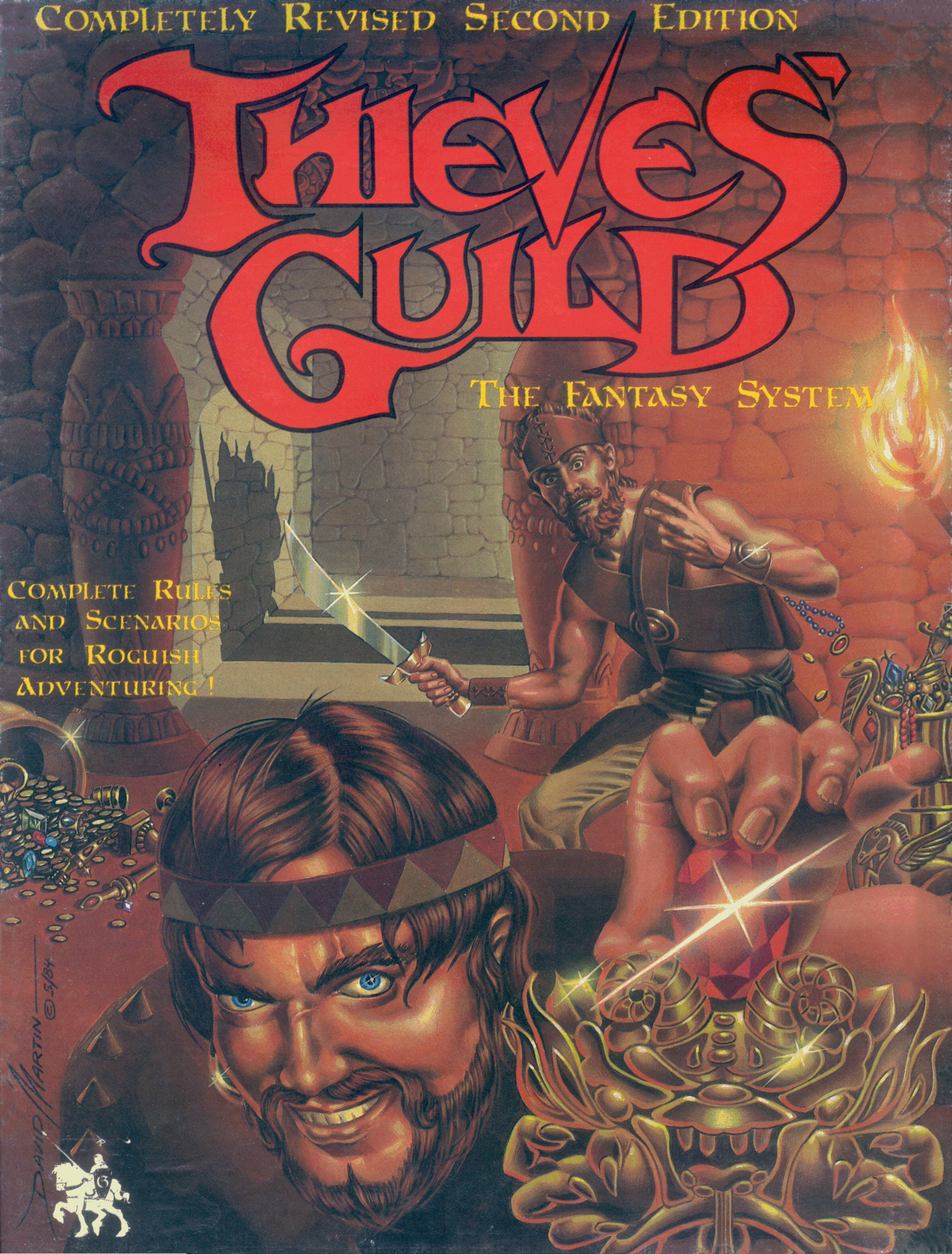


COMPLETELY REVISED SECOND EDITION

Thieves' Guild

THE FANTASY SYSTEM

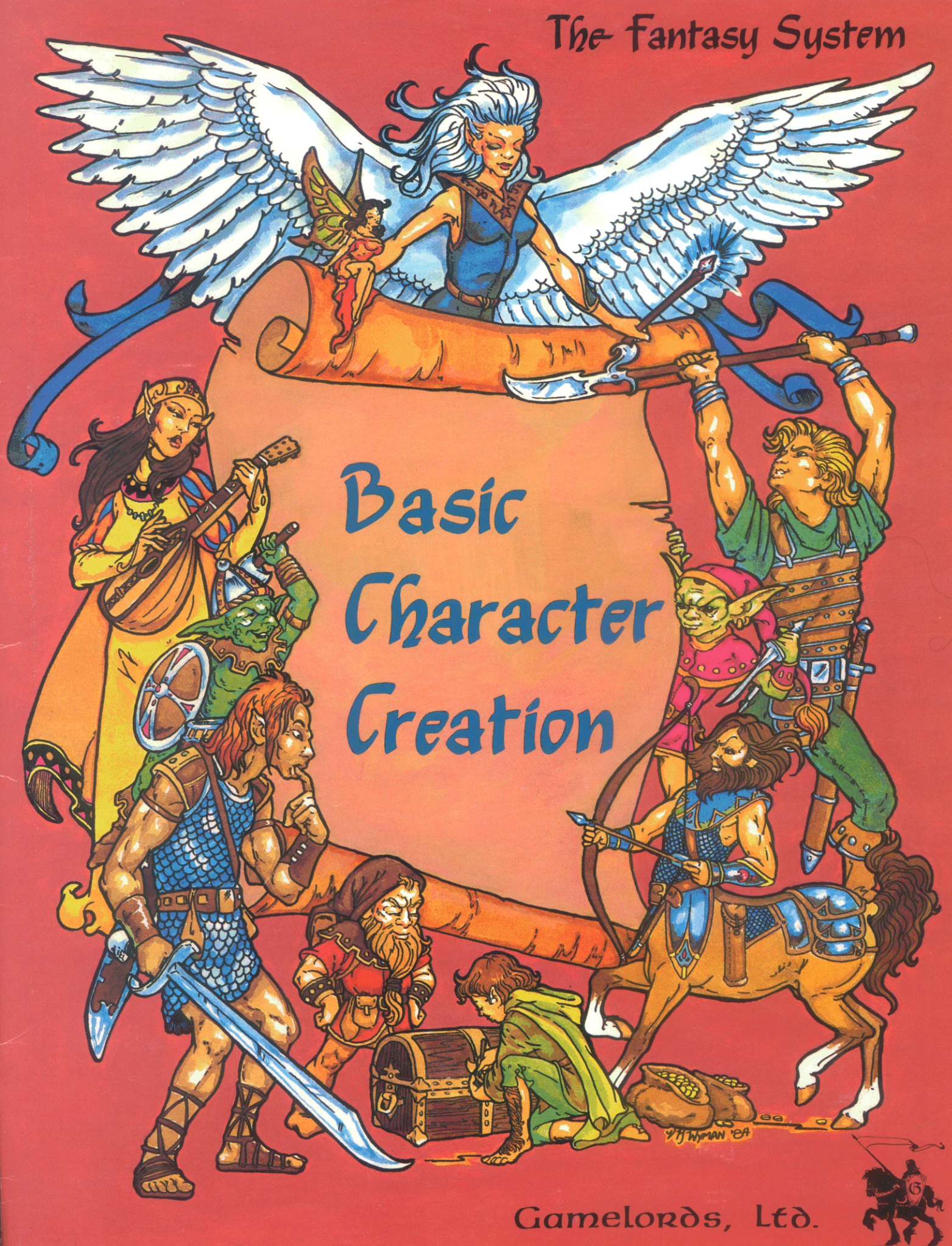
COMPLETE RULES
AND SCENARIOS
FOR ROGUISH
ADVENTURING!



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The Fantasy System

Basic Character Creation



Gamelords, Ltd.



