a secret door or open a locked box. Furthermore, as characters advance levels, they are given the opportunity to increase their initial requisite characteristics, which greatly increases their relative capabilities in a mixed-system universe. Finally, the actual number of experience points awarded for a successful combat or treasure-hunting expedition are much lower than the amounts that would be awarded under the FANTASY SYSTEM rules. Consequently, a mid-level T&T character actually has abilities consistent with those of a very high FANTASY SYSTEM character:

TABLE A-4

T & T Level Attained	Equivalent F S Experience Level
2nd	3rd
3rd	5th
4th	6th
5th	7th
6th	8th
7th	9th
8th	11th
9th	13th
10th	15th

However, the converted character must also subtract any additions to requisite characteristics he has made as a result of level advancements he has accomplished. The resulting character will be of a far different nature than the original; the player should carefully consider the effects of these changes on his game-playing style before making the conversion.

FAMILY BACKGROUND

Die Roll	Family Social Level	Money Dice	GP /Pip	Weapon Trainings	Training Points	Automatic Trainings*
NOBILITY (E)						
991-000	High Nobility	2D6	100	6	18	1, 3, 19, 20(50%)
971-990	Nobility	2D6	50	6	16	1, 3, 19, 20(50%)
901-970	Aristocracy	2D10	25	6	20	1, 3, 19, 20(50%)
GUILD (D) (all guildsmen receive mastery of any 1 skill)						
881-900	Guildmaster	1D8	100	1	16	19, 20, 31, +1
851-880	Guildsman	1D10	25	1	12	19, 20, 31, +1
MERCANTILE (C)						
801-850	Merchant	2D10	50	2	20	19, 20(50%), 31, +1
701-800	Shopkeeper	1D10	20	2	12	19, 20(50%), 31, +1
YEOMANRY (B)						
501-700	Yeoman	2D6	20	3	8	26, 19(40%), 20(50%), 31(20%), +2
551-600	Landed Peasant	1D6	20	2	6	26, 19(20%), 20(50%), 31(10%), +2
151-550	Peasant	1D10	10	2	4	26, 19(10%), 20(50%), 31(10%), +2
RABBLE (A)						
131-150	Freedman	1D100	1	1	2	35, 19(20%), 20(50%), 31(8%), +2
121-130	Gypsy	1D10	5	2	0	41, 42, 31(40%), +2
001-120	Serf	1D6	5	1	0	35, +1

(* The numbers in this column correspond to the numbers assigned to each of the various training fields; percentages in parentheses indicate the chance of having the training; do not check for Writing [#20] unless Reading [#19] has been given or successfully rolled for; "+" indicates fields (not points) that may be freely chosen from the applicable social listings.)

BONUSES AND PENALTIES FOR REQUISITES

Range	Strength Damage	Co-ordination Hit Prob	Reflexes Dodge	Intelligence to EP	Range	Strength Damage	Co-ordination Hit Prob	Reflexes Dodge	Intelligence to EP
-1-	-3D10	-10	-7	-90%	20	+1D12	+3	+3	+20%
0	-3D6	-8	-6	-90%	21	+2D8	+4	+4	+25%
1	-2D8	-6	-4	-75%	22	+2D10	+4	+4	+33%
2	-1D12	-5	-3	-50%	23	+2D12	+5	+5	+50%
3	-1D10	-4	-3	-33%	24	+3D8	+6	+5	+75%
4	-1D6	-3	-2	-20%	25	+4D6	+7	+6	x2
5	-1D4	-2	-1	-10%	26	+3D10	+8	+6	
6	-1D2	-1		-5%	27	+4D8	+9	+7	
7-13					28	+3D12			
14	+1D1	+1			29	+6D6			
15	+1D2	+1	+1	+5%	30	+4D10			
16	+1D4	+1	+1	+5%	31	+4D12			
17	+1D6	+2	+2	+10%	32	+7D8			
18	+1D8	+2	+2	+10%	33	+6D12			
19	+1D10	+3	+3	+15%					

TRAINING OPPORTUNITIES

Die Roll	3 or less	from 4-5	from 6-7	from 8-9	from 10-11	from 12-13	from 14-15	from 16-17	18 & over
1	0	0	0	1	2	3	4	5	6
2	0	0	1	2	3	4	5	6	7
3	0	0	1	3	4	5	6	7	8
4	0	1	2	4	5	6	7	8	9
5	0	1	3	5	6	7	8	9	10
6	1	2	4	6	7	8	9	10	12
7	1	3	5	7	8	9	10	12	14
8	2	4	6	8	9	10	12	14	16
9	3	5	7	9	10	12	14	16	18
10	4	6	8	10	12	14	16	18	20
11	4	7	9	11	14	16	18	20	23
12	5	7	10	12	15	18	20	23	26
13	5	8	10	14	16	20	22	25	30
14	6	9	12	15	18	20	24	28	35