Basic Character Creation

by

Richard Meyer

Kerry Lloyd

Michael Watkins

Art and Graphics by

V. M. Wyman

Hannah M. G. Shapero

Janet Trautvetter

Cover Art by V. M. Wyman

Layout by Michael Watkins

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INDEX OF KEY ABBREVIATIONS

Throughout the Thieves' Guild series, as well as the accompanying books in the Haven 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 carried by a character or NPC
APP, AP - Appearance: a measure of the character's personal beauty or comeliness
BT - bit(s): a small coin made of iron; 10 BT = 1 CP
CDN, CO - Coordination: a measure of the character's dexterity, the ability to make correct deliberate physical movements
CP - copper piece(s): a small coin made of copper; 5 CP = 1 SP
D(3D6, 1D8, xDy, etc) - Die: the number (x) of dice of (y) sides to be thrown while resolving a combat or particular situation
DSC, DN - Discretion: a measure of the character's common sense, memory, and ability to think clearly under pressure
EAC - Effective Armor Class: represents the total effect of skin or various armoring devices used or worn by beings, plus - in the simple method for resolving combat - dodging ability
FRP(G) - Fantasy Role Playing (Game): any of a general class of games using constructed or randomly generated characters to adventure in a make-believe medieval land of high fantasy
GM - GamesMaster: the referee or moderator of an FRP game; considered to be the "god" of the particular universe s/he has created, in which players adventure
GP - gold piece(s): a small coin minted from gold; coins usually weigh 100 to the pound; 1 GP = 10 SP = 50 CP = 500 BT
HTK - Hits To Kill: the amount of damage that a character can withstand before dying or becoming unconscious or comatose

HAC0 - Hits Armor Class 0 (Zero): number that must be equaled or exceeded on the roll of 1D20 to strike an unarmored foe; an enemy's EAC and dodging ability are added to HAC0 to get HP
HP - Hit Probability: the chances of striking an opponent
INT, IQ - Intelligence: a measure of the character's ability to learn and to profit from experience
MA - Movement Allowance: the number of hexes (normally 5' from side to side) that a character can move in one 15' melee round
MAG, MG - Magnetism: a measure of the character's charisma, attractiveness, sex appeal, personality, and/or leadership
MGR, MR - Magic Resistance: a measure of the character's innate ability to resist magic spells and other arcane effects
mr - melee round: 15 second span used to regulate the flow of play in combat; minutes and hours are used normally
REF, RF - Reflexes: a measure of the character's reaction speed, the time it takes to make instinctive movements
SP - silver piece(s): a small coin minted from silver; 10 SP = 1 GP
SR - Saving Roll: an attempt to accomplish a feat extraordinary; this is usually tested by rolling 2D12 against a given requisite
STM, SM - Stamina: a measure of the character's ability to endure hardship or withstand wounds
STR, ST - Strength: a measure of the character's physical power, brute force
TAL, TL - Talent: a measure of the character's ability to use and/or understand magic

Basic Character Creation

Introduction

In a fantasy role-playing (FRP) campaign, individual players interact with each other and the world around them through the characters they create. The personal attributes, skills and trainings, and equipment that these characters possess are the only means by which the players may accomplish personal or group goals, or influence the course of campaign history. Consequently, the character creation system used to determine these abilities and talents has a great amount of influence on the course of play, and on the level of involvement that the player can attain in the campaign. We at Gamelords believe (with all our customary modesty) that you are currently clutching in your hands the most intriguing and complete set of rules for character design and development yet produced.

The three portions of the **Fantasy System** (**Thieves Guild**, **Naked Sword**, and **Paths of Sorcery**) all employ the same basic character creation system. The process of

creating a character using these rules is intentionally a fairly detailed one, emphasizing player choice rather than pure die-rolling skill. During this process, players will generate a wide variety of background information about their character, including his/her social and family background, level of training in weapon and non-weapon skills, and identification of inborn abilities, in addition to establishing his/her basic physical and mental capabilities. The end result of these efforts is a comprehensive character profile that should greatly aid the player in identifying with his/her character and establishing a creative and consistent role-playing personality.

The **Fantasy System** character creation rules are, of course, primarily designed for use by players seeking to generate new characters for use in a **Thieves Guild** or full **Fantasy System** campaign. Many experienced role players, however, may want to convert or adapt existing characters from other FRP systems (e.g., **Dungeons and Dragons**®, **Chivalry and Sorcery**™, **Runequest**®, etc.) into the **Fantasy System** format.

The Races of the Fantasy System

The first decision a player makes in creating a character is to select its racial background and sex. This is both an important and difficult choice, for there are a profusion of racial types to choose from, and each has its own special mix of strengths and weaknesses to recommend it. Many intelligent races share the world of Sawreven with the nations of humankind, including creatures of myth, legend, and the pages of epic fantasy, and two races totally unique to the **Fantasy System** universe. Players may even choose to portray creatures normally reserved only for non-player characters (including such traditional nasties as kobolds, orcs and goblins). A character may be a male or female member (regardless of the player's own sex — a little creative role reversal never hurt anybody) of any of the following races (abbreviations indicated in parentheses are used in reference tables throughout **Fantasy System**, **Thieves Guild**, and the **World of Haven** series of campaign aids):

Human (HU)	Centaur (CE)	Half-Orc (O)
Elven (EL)	Pixie (PX)	Goblin (GO)
Half-Elf (E)	Kobold (KO)	Avanthari (AV)
Dwarven (DW)	Orc (OR)	Krindorean (KR)
Hobbit (HO)	Uruk Hai (UR)	

Each of these racial types is described briefly below, to provide the player with some basic guidelines about

each race's culture, general personality, and gaming advantages and disadvantages, and assist him/her in making an appropriate selection. Players should note, of course, that these descriptions are based on a more or less "average" specimen of a race, and that individual characters may diverge significantly from the norm.

HUMANKIND is by far the most populous intelligent race on the known world's face, comprising well over half of the civilized inhabitants of Telluria, the central continent of Sawreven, where civilization has attained its fullest flower. As an overall species, humankind is aggressive and expansionistic, and ever willing to explore new phenomena (whether technological, natural, or arcane) in its quest for knowledge — and the power that goes with it. As on our Earth, mortal men and women come in a vast (and often stupefying) assortment of personality types — everything from Conan the barbarian to Conrad the librarian. Humans possess no special physical or mental powers or sensory advantages to aid them in their adventuring careers, but also receive no major penalties to these characteristics. Furthermore, their very commonness in society is in itself often a significant benefit, generally enabling them to travel freely and to obtain access to almost any kind of knowledge or training they seek. This latter benefit entitles humans to additional non-weapon training opportunities. Human characters are also likely to find the avenues of political influence, trade and commerce, and military leadership more open to them than other races, given the dominance of human governments and customs on Sawreven. They are equally well-suited for any of the major character classes — fighter, wizard, or thief.

The ELVEN race is divided into three basic kindred — the Sylvan (wood elves), Sindarin (grey elves), and Noldorin (high elves). Each possess slightly different capabilities and greatly differing lifestyles. Players determine the kindred of an elven character by rolling a D10 at the outset of the character creation process:

1-6 = Sylvan
7-9 = Sindar
10 = Noldor



The Sylvan are the most physically robust of the kindred, and have traditionally had the most frequent (albeit not always cordial) contact with human society; the Noldor, at the other end of the spectrum, have remained the most aloof from civilization, possessing a high affinity for magic and a finely-chiseled delicacy and comeliness. The male and female elves of the Sindarin have evolved a knowledge of ship and sea, as well as the woodland lore that all three kindred share; they are also the kindred most able to adjust to the faster pace of human cities and life.

Elves in general seem to prefer a pastoral existence, living among the forests of Sawreven in relatively small, loosely confederated enclaves. Many have little interest in commerce or personal fortune and power, seeking instead (particularly in their later years) to attain an inner harmony with the forces of nature. Nonetheless, elves with a capitalistic or roguish bent are not uncommon, particularly among the Sylvan and Sindarin, and a significant number spend at least a portion of their lives among human society. It is rumored that elves who embrace the pleasures of "civilization" eventually lose touch with their inner souls and become mortal; if this is true, however, they still remain incredibly long-lived by any human standard.

All elves receive a bonus of 1 to their basic hit probability (HACØ) with swords and bows, and have a base 30% chance of sensing the presence of secret doors and panels and a 60% chance of locating same through a detailed search (1 minute for each 5 foot square area investigated). Elves possess hypervision and better than average hearing; they are virtually immune to disease and age at an almost undetectable rate (though they can be killed in combat or by misfortune). Elves also receive bonuses when attempting to acquire training in woodland skills. Elves (particularly the Noldorin) are among the most adept racial practitioners of the arcane arts; as warriors, they are usually better suited to becoming Archers or Foresters than front line combatants. Elven thieves, though not unusual, will tend toward the subtler forms of crime, such as catburglary, and will normally not kill without grave need.

HALF-ELVES are the product of interbreeding between elves and humans; in such unions there is a 60% chance that the father (from whom sensory abilities are inherited) was human. Half-elves receive a limited base

ability to sense (20%) and search for (40%) secret doors. The life expectancy of a half-elf tends to average about 10-60 years more than a normal human, and they receive a 20% increase on normal healing rates for damage or disease. Half-elves may generally choose to follow either a human or elven lifestyle, although the latter race will tend to accept a half-breed somewhat more grudgingly into their ranks.

DWARVES are a short (4 to 4-1/2') sturdily built people, a proud artisan race who rejoice in the crafting and owning of fine items of iron, silver, and gold. It is this love of wealth that brings them out of the immense underground complexes they inhabit and into contact with other parts of civilization, as merchants, traders and craftsmen, and often as fighters and thieves. It is said (and with good historical justification) that a dwarf will attempt almost any task, however hopeless it seems, if the price is right; and their pervasive greed is legendary world-round. In general, however, most dwarves also possess a strong (some would say bullheaded) sense of honor, and few will welsh on an agreement fairly made — though they are likely to interpret the letter of that agreement to their best advantage whenever possible.

Dwarves are a long-lived race (average lifespan of 200-250 years), who have spent the last several centuries in more or less continual conflict with goblin tribes over control of the more richly endowed subsurface areas of Telluria. Dwarven tribal units tend to be very close-knit and clannish, with an organized ruling class that is a mixture of hereditary nobility and craft guild influence (players may determine the tribal affiliation of their characters by rolling a D6: 1 = Stone; 2 = Iron; 3 = Mountain; 4 = Deep; 5 = Lowland; 6 = Gold; kinship bonds tend to be strong, though relations between tribes may often be strained). Much of dwarven social structure is linked to the relative paucity of females (male offspring have outnumbered females by 4-5 to 1 for a score of centuries or more). This imbalance has caused female dwarves to be overprotected and sheltered by their families, and turned them into a commodity of immense political and economic importance; meanwhile, the males of the species, in order to prove themselves worthy of a bride, often leave their tribal steadings to seek their fortunes in the upper world.

Dwarves receive an automatic 30% bonus to their ability to sense the presence of traps in their vicinity; they also have a 50% base chance of detecting secret doors or other unique construction features in a man-



made cavern or other stonework. They receive a bonus of 1 to their basic hit probability (HACØ) when using axes or hammers, and possess hypervision. Dwarves also receive training bonuses in a number of artisan fields. On the negative side, dwarves have a deep and abiding hatred of horses, and few will even abide riding a mule for an extended period of time; they are also not fond of water, and will avoid such activities as boating or swimming in anything except a life or death situation. It is also difficult for a dwarf to coexist peaceably with goblins (and vice-versa); any party containing both will likely live with the constant threat of an outbreak of internecine violence.

Most dwarves make better than average fighters, and many become Warriors, Archers, or even Berserkers. They also make excellent all-purpose thieves, as they are reasonably stealthy, and also possess the strength and weapons ability to act as highwaymen or assassins (though it may not be wise to let them carry the loot). Dwarves can and do become mages, but long exposure to the powerful enchantments of the goblin sorceresses have made many leery of matters arcane; those dwarves who do pursue such a career often become Enchanters of magical artifacts rather than spell-casting wizards.

HOBBITS are the spiritual descendants of the small furry-footed race described in Tolkien's Lord of the Rings trilogy. They generally reside in small villages in the vicinity of good agricultural land, governed by a small cadre of elected civil officials. They are for the most part not an adventurous people, content to remain at home and hearth (but willing to defend that home with surprising tenacity if need be). Some few among their numbers, however, do get the itch to go wandering, and make their way across Sawreven in a variety of occupations. Hobbits have an immense fondness for food, drink, and pipeweed, all of which they will consume as many times a day as possible; even when adventuring, they will carry a well-stuffed pack and seek to ensure that their creature comforts are well cared for.

Hobbits receive a bonus of 3 to their basic hit probability (HACØ) when using any type of thrown missile weapon (slings, knives, bolos, etc.). They are also naturally adept in a number of thieving skills. Hobbits, like humans, do not possess hypervision, but they have excellent hearing (and can sense the aroma of food at incredible distances). They will generally get along well with almost everyone in a mixed party, but because of their small stature and generally non-aggressive nature, they will seldom assume any sort of leadership role within such a group. Hobbits are in many ways quintessentially suited for the thief's role, for they have survived for centuries by alertness and stealth, and often find themselves doomed if stealth fails and they are caught up in hand-to-hand combat. Hobbit fighters will almost always be Archers, and will be

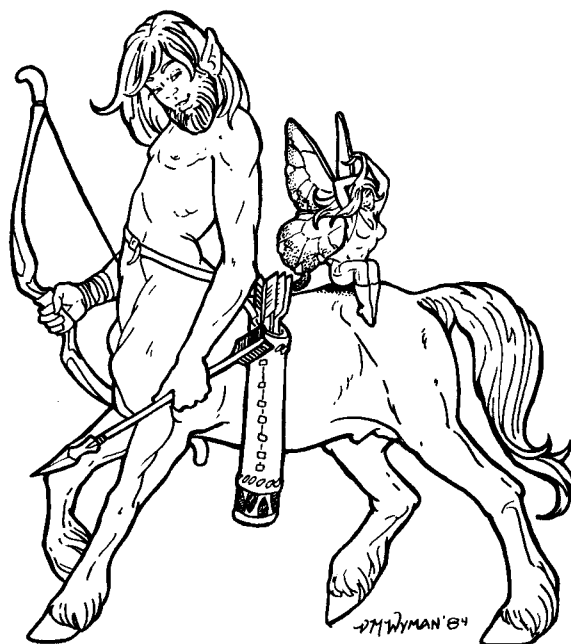


uncommon in any case. Few hobbits will have the Talent to become magic-users, though the race receives some compensation for this failing in its above average resistance to magic.

CENTAURI are, as described in Greek mythology, creatures with the upper torso and head of a human and the body of a horse. The centauri are an ancient and very proud, basically nomadic race of herders, rich in woodland lore and skilled in the tending and domestication of other beasts (including horses). In the wilderness, their speed, strength and savvy make them extremely dangerous foemen; conversely, a centaur indoors is a walking disaster area, to whom a simple flight of stairs is as difficult to navigate as the Himalayas.

Centauri receive a bonus of 2 to their base hit probability (HACØ) when using bow weapons (legend has it that the bow was originally developed by the centauri). They may also move at almost twice the speed of a man, and possess an above average sense of daytime sight and smell. Most centaurs will be best-suited to be fighters, either close or long-range; as thieves, they are severely limited in the types of "jobs" they can undertake, but can make excellent highwaymen or armed robbers (complete with their own getaway car). Centaur mages may find their spell-learning capabilities somewhat constrained, but may otherwise prove quite powerful, especially in the practice of natural magic.

PIXIES are small (only 18-24" tall) intelligent (though some would dispute this) winged creatures who have descended from insectoid life forms. Their acrobatic flying skill and diminutive size make them highly maneuverable; they are also extremely difficult to hit — which is often fortunate given their propensity for inciting normally reasonable men to wild fits of rage. Pixies may at times become distracted from their assigned duties, and are prone to spreading tall tales about their exploits and abilities (all in a voice reminiscent of a mixmaster running at high speed). Nonetheless, pixies do deeply treasure the com-



panionship of other races, and will often seek to make amends for such mistakes in their own unique (and sometimes bizarrely successful) way.