TRAINING FIELDS

NOBILITY SKILLS
Heraldry
Oratory
Horsemanship

GUILD SKILLS
Complex Mechanics
Carpetry
Glassblowing
Jewellery
Cartography
Architecture
Fine Armory

MERCANTILE SKILLS
Dyeing
Tailoring
Perfumery
Calligraphy
Silversmithing
(Goldsmithing)
Captaincy
Locksmithy
Bookkeeping

YEOMANRY SKILLS
Reading
Writing
Tanning
Blacksmithry
Armory
Tracking
Husbandry
Bowry
Fletching
Coopery
Magistracy

RABBLE SKILLS
Cyphering
Cooking
Netting
Weaving
Service
Trapping
Swimming
(Diving)
Mountaineering
Brewery
Entertaining
Music
First Aid
Teaching

EXPERIENCE POINT AWARDS

EP per hit dealt	NPCs by experience level	Monsters by total HTK
6	GREEN	1-20
9	INTERMEDIATE	21-50
14	VETERAN	51-90
21	ELITE	91-175
30	------	>175

RACIAL ADJUSTMENTS

RACE	SEX	STR	CDN	REF	STM	DSC	INT	TAL	MGR	MAG	APP
Human	m										
	f	-4	+1	+1	+1	+1			-1		+2
Dwarf	m	+1	+1		+3	-2	-1		+2	-4	-3
	f	-2	+1	+1	+3		-1		+2	-6	-5
Hobbit	m	-4	+2	+2	-1	+2		-4	+2	-2	+1
	f	-6	+3	+3		+3		-4	+2	-3	+3
Elf, sylvan	m	-1	+1	+1	-1	-1			+2	-1	+2
	f	-4	+1	+2		+1			+2	-1	+4
Elf, sindar	m	-2	+1	+1	-1	-1		+1	+2	-1	+2
	f	-5	+1	+2				+1	+2	-1	+4
Elf, noldor	m	-2	+1	+1	-2	-1		+3			+3
	f	-5	+1	+2	-2	-2		+3			+5
Half-elf	m	-1									+1
	f	-4	+1	+1	+1	+1			-1		+3
Centaur	m	+3	+1	+2	+1	-3	-2		-1	-1	-1
	f	-1	+2	+3	+2	-2	-2		-2	-1	+3
Pixie	m	-5		+5	-6	-4	-2	+3	+6	-6	
	f	-6		+6	-5	-4	-2	+3	+6	-6	+3
Orc	m	-2	-1	-1	+2	-4	-2	-3	+1	-3	-5
	f	-5			+3	-3	-2	-3		-3	-5
Uruk-hai	m	+2	-1	-1	+2	-2	-2	-2	+1	-1	-4
	f	-1			+3	-1	-2	-2		-1	-4
Half-orc	m	+1			+1	-1	-1	-1	+1	-2	-3
	f	-3		+1	+2		-1	-1		-2	-1
Kobold	m	-3	+1	+1	-2	-6	-1	+1	+2	-3	-3
	f	-5	+2	+2	-1	-4	-1	+1	+1	-5	-2
Goblin	m	-2	+1	+1		+3	-2	-3	+4	-4	-2
	f	-4	+2	+2	+1	+3		+3	-2	-5	-1

RACIAL AND REQUISITE THIEVING BONUSES

Inteligent Race	Sense Traps	Pick Locks	Locate Traps	Disarm Traps	Pick Pocket	Silent Motion	Shadow Hide	Climb (10')	Hear Noise
Human									
Uruk Hai									
Half-Orc									
Dwarf	+30%	+5%	+10%	+15%		+5%	+5%		
Hobbit		+10%	+5%	+5%	+5%	+25%	+25%		+10%
Elven					+5%	+10%	+15%		
Half-Elf						+5%	+5%		
Orc			+5%		+10%		+10%		
Centaur			+10%		+5%	-10%	-20%	-98%	+10%
Hobbit			+5%		+10%	+15%	+15%		+20%
Pixie	+10%	-20%	-35% M+30%	-20% M+15%	+15%	+15%	-40%	+20%	
Goblin	+10%	-10%	+5%	+10%	+10%	+15%	+15%	+5%	