Pixies receive an automatic +1 Dodge bonus to their effective armor class while on the ground, and a +3 while airborne (reflex bonuses are added to the above figures). They possess enhanced senses of smell and taste, though their sight (day and night) tends to be poor. On the negative side, pixies also suffer a 25% penalty to their general credibility (due to their well known tendency toward exaggeration), receive reduced training opportunities, and have a very limited carrying capacity (5 lbs or less) while in flight. Pixie warriors, in any sort of fighting between mixed parties, are likely to earn little but an early grave. Many possess high magical talent, though they will tend to be limited by other characteristics in the levels of power they can attain. As thieves, pixies can often make a valuable contribution to a party, provided that they are carefully watched to keep their minds on the business at hand.

KOBOLDS are postulated to be a form of degenerate hobbit, of similar stature but with a mottled greenish-brown complexion, pointed ears, and a generally leaner physique. Kobolds tend to inhabit lesser endowed underground complexes, ruins, or the sewers and tenements of major cities, and breed like wildfire (a racially fortunate phenomenon, given their high fatality rate). A kobold views the "borrowing" of the possessions of others to be his natural birthright, and possesses the skills at sneaking, skulking, thieving and backstabbing necessary to accomplish such acquisitions. However, since all the world's other races are painfully aware of their habits, kobolds are universally distrusted and watched with a jaundiced eye whenever and wherever they appear. Kobolds tend to be flamboyant dressers (many claim that kobold is the dwarven word for "bad taste"), and are capable of committing senseless acts of vandalism with minimal provocation. By a long and hallowed (at least among themselves) tradition, young kobolds are not named at birth, and instead must earn a name from their peers on the basis of their exploits (a ritual that often proves to be the major event of a kobold's life, and more than occasionally the source of his premature demise).

Kobolds have hypervision and a heightened sense of hearing and smell; their daylight vision is normally poor. They receive a bonus of 1 to their base hit



probability (HAC0) when using thrown weapons or daggers, and bonuses to a variety of thieving skills involving stealth or manual dexterity. Kobolds, like pixies, receive a 25% penalty to general credibility and reduced training opportunities; they also generally lack the discretion to resist most temptations (no matter how hazardous their attainment may appear). Almost all kobolds are thieves of a sort, but kobold magic users are not uncommon (though they will tend to be rather capricious and unpredictable in the use of their powers). There are very few kobolds in the fighting professions (they're too disorganized and chaotic to initiate their own wars, and who would be foolish enough to conscript them?); those few who become warriors will usually be Archers.

ORCS are similar to humans in height and weight, though they tend to have wolfish facial features and mean-spirited dispositions. Some legends contend that they are "fallen" descendants of the elven kindreds, punished by the gods for their evil deeds with the loss of their immortality. Whatever the truth of these legends, the orcish peoples are largely outcast from mainstream society and do tend to blame the elves for their plight. Orcish territory tends to consist of lands that few others want — rough and mountainous terrain marginally suited for farming and grazing, and often cohabited by dangerous creatures of prey. Within these lands, orcs will normally organize into tribal clans of 40-400, usually identified by some sort of totem animal; internecine squabbling between clans is exceedingly common, and is another primary cause of the generally poor standard of orcish life. Orcish lore holds that one day, a Radisha (the Great General) will arise from among them and unite the clans in victorious conquest of all who have opposed them. In the absence of such a figure, the orcish lust for vengeance has lured them into the service of many a powerful tyrant or sorcerer seeking a similar dominion (usually with ultimately disastrous results).

Orcs possess hypervision, but are otherwise unexceptional in terms of sensory or special abilities. Most orcs are short-tempered and extremely distrustful of other races; in mixed parties, they will attempt to follow the social rules that apply to daily clan life — bullying anyone physically weaker than themselves, deferring (albeit through an irritating mixture of whining and groveling) to those who are stronger, and frequently squabbling to find out which is which. As a result of the above, few mixed parties will willingly accept them into their ranks to begin with, and players wishing to portray such characters may find it easiest to assemble a complete party of orcs. Orcs can make reasonably good fighters or thieves, though they are prone to morale problems until the party has proven its ability during a crisis. There are relatively few orcish mages, due to the substantial penalties both males and females receive to Talent and Intelligence.

The URUK-HAI are an interbred strain of the orcish peoples, aimed at producing an elite warrior class. The experiment was primarily successful, as the Uruks are much larger and stronger than their kindred, and generally resourceful in the arts of battle; unfortunately, the Uruks also seem to have acquired most of the personality weaknesses of their brethren to



an even more intense degree. Uruk-Hai are terrible bullies, especially when it comes to ordering around their smaller cousins, and will often take violent offense to the slightest inconvenience. However, Uruk-Hai will give a grudging respect to those who have proven their competence as warriors, and those who serve in mixed companies of warriors have generally learned to act in accordance with prevailing mercenary codes of honor. An Uruk who feels himself aggrieved, however, may often seek redress by challenging his enemy to a duel (a very serious and often mutually fatal proposition, especially bearing in mind the first cardinal rule of the Uruk duelling code — "There ain't no rules!").

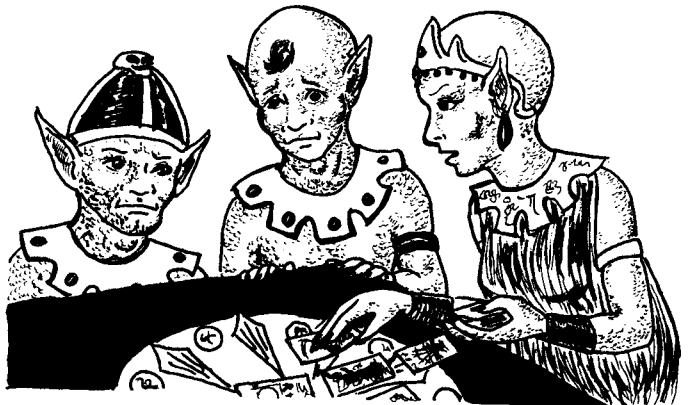
Uruk-Hai are roughly 6-9" taller and 50-100 pounds heavier than their orcish brethren. They also possess hypervision. Because most Uruks are schooled in military matters almost from birth, they receive additional weapons training points, but suffer reduced training opportunities in other fields. Virtually all Uruk-Hai are best suited to be fighters, and many group into small mercenary companies. Those Uruks who turn to thieving will function best as highwaymen or alleybashers, as they lack the stealth and patience necessary for other types of criminal activity. Like orcs, there are relatively few Uruk wizards; those who are suited for arcane study will almost always specialize in battle magic.

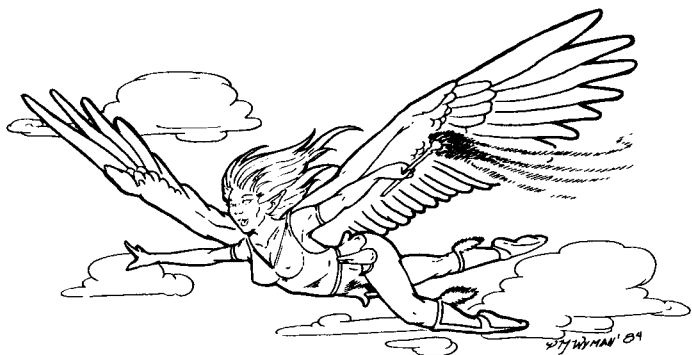
HALF-ORCS are the products of orcish-human matings, which usually occur as a result of a forced union (orcish-elven forced couplings are also not uncommon, but the combination is apparently sterile). There is a 90% chance that the male in such a union is orcish; if so, the offspring will often find himself outcast by his human family at an early age. Many half-orcs develop a deep resentment toward orcs as a result of the experiences of their youth, even though the latter are often the only ones who will willingly accept them. Half-orcs tend to be very hirsute and darkly complexioned, with a mildly animal cast to their facial features; most would find it difficult (though not impossible) to pass themselves off as full humans. Like half-

elves, half-orcs inherit sensory abilities from their father's race. Like orcs, half-orcs are best suited to be fighters or thieves, and will likely suffer the distrust of their associates regardless of their chosen profession.