Requisite	Talent	Coord	Coord	Disc	Coord	Coord	Reflex	Reflex
3 or less		-30%	-45%	-30%	-35%	-40%	-40%	-20%
4-5		-20%	-20%	-30%	-20%	-20%	-20%	-10%
6-8		-10%	-10%	-15%	-10%	-10%	-10%	-5%
9-12								
13-14	+2%		+5%			+5%	+5%	+1%
15	+4%		+5%		+5%	+5%	+5%	+2%
16	+5%		+10%	+5%	+5%	+5%	+5%	+3%
17	+6%	+5%	+10%	+5%	+5%	+10%	+10%	+4%
18	+8%	+5%	+15%	+5%	+10%	+10%	+10%	+5%
19	+10%	+10%	+15%	+10%	+10%	+15%	+15%	+7%
20	+12%	+10%	+20%	+10%	+15%	+15%	+15%	+9%
21	+15%	+15%	+20%	+15%	+15%	+20%	+20%	+11%
22	+18%	+15%	+25%	+15%	+20%	+25%	+25%	+13%
23	+22%	+20%	+30%	+20%	+25%	+30%	+30%	+15%
24	+27%	+25%	+40%	+25%	+30%	+35%	+35%	+20%
25 or more	+35%	+30%	+50%	+30%	+35%	+40%	+40%	+25%

WEAPONS

SHORTSWORD	25 GP	BATTLEAXE, 1-BLADE	20 GP	STAFF SLING	4 GP
RAPIER	60 GP	BATTLEAXE, 2-BLADE [1]	35 GP	BOLO	5 GP
BROADSWORD	35 GP	CUDGEL	1 GP	SHORT BOW	30 GP
DAGGER	8 GP	CLUB	1 GP	HORSE BOW	35 GP
STILETTO	7 GP	CLUB, BRASS BOUND [2]	5 GP	LONG BOW	40 GP
POINIARD	10 GP	CLUB, SPIKED [3]	8 GP	LIGHT CROSSBOW	50 GP
MAIN GAUCHE	15 GP	MACE	20 GP	COMPOSITE BOW	100 GP
BOWIE BLADE	40 GP	MACE, SPIKED HEAD [3]	30 GP	BLOWGUN	1 GP
THROWING KNIFE	8 GP	SMALL WAR HAMMER	25 GP	NET	8 GP
HAND AXE	8 GP	THROWING HAMMER	20 GP		
THROWING AXE	15 GP	SLING	2 GP		

WEAPONS ACCESSORIES

ARROW, STEEL HEAD	3 SP	BLOWGUN DARTS (BAG OF 50)	3 GP	SHOULDER BELT	2 GP
ARROW, SILVER HEAD [4]	25 SP	BOW CASE, WOOD	8 GP	KNIFE BELT (HOLDS 8)	2 GP
ARROW, FIRE [4]	1 GP	BOW CASE, LEATHER	2 GP	SCABBARD, LEATHER	2 GP
ARROW, FIREBOMB [5]	8 GP	QUIVER (HOLDS 40 ARROWS)	25 SP	SCABBARD, METAL	20 GP
CROSSBOW QUARREL, STEEL	2 GP	BOWSTRING	15 SP	SHEATH, LEATHER	1 GP
QUARREL, SILVER-TIPPED [4]	10 GP	QUARREL BELT CASE (HOLDS 30)	5 GP	SHEATH, METAL	5 GP
SLING STONES (POUCH OF 10)	1 GP	CROSSBOWSTRING	25 SP		
THROWING DART	1 GP	SWORD BELT	2 GP		

[1] If first attempt to hit misses, receives chance to hit on return swing in same melee round.
[2] If not brass-bound, club has 25% chance of shattering on each successful blow.
[3] Spikes add 1D3 to normal weapon damage.
[4] These special missiles do normal amounts of damage, but may be necessary to affect certain types of creatures (trolls, vampires, etc.)
[5] On a hit, firebomb does 1D8 of damage that melee round, and 2D8 of damage in the succeeding melee round.

ARMOR AND ACCESSORIES

CHAIN SUIT	500 GP	QUILTED SUIT	5 GP	SMALL SHIELDS*	
CHAIN SHIRT	200 GP	QUILTED SHIRT	3 GP	LEATHER	5 GP
CHAIN PANTS	250 GP	QUILTED ACCESSORIES	3 GP	OAKEN	3 GP
CHAIN ACCESSORIES	100 GP			STEEL	25 GP
LEATHER SUIT	60 GP	NORMAN HELM	10 GP	LARGE SHIELDS*	
LEATHER SHIRT	25 GP	LEATHER HELM	7 GP	LEATHER	8 GP
LEATHER SKIRT	15 GP	QUILTED COIF	2 GP	OAKEN	5 GP
LEATHER ACCESSORIES	25 GP			STEEL	35 GP

* Shields of the two sizes may absorb appropriate amounts of damage according to the material of which they are made. When this damage has been absorbed, the shield is considered destroyed, and useless as far as any bonus to armor class is concerned. Leather absorbs 12 and 20, oaken 20 and 30, and steel 35 and 50.

MOUNTS

(The prices below are for unbroken, average quality horses; for poor quality, subtract 50%; for good quality, add 100%; for excellent, add 200%; for superb, add 400%.)

LIGHT HORSE	40 GP	HEAVY HORSE	150 GP
MEDIUM HORSE	80 GP	SUPERHEAVY HORSE	350 GP

EQUIPMENT AND TRAINING

SADDLE	25 GP	BREAKING TO SADDLE (takes 1 week)	35 GP
PACK SADDLE	10 GP	BASIC TRAINING (takes 1 month)	100 GP
TACK	10 GP	GOOD TRAINING (takes 6 months)	500 GP
SADDLEBAGS	15 GP	COMBAT TRAINING (takes 2 years)	2500 GP
BOARDING (one week) Normal care	5 GP	(All training requires payment of boarding	
Quality care	15 GP	costs, for whatever period of time.)	

EQUIPMENT

MALLET (workman's hammer) [1]	2 GP	LANTERN, CANDLE	8 GP	BLANKET, WOOL	3 GP
BELT KNIFE [1]	3 GP	LANTERN, OIL		SLEEPING BAG, WOOL	12 GP
HATCHET [1]	10 GP	(1/2 hour per ounce)	12 GP	SLEEPING BAG, FUR-LINED	40 GP
WOODSMAN'S AXE [1]	12 GP	CANTEEN (1 quart)	5 GP	CAMPSTOVE	15 GP
SPIKES, IRON (1 dozen)	2 GP	BACKPACK, CANVAS (25 pounds)	3 GP	RACK and SPIT	6 GP
MARBLES, CLAY (bag of 50)	8 SP	BACKPACK, LEATHER (60 pounds)	8 GP	KETTLE, COPPER (3 gallons)	5 GP
MARBLES, GLASS (bag of 20)	5 GP	SACK, SMALL (10 pounds)	5 SP	POT, IRON (2 quarts)	4 GP
CALTROPS, SMALL (bag of 30)	3 GP	SACK, MEDIUM (40 pounds)	1 GP	Set of UTENSILS	2 GP
CALTROPS, LARGE (bag of 10)	5 GP	SACK, LARGE (100 pounds)	2 GP	CARVING KNIVES	15 GP
SALVE (5 applications) [2]	50 GP	BELT POUCH	1 GP	VIAL, GLASS (1 ounce)	2 GP
OPIUM (5 uses)	150 GP	MONEY BELT	3 GP	BOTTLE, GLASS (8 ounce)	4 GP
BANDAGES (for 20 wounds)	4 SP	MIRROR, STEEL	5 GP	(32 ounce)	8 GP
SPLINTS (for 10 limbs)	5 SP	MIRROR, SILVER	15 GP	CONTAINER, LEATHER (6 ounce)	6 SP
NEEDLES (packet of 10)	1 GP	ROPE, HEMPEN (50 feet) [3]	1 GP	(32 ounce)	1 GP
THREAD (spool, 100 yards)	2 GP	ROPE, ELVEN (50 feet) [3]	5 GP	FLAGON, METAL (32 ounce)	15 SP
HEMLOCK (1 ounce, level 32)	250 GP	ROPE, SILKEN (20 feet) [3]	10 GP	CORKS (20 assorted sizes)	3 SP
SCORPION VENOM		CHAIN (per foot)	2 GP	COFFER (1.5 cubic foot) [4]	4 GP
(1/4 ounce, level 20)	**	GRAPPLING HOOK	8 GP	(3.0 cubic foot) [4]	8 GP
BELLADONNA (1 bunch, level 8)	10 GP	FIRE KIT	1 GP	CHEST (16.0 cubic feet) [4]	20 GP
TORCH (lasts 2 hours)	1 CP	LIQUID SKIN (2 quarts)	1 GP	SCROLL CASE, LEATHER	
CANDLE (lasts 1 hour)	3 CP	(2 gallons)	2 GP	(holds 2 scrolls)	4 SP
CANDLE (lasts 8 hours)	4 SP	PUPTENT (2 person)	10 GP	SCROLL RACK	
OIL, FUEL (8 ounce flask)	2 GP	TENT (per person)	20 GP	(holds 12 scrolls)	5 GP
PARAFFIN (5 pound block)	15 SP	COT, FOLDING	20 GP	MUSICAL INSTRUMENTS [5]	**