GOBLINS are a short (about 3-1/2 to 4') wiry race of underground dwellers with greenish skin, large pointy ears, and an absolute absence of facial or body hair. For millennia, goblin tribes have battled with dwarves for supremacy of the subsurface world (largely on the losing end); members of the two races share a deep mutual enmity and will seldom willingly cooperate with each other, unless forced by life or death circumstances. Goblins have a basically matriarchal society, which has evolved largely as a result of the high magical abilities possessed by many females of the species; most large groups of goblins will have a female leader or director. Goblins are generally far less individualistic than their dwarven counterparts, and exhibit a high degree of organization and a fairly strict caste structure. Though male goblins (the more muscular, but largely magically unskilled, portion of the breed) are prone to blustering about their prowess to anyone who will listen, they usually have the sense to defer to their chosen leader in times of crisis. Both male and female are by nature cautious and conservative in taking action; nonetheless, constant population pressures have forced most goblin tribes to pursue expansion of their territories whenever possible (and have provoked most of the major dwarven conflicts). Goblins will seldom venture into the aboveground world without a definite purpose, for their eyes and skin are extremely sensitive to direct sunlight. While no match for dwarves, goblins are also skilled in the crafting of stone and metal, and do trade with human civilizations on a somewhat irregular basis.

Goblins have thick skins which offer a degree of natural protection from attack (treat as armor class [AC] 2 if unarmored, or add 1 to the effective armor class of an armored goblin). They possess hypervision and an above average sense of smell, but have very poor daytime sight. Goblin males generally become members of the fighter or thief classes, while those females with high Talent tend to devote themselves to learning the magical arts. Regardless of class, however, goblins are most effective when operating in tight, enclosed spaces; they will often become tentative in their tactics when confronted with the wide-open spaces of a city or wilderness area.





The **AVANTHARI** (or "Winged Ones", in the high elvish tongue) are a strange and exotic race of creatures, quite short of stature and slight of build, with a heavily muscled torso and a large keelbone that supports a pair of magnificent white-feathered wings. The story of their origin is the subject of both scholarly and barroom debate, but it is generally agreed that the avanthari were somehow descended from the elves whose facial features they resemble, back in the elder days of the World when godlings walked the earth and shaped it in their image. By nature, the avanthari are inquisitive and curious creatures, always anxious to learn what is beyond the next ridge or sea; this has led them to an essentially migratory form of existence. Avanthari dwelling places tend to be loosely structured collections of structures set into the sides of steep hillsides or seaside cliffs, with a highly transient population.

An avanthar's wings are obviously his/her most prominent special feature. Fully extended, their wingspreads measure 16-20 feet across; the wings themselves are long and narrow, designed primarily for gliding rather than powered flight. Avanthari cannot sustain a flapping motion for more than a few moments, but can ride thermal currents for hours at a stretch without tiring. They are extremely nimble and quick while airborne, and have good hearing and incredibly keen day and nighttime sight, making them extraordinarily useful as scouts or messengers. Most avanthari also possess a natural flair for business and trade, and many finance their wanderings by becoming merchants or traders (on either land or sea, as many learn to sail where they cannot fly). As fighters, most are best suited to be Archers; as thieves, their wingspans tend to restrict them to crimes that can be carried out in the open air, but they can be particularly effective as part of a highwayman group, or as a means of conveying loot (if not too heavy) from the scene of a crime. Avanthari have average aptitude for magic use, but tend to be more susceptible to its effects than most other races.

KRINDOREANS are the spawn of an ancient mating between humans and hill giants; they average 7 to 9 feet in height, 300-450 pounds in weight, and are truly a fearsome sight to behold, grim-visaged creatures with long and unkempt manes of reddish-brown hair. To a great extent, the Krindorean's frightening appearance has become a self-fulfilling image — for although most Krindoreans are not violent or warlike by nature, humanfolk have either feared and sought to drive them

away from their civilizations, or looked upon them as possible protectors of home and hearth. Thus those Krindoreans who enter human society almost always wind up becoming warriors of some sort. Krindoreans tend to speak little, due in no small part to the fact that they have great difficulty retaining any sort of sizable vocabulary (more than 500-1000 words) in any non-native tongue; yet this tends to add to their imposing mystique, and causes some humans to attach great import to their most simplistic pronouncements.

Though relatively long-lived (150-200 years), Krindoreans have never been a populous race, and they appear (for a creature of their size and general constitution) to be surprisingly susceptible to disease and illness. Like giants, their skins are exceedingly thick and difficult to penetrate (giving them a natural armor class of 3, and adding 2 to AC when armored); most will travel unarmored, due to this natural protection and the high cost of having armor specially constructed for them. Their great strength and stamina usually give them substantial damage bonuses with weapons or bare hand attacks and increase the level of damage they can withstand in battle; yet their large bulk reduces their ability to dodge the blows of others, and causes them to suffer a penalty of 1 to basic hit probability (HACØ) when battling human or smaller foes.

As previously noted, almost all Krindoreans in human society will become fighters of one sort or another. Most tend to use large smashing weapons like oversized maces or clubs, and many become Berserkers (capable of striking fear into foe and friend alike while lost in battle frenzy). As thieves, Krindoreans also make pretty good fighters — useful help as highwaymen or muggers, but totally unequipped for the subtleties of other crimes (i.e., many Krindoreans believe that the best way to pick a man's pocket is to remove the entire pocket). Krindoreans are exceedingly superstitious and fearful of the supernatural, including magic — this is probably just as well, since not more than a handful of their entire race has ever had the intelligence and magical talent to learn such skills.



Character Attributes

Once a character's race and sex have been selected, players begin the character creation process by rolling 3D6 (3 six-sided dice, added together) ten times, to obtain values for each of the ten basic character attributes described below (abbreviations indicated in parentheses are commonly used throughout these rules whenever character attributes are referenced):

1) **STRENGTH (STR)** — Defines a character's ability to perform acts of brute force, such as bending metal bars, lifting and carrying large objects, or shoving open a jammed door. STR also defines the ease with which a character may wield various types of weapons, and influences the amount of damage done by a successful blow.

RACIAL ADJUSTMENTS

Race	SEX	STR	CDN	REF	STM	DSC	IQ	TAL	MGR	MAG	APP
Human	M	-	-	-	-	-	-	-	-	-	-
	F	-3	+1	+1	+1	+1	-	-	-1	-	+2
Elf, Sylvan	M	-1	+1	+1	-1	-1	-	-	+2	-1	+2
	F	-4	+1	+2	-	-	-	-	+2	-1	+4
fElf, 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	-3	-2	-	+3	-	-	+3
	F	-5	+1	+2	-2	-1	-	+3	-	-	+5
Half-Elf	M	-1	-	-	-1	-	-	-	+1	-	+1
	F	-4	+1	+1	-	-	-	-	+1	-	+3
Dwarf	M	+1	+1	-	+3	-2	-1	-	+2	-4	-3
	F	-2	+1	+1	+3	-	-1	-	+2	-4	-5
Hobbit	M	-4	+2	+2	-1	+2	-	-4	+2	-2	+1
	F	-6	+3	+3	-	+3	-	-4	+2	-3	+3
Centaur	M	+4 ^a	+1	+2	+1	-3	-2	-	-1	-1	-1
	F	+1 ^a	+2	+3	-	-2	-2	-	-2	-1	+1
Pixie	M	-6	-	+5	-4	-4	-3	+3	+6	-6	-
	F	-6	-	+6	-5	-4	-3	+3	+6	-6	+1
Kobold	M	-3	+1	+1	-2	-6	-1	+1	+2	-4	-3
	F	-5	+2	+2	-1	-4	-2	+1	+1	-5	-2
Uruk-Hai	M	+2	-1	-	+3	-2	-2	-2	+1	-1	-4
	F	-1	-	+1	+3	-1	-2	-2	-	-2	-4
Orc	M	-2	-1	+1	+2	-4	-2	-3	+2	-3	-5
	F	-5	-	+2	+2	-3	-2	-3	+1	-5	-5
Half-Orc	M	-	-1	-	+1	-2	-1	-1	+1	-2	-3
	F	-4	-	+1	+2	-1	-1	-1	-	-3	-1
Goblin	M	-2	+1	+2	-	+2	-2	-3	+3	-4	-3
	F	-4	+1	+1	-1	+3	-	+3	-2	-5	-2
Avanthari	M	-3	+2 ^b	+2 ^b	-4	+3	-	-	-1	-	+2
	F	-5	+3 ^b	+3 ^b	-4	+4	-	-	-1	-1	+4
Krindorean	M	+5	-4	-4	+5	-4	-4	-6	-	-2	-3
	F	+3	-3	-3	+4	-3	-4	-6	-1	-3	-6

Notes: a — Subtract 2 from indicated STR ratings when measuring damage from hand-held weapons.

b — Subtract 1 from indicated CDN and 3 from indicated REF ratings when character is not airborne.