[1] These items are not designed to be used as weapons; if they are so used in an emergency, apply a penalty of 4 to the normal HACO for that type of item.
[2] One application will relieve 1D4 points of non-critical damage, including damage from burns.
[3] Breakage chances: hempen rope - 3% per use, cumulative (on 10th use, chance is 30%), elven rope - 1% per use, cumulative, silken rope - 1% chance on any given use.
[4] Apply additional costs (at GM's discretion) for locks, traps, binding, etc.
[5] GM's discretion, depending on type desired (bagpipes should cost a small fortune).

CLOTHING

SUMMER WEAR	2 GP	SANDALS	1 GP
WINTER GEAR	5 GP	BOOTS, SOFT	5 GP
DESERT GEAR	10 GP	WORK	4 GP
COLD LANDS GEAR	25 GP	MOUNTAINEERING	8 GP
CLOAK, WOOLEN	10 GP	WAR	15 GP
VELVET	100 GP	BOLTS OF CLOTH (1 yard wide, 20	
FUR-LINED	75 GP	yards to the bolt)	
FUR	150 GP	-WOOL	6 GP
VELVET & FUR	200 GP	-COTTON	10 GP
GLOVES, WOOLEN	2 GP	-SATIN	50 GP
LEATHER	6 GP	-VELVET	200 GP
FUR-LINED	8 GP	-SILK	350 GP

FOODSTUFFS

FLOUR (20 pound sack)	4 GP	HERBS, DRIED (1 pound)	20 GP
ONIONS (20 pound sack)	1 GP	PEPPER (1 ounce)	75 GP
DRIED BEANS (10 pound sack)	1 GP	SALT, ROCK (1 ounce)	3 GP
LENTILS (10 pound sack)	1 GP	SUGAR, BROWN (1 ounce)	6 GP
BREAD, DARK (1 pound loaf)	3 CP	WHITE (1 ounce)	10 GP
WHITE (1 pound loaf)	2 SP	HONEY (1 pint)	4 GP
VEGETABLES, DRIED (25 pound sack)	10 GP	GARLIC (1 clove)	1 GP
FRUITS, DRIED (10 pound sack)	10 GP	BRANDY (1 quart)	50+ GP
SAUSAGE, SMOKED (10 pounds)	2 GP	WHISKEY (1 quart)	75+ GP
HAM, SMOKED (15 pounds)	8 GP	WINE (1 quart)	1+ GP
BACON, SIDE (20 pounds)	4 GP	TEA (40 cups worth)	20 GP
MEAT, SALTED (25 pounds)	6 GP	COFFEE (20 cups worth)	25 GP
FISH, SALTED (10 pounds)	3 GP	LIME JUICE (1 quart)	40 GP
CHEESE (30 pound wheel)	10 GP	IRON RATIONS (1 meal)	1 GP
HARDTACK (10 pounds)	1 GP	TRAVELER'S RATIONS (1 meal)	7 SP

WEAPONS SPECIFICATIONS

Close Weapons

Weapon Type	Basic Hit Prob (HACO)	Damage Normal	Damage Expert	Minimum Requirements STR	CO	REF	Notes
Dagger	11	1D4	1D6	-	11	9	
Knife*	11	1D4	1D5	-	8	-	
Stiletto	10	1D3	1D4	-	11	-	a
Poniard	10	1D5	1D8	-	9	-	
Bowie Blade*	8	1D8	1D10	6	13	11	b
Main Gauche	9	1D6	1D8	6	13	9	c
Shortsword	9	1D6	1D8	5	-	-	
Rapier	7	1D8	1D12	3	13	13	
Broadsword	8	1D10	2D6	7	9	-	
Hand Axe*	9	1D6	1D8	3	-	-	
Cudgel	8	1D3	1D4	-	-	-	
Mace	8	1D4	1D8	7	-	-	
Hammer*	9	1D4	1D8	7	-	-	