2) **COORDINATION (CDN)** — Measures a character's manual dexterity, and his ability to perform calculated physical movements. CDN influences a character's ability to hit a foe with a fist or weapon, his chances of performing acts of manual manipulation like juggling a ball or picking a lock, and also determines whether a character can successfully perform planned actions such as hooking a grapnel onto a ledge, running across an icy rooftop, or leaping aboard a moving wagon.

3) **REFLEXES (REF)** — Measures a character's agility and ability to react instinctively to avert crisis situations. REF determines a character's ability to dodge or deflect blows and defines his/her ability to react quickly to leap out of the way of a moving vehicle or falling object, grab hold of a ledge, rope, or branch to avert a fall, or dodge away from a sprung trap.

4) **STAMINA (STM)** — Defines a character's overall physical constitution and his powers of endurance under stress. STM measures a character's ability to withstand damage from any physical source, including disease, wounds from enemy blows, poisons and venoms, etc. (note, however, that MAGIC RESISTANCE — described below — is used to determine the character's susceptibility to damage from magical spells and artifacts). STM can also affect a character's carrying capacity, and limit the amount of time that a character can perform certain physically exerting acts — like running, swimming, or climbing a steep slope — without rest.

5) **INTELLIGENCE (IQ)** — Measures a character's ability to absorb knowledge from books or instructional training, or to make logical deductions from a set of known facts. A character's IQ rating also influences his ability to learn from his experiences and advance in levels of weapons and skill expertise.

6) **DISCRETION (DSC)** — Measures a character's common sense and ability to intuitively select a proper course of action in an unfamiliar situation. DSC may also be used to determine whether a character will sense that something about a situation he faces is amiss (a trap or ambush about to be sprung, another character's dishonesty or disguise, etc.), and influences trading and general business acumen.

7) **TALENT (TAL)** — Measures a character's innate magic-using potential, and his mental /psychic ability to call upon the arcane forces that exist in the universe and harness them to serve his purposes. TAL also defines a non-magic-user's ability to properly utilize magical artifacts in his possession.

8) **MAGIC RESISTANCE (MGR)** — Measures a character's innate resistance to the influence of magical forces, both hostile and friendly, and the degree of effect that successful enchantments will have on him. GMs and players should remember, however, that this particular attribute cuts both ways, as a character must successfully **miss** his MGR saving roll to be affected by beneficial magic such as Healing spells.

9) **MAGNETISM (MAG)** — Defines the character's general ability to make a favorable impression on others, and his leadership potential. MAG may also influence a character's ability to find and maintain loyalty in hirelings and/or fellow party members, or his general believability when bargaining, telling a story, etc.

10) **APPEARANCE (APP)** — Defines a character's physical beauty, charm and sexual allure, according to human standards. Players should note that because MAG and APP are separately rolled attributes, it is possible for a beautiful woman to be generally unpopular due to a poor personality, or for a very homely warrior to inspire fanatical devotion in his troops.

Super Abilities If any of the ten attribute rolls produces a result of 18, the player should also roll D1000 (3 10- or 20-sided dice, preferably of different colors, which are read in a pre-specified sequential order rather added together — e.g., a roll of 5, 7, and 9 might equal 579, 795 or 957, depending on the order selected, but never 21), and consult the table at the right to see if the character possesses a Super Ability.

Die Roll	Effect
001-725	No change
726-900	+1 to attribute
901-980	+2 to attribute
981-998	+3 to attribute
999-000	+3 to attribute and reroll

Racial Adjustments After any Super Ability rolls have been made, players should then make appropriate Racial Adjustments to their initial attribute die roll results, based on the bonuses/penalties indicated in the **RACIAL ADJUSTMENTS** chart on the opposite page for the row matching the character's race and sex. Note that a character does not receive a roll on the Super Abilities chart if an attribute is raised to 18 or above by a racial adjustment; however, these adjustments may give the character the equivalent of a Super Ability.

Bonuses/Penalties to Attributes After making all appropriate racial adjustments, players should check the table below, left, to determine whether their attributes entitle them to any general bonuses or penalties. The table identifies five such general modifiers:

- 1) **Hit Probability Bonus/Penalty** — These adjustments are based on CDN, and modify a character's normal hit probability (HACØ) with all weapon types.
- 2) **Dodge Bonus/Penalty** — These adjustments are based on REF, and are added to a character's Effective Armor Class (EAC) for combat purposes.
- 3) **EP Bonus/Penalty** — These adjustments are based on IQ, and modify the amount of experience points that a character receives for his various actions in an adventure or campaign.
- 4) **Sex Appeal Bonus/Penalty** — These adjustments are based on APP, and are added to a character's MAG rating when attempting to make an impression on a member of the opposite sex.
- 5) **Resistance Bonus** — Characters may elect voluntarily to modify their normal MGR rating **downward** by the indicated amount in situations where they **want** an enchantment cast on them to take effect (e.g.,

BONUSES AND PENALTIES FOR REQUISITIES

Range	Hit Prob	Dodge Bonus	EP Bonus	Sex Appeal	MGR Bonus
< 1	-10	-8	-80%	-7	+0
2	-8	-7	-70%	-6	+0
3	-6	-6	-60%	-5	+0
4	-5	-5	-50%	-4	+0
5	-4	-4	-40%	-3	+1
6	-3	-3	-30%	-2	+1
7	-2	-2	-20%	-1	+1
8	-1	-1	-10%	-1	+1
9-12					+2
13					+3
14	+1	+1		+1	+3
15	+1	+1	+5%	+1	+3
16	+1	+2	+5%	+2	+3
17	+2	+2	+10%	+2	+4
18	+2	+3	+10%	+3	+4
19	+3	+3	+15%	+3	+4
20	+3	+4	+15%	+4	+4
>20	+4	+4	+20%	+4	+5

Healing spells). Note that for this adjustment to take effect, the character must be mentally alert and aware of what is being attempted (thus a character who is unconscious or delirious with fever will not be able to use his/her bonus).

Hits to Kill

Once Racial Adjustments have been made, characters may also calculate the total amount of physical damage they can withstand before dying (hereafter referred to as hits to kill, or HTK). To compute HTK, a character adds his adjusted STR and STM ratings, and compares the result to the chart on the right to identify the "hit die" the character will use throughout his career. Initial HTK is equal to (STR + STM)/2 [rounded up], plus 1 roll of the hit die. Characters receive additional rolls of their hit die to increase HTK during their careers, as they gain specified levels of experience. The intervals at which these rolls are made are indicated in the three rule books detailing the thiefling, magical and warrior classes. **Example:** Dworin is a dwarven male — his initial die rolls for STR and STM were 12 and 13; after racial adjustments, these ratings are 13 and 16, respectively. $13 + 16 = 29$, so Dworin's hit die is a D8. His initial HTK are $29/2$, or 15 (rounded up), + 1D8 roll; he rolls a 5, giving him 20 HTK.

STR+STM TOTAL	HIT DIE USED
<11	D4
11-19	D6
20-29	D8
30-35	D10
36-40	D12
>40	D20

Attributes and Saving Rolls

During the course of a campaign, characters will frequently be required to make Saving Rolls (sometimes referred to as saves or SRs) against one or more of their character attributes, in order to accomplish an action beyond their everyday capabilities, to prevent something dire from happening, or to avoid the consequences of a dire event that has already occurred. Most saving rolls are made on 2D12, although some extraordinary efforts (breaking down a stoutly barred door, attempting to brake a fall down a cliffside by grabbing hold of a branch) may require additional dice.