Ranged Weapons

Weapon Type	Basic Hit Prob (S/ M/ L)	Damage Normal	Damage Expert	Minimum Requirements STR	CO	REF	Range Limits (in feet) Short	Medium	Long	Notes
Short Bow	5/ 9/13	1D6	1D6	5	-	-	60	150	300	
Horse Bow	5/ 8/13	1D6	1D6	8	-	-	60	180	400	
Long Bow	4/ 8/11	1D6	1D6	9	-	-	100	250	600	
Sling(with windup)	3/ 8/13	1D4	1D6	-	13	-	50	100	250	
Sling(flat) 2/1	8/13/17	1D4	1D6	8	13	-	30	60	90	
Knife* 3/2	5/ 9/14	1D4	1D4	-	8	-	30	75	120	
Bowie Blade*	4/12/17	1D6	1D6	6	13	11	30	60	90	d
Hand Axe*	6/11/15	1D6	1D6	3	-	-	15	45	90	
Hammer*	5/ 9/13	1D4	1D4	7	-	-	15	50	120	e
Bolo 1/2	4/ 9/14	1D6	1D8	7	11	-	30	60	100	f
Boomerang	5/11/16	1D6	1D10	6	9	11	40	120	240	g
Net 1/3	8/ -/ -	Tangle		-	11	-	20	-	-	
Blowgun 3/2	5/10/15	1D2		-	-	9	20	40	60	

Notes: (Weapons marked * can be used as either a close weapon or a ranged weapon; note, however, that if a weapon is used in ranged combat on a given melee round (mr), it will be virtually impossible to use it for close combat on subsequent mr.)

a) Expert has +2 to hit prob
b) Expert has +2 to both hit prob and defense
c) Expert has +2 to defense
d) User has +2 for criticals
e) Expert has +3 to hit prob
f) User may elect to tangle
g) (CO+40)% return if miss

HITS TO KILL

TOTAL STRENGTH+STAMINA	HIT DIE
10 or less	D4
11-19	D6
20-29	D8
30-35	D10
36-45	D12+D4
45 or more	D20

SPECIALS FOR ROLLED 18'S

DIE ROLL	EFFECT
001-725	No Change
726-900	+1 to Characteristic
901-975	+2 to Characteristic
976-995	+3 to Characteristic
996-000	+3 as above & roll again

MOVEMENT RATES

ENCOUNTER SCALE MOVEMENT FACTORS
(in hexes per turn)*

Race		=)CLO	Armor worn LTH	CHN	SCA	PLT
Human, Elven, Orcish		3	2	5/3	3/2	1
Dwarven		5/2	5/3	3/2	4/3	1
Hobbit, Kobold		2	3/2	1	2/3	1/2
Pixie	f	6	3	1/8	0	0
	w	3/2	1	1/2	1/8	1/8
Centaur, Riding Animal		5	5	3	5/2	3/2
Draft Horse, Mule		4	4	N	N	N

*(For fractional EMFs, use the specified pattern, and repeat each set of turns:
- 5/2 Move 3, then 2;
- 5/3 Move 2,1,2;
- 3/2 Move 2,1;
- 4/3 Move 1,2,1;
- 2/3 Move 1,0,1;
- 1/2 Move 1,0;
- 1/8 Move 0,0,0,0,1,0,0,0)

MELEE SCALE MOVEMENT FACTORS
(in 5' hexes per turn)

Race		=)CLO	Armor worn LTH	CHN	SCA	PLT
Human, Elven, Orcish		10	8	6	5	3
Dwarven		7	6	5	4	3
Hobbit, Kobold		6	5	3	2	1
Pixie	f	18	12	1	0	0
	w	5	4	2	1	1
Centaur, Riding Animal		18	16	12	8	5
Draft Horse, Mule		12	10	N	N	N

TYPE OF TERRAIN	EFFECTS ON EMF RATES FOR: 2-LEGGED	4-LEGGED	FLYING
Rough(hilly,rocky)	1/2	3/4	NE
4+ TYPE OF TERRAIN	2-LEGGED	4-LEGGED	F
Heavily Wooded	NE	1/2	NA[2]
River (at ford)	1/2	3/4	NE
River (no ford)	1/4	1/4	NE

Key: 1/2,3/4,etc.- fraction of normal EMF permitted.
NE - No Effect
NA - Movement thru this terrain not permitted.
[1] Burros are exempted from this restriction; may move 1 hex/turn.
[2] Pixies are exempted from this restriction; may move at 3/4 normal rate

CRITICAL HITS AND FUMBLES

CRITICAL HITS

DIE ROLL	TYPE OF WOUND	DAMAGE MULTIPLIER	OTHER EFFECTS
1	Knocked Breathless	1	Stunned 1D4 mr
2	Limb Damaged	1.5	If weapon arm, HP -4; if leg, MA 1/2
3	Limb Broken	2	Limb useless
4	Internal Injury	1.5	HP -2
5	Massive Internal Injuries	2.5	Make STM saving roll or unconscious from shock
6	Gash	1	Lose 1 pt of STM every 2 mr from blood loss
7	Severe Gash	1.5	Lose 2 pts STM each mr from blood loss
8	Instant Death	10	Foe dies at end of mr