The total of the D12 rolled is compared to the character's adjusted rating for the attribute most applicable to the action required; if the total is equal to or lower than the attribute rating, the saving roll is made (and the necessary action accomplished). If, conversely, the die roll result is greater than the rating, the saving roll fails, and whatever consequences were about to descend upon the feckless head of the char-

acter involved will continue to descend. Game Masters (GMs) may also use the results of saving rolls to creatively describe the outcome of a save attempt. For example, a character who badly misses the CDN saving throw needed to leap aboard a moving wagon might land directly in the path of its wheels (sustaining significant injury), while one who barely misses his roll might tumble into a nearby hedgerow (injuring only his pride).

Family Background

A character's social status and upbringing will have a major influence on the amount and type of background training in weapons, languages, and non-weapon skills that a character will receive before starting his adventuring career, and on the initial purse he will have to equip himself when beginning that career. Each character (whether newly rolled or adapted from another FRP system) should determine his/her family background by rolling D1000 and consulting the table below.

Non-human races have restrictions on the types of family backgrounds available to them, as follows:

Elven, Pixie — No Guild, No Rabble
 Dwarven — No Rabble
 Hobbit — No Nobility
 Centaur, Krindorean — No Guild
 Kobold — No Nobility, No Guild, Rabble=Gypsy
 Orc — No Nobility, No Guild
 Uruk — No Nobility, No Guild, No Rabble
 Goblin, Avanthari — No Aristocracy, No Rabble

If the die roll indicates one of the restricted categories, simply reroll until an acceptable roll results.

Once a character's social status is determined, he can roll to calculate his initial purse, using the dice indicated in the table (e.g., a merchant rolling a 7 and 2 on his 2D10 would multiply the result by 50GP, equalling a total purse of 9 x 50, or 450GP). This purse represents the resources that a player initially has to spend on equipping his character with weapons, armor, supplies, and basic adventuring gear (ropes, sources of light, packs and canteens, etc.), using the lists and prices provided in the section **Outfitting the Character**.

The next three columns of the Family Background table indicate the the number of weapon points (WP), language points (LP) and non-weapon training points (TP) that each social class automatically receives. Later sections of this book describe the methods by which these points may be spent to improve a character's abilities in these various skill areas.

The last column of this table identifies training fields (using ID numbers that correspond to those used in the Master Skills list of non-weapon trainings) in which all characters of a given social class normally receive basic (Apprentice Level) instruction (where skills are followed by a percentage value in parentheses, this latter value represents the percent chance that a given character will have received such training).

FAMILY BACKGROUND

Die Roll	Family's Social Level	Money Dice	Coins /Pip	Weapon Points	Language Points	Training Points	Automatic Training Fields *
NOBILITY							
991-000	High Nobility	2D6	100GP	4	9	10	29, 30, 19(60%), 60(50%)
971-990	Nobility	2D6	50GP	4	8	12	29, 30, 19(50%), 60(50%)
901-970	Aristocracy	2D10	25GP	4	6	16	29, 30, 19(40%), 60(50%)
GUILD (All receive Journeyman training in any one D or lower skill at no cost)							
881-900	Craftsman	1D8	100GP	1	6	24	47(90%), 60(80%), 19
851-880	Guildsman	1D10	25GP	1	4	18	47(80%), 60(80%), 19
MERCANTILE (All receive Apprentice training in any one C or lower skill at no cost)							
801-850	Merchant	2D10	50GP	2	8	20	47(70%), 60(60%), 19, 10(30%)
701-800	Shopkeeper	2D10	25GP	2	6	12	47(80%), 60(60%), 19, 10(20%)
YEOMANRY (All receive Apprentice training in any one B or lower skill at no cost)							
601-700	Yeoman	2D6	20GP	3	2	8	47(40%), 60(50%), 19(25%), 57(40%)
551-600	Landed Peasant	1D6	20GP	2	2	6	47(20%), 60(50%), 19(10%), 31(50%), 24
151-500	Peasant	1D10	10GP	2	2	5	47(10%), 60(50%), 19(10%), 24
RABBLE (All receive Apprentice training in any two A skills at no cost)							
131-150	Freedman	1D100	1GP	1	1	3	47(20%), 60(50%), 19(10%)
121-130	Gypsy	1D10	5GP	2	4	2	22(60%), 39(80%), 26(60%), 19(40%)
001-120	Serf	1D6	5GP	1	0	1	50, 24
* All automatic trainings represent Apprentice level skill; percentages in parentheses after certain fields indicate the chance that a listed field is "automatically" known (no percentage = 100%). Characters may not roll for Writing (#60) unless Reading has already been successfully rolled for.							

Inborn Abilities

It should be obvious to anyone who has not spent his life in a hermetically sealed environment that few characters will start their adventuring careers with exactly the same talents, aptitudes, habits, likes and dislikes, and past experiences, as their fellow adventurers. The list below is provided to assist players in personalizing their characters, by identifying some of these possible influences and defining their effects on the course of play. Use of the **Inborn Abilities** chart is completely optional; however, once a decision is made to consult the list below, the player must abide by any result obtained. About 60% of the effects described are advantageous to the character, while others represent disabilities the character must overcome. To determine the number of inborn abilities a character receives, use the table to the right. For each inborn indicated, roll D1000 and consult the list below to determine its effect. Multiple rolls in the same general or specific category are possible, and may augment each other, or cancel out.

Die Roll	# of Inborns
1	0
2-4	1
5-8	2
9	3
10	3 + reroll

Inborn Results

001-045 Natural aptitude in training field
046-070 Learning impediment in training field

Characters who roll a natural aptitude in a training field automatically receive Novice (Level 1) ability in one skill, and may purchase additional levels of training at 1/2 the stated training point cost, rounded up (though normal social class restrictions and cost penalties still apply). If the aptitude is in an artisan field, the character may also add 10% to his chances of producing a superior quality item at any training level where such items are possible. Characters who roll a learning impediment in a training field must pay double the stated point costs to acquire training in that skill, and lose 5% from their normal stated chances of producing superior quality items. To determine the training field affected, roll a D6-1 (tens place) and D10 (ones place) for a combination ranging from 01 to 60; then cross-reference the result with the Master Skill List provided on page 20 of this book (e.g., the player rolls a 2 and 7, respectively, on his D6 and D10 — this represents the #17 skill on the Master Skill List).

071-110 Good relations with an animal genus
111-140 Bad relations with an animal genus

A character's good/bad relations with animals will influence (to a moderate degree) the results of reaction rolls made by such creatures when they are encountered by the character. Reaction rolls are normally made on a D20, with higher results representing more favorable reactions, and 8-13 normally representing a neutral response (see the Animal Encounters section in **Naked Sword** for further details on this subject). Players with



good relations may add a D6 to the initial reaction roll result, while players with bad relations subtract a D6 from the same result. If a party contains characters with both pluses and minuses, the character closest to the point of the encounter is the prevailing influence (since it is his "vibes" the creatures will sense first and foremost). To determine the genus for which the character has affinity/antipathy, roll D12 and consult the table below:

Result	Genus	Typical Members
1	Equines	Horses, mules, camels
2	Avians	Birds of all kinds
3	Rodents	Rats, weasels, rabbits
4	Canines	Dogs, wolves, foxes
5	Felines	Great and small cats
6	Anthropoids	Apes, monkeys
7	Porcines	Boars, elephants, rhinos
8	Ursines	Bears, wolverines
9	Reptiles	Snakes, lizards
10	Insects	Spiders, other bugs
11	Saurians	Dinosaurs, other large lizards
12	Bovines	Cattle, oxen, buffalo

141-210 Daytime Sight Bonuses/Penalties

141-145 Eagle-Eyed (+40%)	181-200 Weak (-10%)
146-155 Excellent (+20%)	201-207 Poor (-20%)
156-180 Good (+10%)	208-210 Myopic (-40%)

211-250 Nighttime Sight Bonuses/Penalties

211-215 Hypervision	231-245 Weak (-10%)
216-230 Good (+20%)	246-250 Totally night blind

All inborn sight adjustments are added to or subtracted from racial norms, as defined in the section of this book describing sensory abilities. If hypervision is rolled by a character already possessing it, its effective range is doubled; night blindness will cancel out even the effects of racially inherited hypervision.