FUMBLES

DIE ROLL	TYPE OF FUMBLE	EFFECTS
1	Drop Weapon	Takes 1 mr to retrieve
2	Break Weapon	Must draw new weapon (takes 1 mr)
3	Hit Ally	Roll to hit as for opponent; do normal damage if successful.
4	Hit Self	Automatic hit; roll normal damage
5	Stumble	Lose next mr regaining balance
6	Fall	Lose 1D6 mr getting up
7	Sprain Ankle	Reduce MA by -2
8	Dislocate Shoulder	HP -2

Key: HP = Hit Probability
MA = Movement Allowance
mr = Melee Round

THIEVES' GUILD CHARACTER SHEET

Player:_____

Class: Thief Level:_____ EP (+/- __%)_____

Name:_____ Race:_____ M F Tribe:_____

Hits to Kill (_____ sided die):_____ Social Status:_____

Fortune:_____GP,_____SP,_____CP,_____Gems, worth_____

Requisite	Rolled (3D6)	Adjusted for Race	Effective (Armor)	Weapons Trained In	Basic Fields of Training
Strength		-	-		
Coordination		-	-		
Reflexes		-	-		
Stamina		-	-		
Discretion		-	-		
Intelligence		-	-		
Talent		-	-		
Magic Resistance		-	-		
Magnetism		-	-		
Appearance		-	-		

Hit Prob Bonus:_____ Armor:_____Hits Per Blow:_____to Maximum:_____

Missiles Bonus:_____ Shield:_____Helm:_____Damage to Armor:_____

Damage Bonus: +/-____D_____ Armor Class:_____

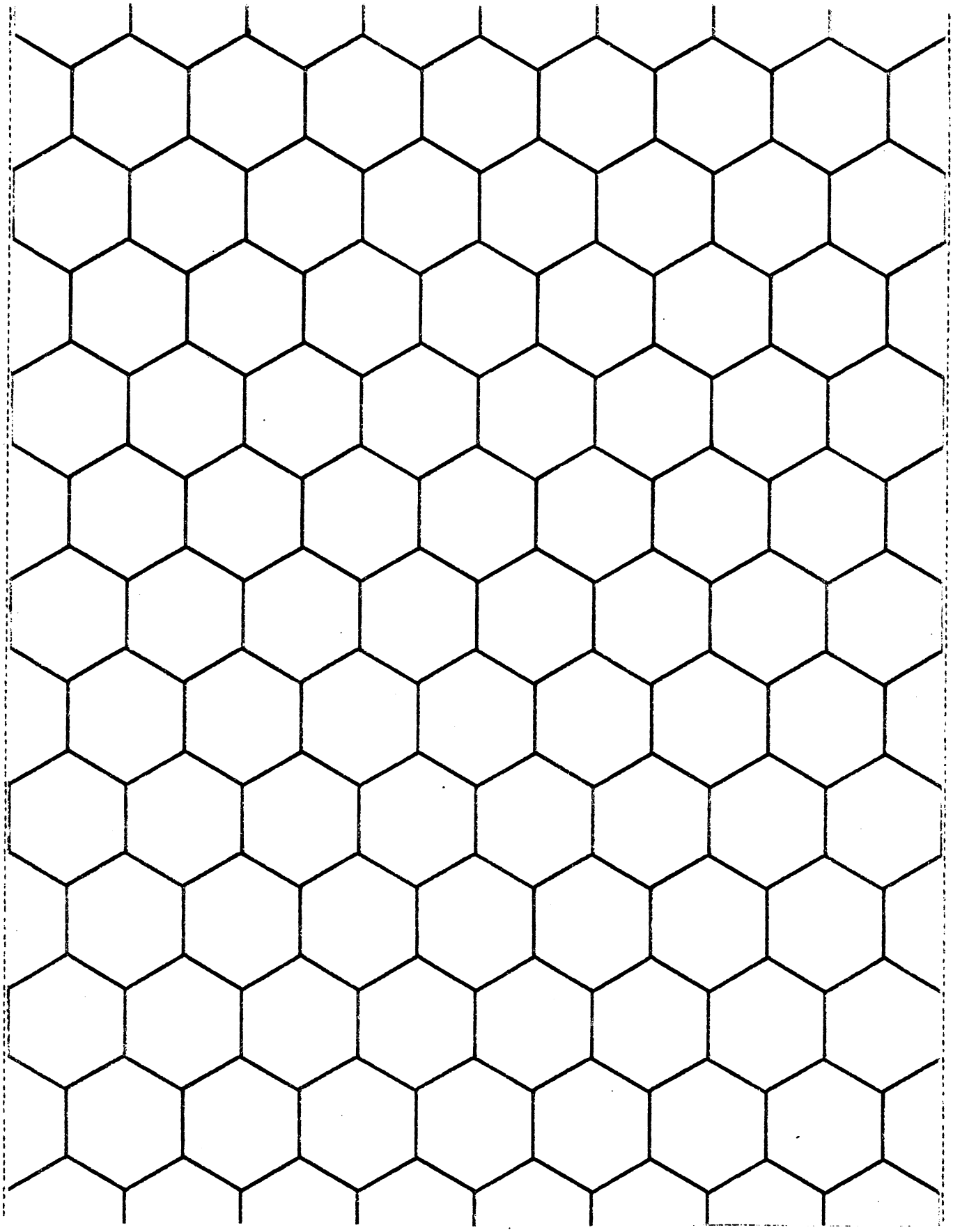
Dodge Bonus: +/- _____ to AC (natural) +/- _____ to AC (effective)

Weapon	HACO	CHP	Damage	Ranges	Notes

Thieving Abilities

	Racial	Requisite	Level	Total	Notes
Sensing Traps	_____% +	_____% +	_____% =	_____%	
Opening Locks	_____% +	_____% +	_____% =	_____%	
Locating Traps	_____% +	_____% +	_____% =	_____%	
Disarming Traps	_____% +	_____% +	_____% =	_____%	
Picking Pockets	_____% +	_____% +	_____% =	_____%	
Moving Silently	_____% +	_____% +	_____% =	_____%	
Hiding in Shadows or Cover	_____% +	_____% +	_____% =	_____%	
Climbing Surfaces	_____% +	_____% +	_____% =	_____%	
Hearing Noise	_____% +	_____% +	_____% =	_____%	

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QUICK REFERENCE TABLES FOR THIEVING ACTIVITIES

PICKPOCKETING

Character base pickpocketing chance = 15%

1) Add 10% for every level of experience (above 1st) attained (e.g., 4th level = 45%, 7th level = 75%)
2) Racial Bonuses:
   Hobbit, Elf, Centaur +5%
   Orc, Kobold, Goblin +10%
   Pixie +15%
3) Requisite Bonuses and Penalties
   If character CDN is:

3 or less	-35%	15-17	+5%
4-5	-20%	18-19	+10%
6-8	-10%	20-21	+15%

4) Complexity level of item stolen
   Level 1 - multiply normal chances by 1.0
   Level 2 - multiply normal chances by .9
   Level 3 - multiply normal chances by .7
   Level 4 - multiply normal chances by .4
5) If victim pickpocketed is not sober, multiply adjusted chances (step 4) as follows:
   Tipsy - x 1.1 Smashed - x 1.6
   Drunk - x 1.3 Blind Drunk - x 2.0

CHANCES OF WITNESSES

VICTIM
On Successful theft:
(Victim's experience level - thief's experience level) squared
On Botched theft:
(Victim's level - 1/2 thief's level) squared

OTHER
On Successful theft:
(if thief green - 3%, intermediate - 2%, veteran/elite - 1%)
On Botched theft:
(all levels - 20%)

DISGUISE

Base chance of success = 50%

1) Add or subtract 5% for each point of difference between thief's IQ and IQ of the individual presented with the disguise.
2) Add 5% for each pt of MAG >14
3) Add 5% for each pt of APP >14, if dealing with members of opposite sex (subtract same amount when dealing with members of same sex as thief)
4) Social Class Adjustments:
   -30% if noble portrays peasant, or vice versa
   +10% if thief is guildsman
   +5% if thief is merchant
5) Racial Adjustments

ROLE \RACE OF ASSUMED\ THIEF	HUMAN	DWARF	HOBBIT	ELVEN
Servant	+10	-50	+20	-40
Constr. Worker	0	+25	-40	-15
Cook/Chef	+10	-40	+30	-10
Entertainer	+5	-30	+5	+25
Comm Gds Merchant	+15	+20	+20	-15
Fine Gds Merchant	+10	+25	-10	0
Artisan	+10	+25	0	+20
Mage	0	-15	-40	+20
Military/Warrior	+15	+15	-30	0
Nobility	+10	0	-50	+20

If disguise if challenged (crisis situation):
Base chance of sustaining disguise = 10%
1) Add 5% for each pt of thief DSC >8
2) Add 5% for each pt of thief MAG >11
3) Add 10% if thief receives racial bonus of 15% or greater in his current role