251-340 Hearing bonuses/penalties

251-253 Acute (+40%)	296-320 Poor (-10%)
254-270 Sensitive (+20%)	321-337 Bad (-20%)
271-295 Good (+10%)	338-340 Near-Deaf (-40%)

All inborn hearing adjustments are added to or subtracted from racial norms, along with any training or experience modifiers received (see **Sensory Abilities** section).

341-370 Smell bonuses/penalties

341-343 Excellent (+50%)	361-368 Bad (-20%)
344-360 Good (+30%)	369-370 No sense of smell

All inborn smell adjustments affect both smell and taste, with taste adjusted at 1/2 the above indicated bonus/penalty. These adjustments are applied to racial norms (see **Sensory Abilities** section).

371-390 Touch bonuses/penalties

371-374 Excellent (+25%)	383-388 Poor (-10%)
375-382 Good (+15%)	389-390 Insensitive (-50%)

Bonuses/penalties to a character's sense of touch should be applied whenever a character attempts to perform feats of delicate manual manipulation such as picking a lock, setting or disarming a trap, or adding fine detail to a crafted item. A character classified as insensitive (-50% or less) is assumed to have no skin sensation whatsoever, and will not be immediately aware of the severity of wounds he sustains (GMs should privately keep track of all damage such a character receives until he is examined by a character with First Aid skills — it is possible for such a character to literally fight until he drops; conversely, he will also automatically make all STM saving rolls against system shock).

391-400 Rapid healer - twice normal rate

401-410 Slow healer - half normal rate

Characters normally heal physical damage at a rate of STM/4 hits per day (rounded up); rapid and slow healers will recover STM/2 and STM/8 hits per day, respectively. Similar bonuses and penalties are also applied to the normal times required for mending broken bones, recovering from diseases, etc. The above bonuses/penalties will not affect the amount of damage healed by the application of First Aid (since this roll primarily measures the "doctoring" ability of the healer), but will influence the efficacy of healing potions or spells (which stimulate the body's normal recovery processes).

411-415 Character is light-footed

416-420 Character is heavy-footed

421-425 Character has good running speed/stamina

426-430 Character has poor running speed/stamina

Footedness represents the lightness or heaviness of a character's tread, and may affect his Silent Movement (SM) chances and general dodging ability. A character can normally increase his movement allowance (MA) by 50% by moving at a full run, and can sustain such effort for (STR + 2xSTM)/4 minutes without resting; bonuses and penalties are applied to these base figures. Actual bonuses or penalties received are indicated in the tables above right (roll D100).

FOOTEDNESS		SPEED/STAMINA	
Roll	Effect	Roll	Effect
01-65	+/-10% SM	01-45	Stamina +/-25%
66-97	+/-20% SM (+/-1 Dodge)	46-75	Speed +/-2 MA
98-00	+/-35% SM (+/-2 Dodge)	76-98	Both above
		99-00	Double above

431-440 Character is light sleeper

441-450 Character is heavy sleeper

This inborn affects the character's chances of being awakened from sleep by disturbances, nearby sounds or smells, or the rousings of others. Normal base chances are 15% of sensing subtle signs of activity (footfalls, the crack of a branch, or the smell of smoke); 65% for a larger commotion (fighting, a loud crash or scream); and 80% for direct rousing. Roll D100 to determine the intensity of the inborn effect: 01-55 = +/-10%; 56-85 = +/-20%; 86-00 = +/-30%. Extremely heavy sleepers (-30% or more) will awaken very groggy and will take 1D4 melee rounds to reach full alertness (apply negative modifiers to saving rolls, hit probabilities, and movement allowances as appropriate).

451-490 Bonuses/penalties to magical abilities

451-453 Excellent (+4 IQ; +50% SP)

454-475 Good (+2 IQ; +25% SP)

476-488 Poor (-2 IQ; -25% SP)

489-490 Terrible (-4 IQ; -50% SP)

Bonuses and penalties to magical abilities are of two types: IQ adjustments are applied whenever a mage makes a saving roll to initially learn a spell or to improve his skills in casting that spell; bonuses to SP (spell points) are applied to all Tau (magical power) die rolls made during a mage's career (see *Paths of Sorcery* for details). GMs wishing to limit the above effects for purposes of play balance may elect to restrict the IQ effects to a particular class of spells (e.g., Missile, Control, Illusion, etc.).

491-530 Bonuses/penalties to language abilities

491-495 High (+2D6 pts) 516-527 Poor (-1D6 pts)

496-515 Good (+1D6 pts) 528-530 Bad; own tongue only

The above bonuses/penalties are applied to the initial total of language skill points that a character receives from his family background and training opportunity rolls. Use of these points is described in the Language Training section of this book. If a character rolls Bad language ability, he may never learn any language above the Pidgin level of competence other than his native tongue, regardless of the number of language skill points he possesses.

531-670 Bonuses/penalties to weapon skills

531-533 Excellent -3 611-655 Poor +1

534-555 Very Good -2 656-667 Bad +2

556-610 Good -1 668-670 Atrocious +3

The above adjustments are made to the character's normal base hit probability (HACØ) with one given type of weapon (note that since hit probability increases in the

Fantasy System as HAC0 declines, bonuses are expressed as negative modifiers and penalties as pluses to HAC0). The weapon class affected is determined from the table below (roll D100). Multiple bonuses/penalties in the same weapon class are cumulative, but may never exceed a maximum adjustment of +/-4.

ROLL	WEAPON CLASS AFFECTED
01-15	Daggers/Thrown knives
16-25	Thrusting weapons (rapier, broadsword)
26-35	Edged weapons (greatswords, axes)
36-55	Blunt weapons (maces, hammers, flails)
56-75	Pole weapons (polearms, quarterstaff)
76-90	Missile weapons (bow, crossbow, sling)
91-94	Flexible weapons (whip, net, bolo)
95-00	Thrown weapons (thrown axe, hammer, spear)

671-690 Bonuses/penalties to leadership ability

671-672 Charismatic +3 683-688 Uninspiring -2
673-682 Well-Trusted +1 689-690 Anathema -4

691-700 Bonuses/penalties to sex appeal

691-696 Personable +2 697-700 Unappealing -2

The above adjustments are applied to a character's normal MAG rating for the purposes of making specific saving rolls. Leadership modifiers are applied when a character attempts to give commands to others in a crisis situation, to determine whether such orders are obeyed. Players possessing training in Captaincy add these inborn adjustments to any training adjustments to MAG already received. Sex appeal modifiers are applied when a character attempts to attract members of the opposite sex; these adjustments are combined with any bonuses/penalties to sex appeal resulting from the character's APP rating.

701-720 Bonuses/penalties to credibility

701-703 Earnest (+30%) 713-718 Shady (-10%)
704-712 Sincere (+15%) 719-720 Unreliable (-25%)

A character's credibility rating is primarily used to determine whether a story he tells (true or not) will be believed by others in situations where doubt is likely. This rating will also affect the character's success chances at bargaining or disguise. Base credibility rating is equal to $30 + (2 \times \text{MAG})\%$; besides the above adjustments, credibility may also be affected by factors such as demonstrable evidence or prevailing public opinion.

721-750 Character sense of value

721-726 Good judge of character
727-730 Poor judge of character
731-738 Good judge mundane value
739-742 Poor judge mundane value
743-745 Good judge arcane value
746-748 Poor judge arcane value
749-750 No sense of value

Good judgments results above will normally give a character a 75% chance of determining the general competence or trustworthiness of a person, or the workmanship present in a mundane or magical item (though this chance may be reduced if the person being judged is a good liar or the item's craftsman is an

accomplished forger). Poor judgment reduces these chances to 25%. A character with no sense of value receives a -8 IQ modifier for the purposes of calculating his chances of recognizing the value of any category of goods, and is capable of making extremely inaccurate estimates of value in cases where he is unable to accurately Judge Value.

751-770 Character has known personal/family friend

771-785 Character has known personal/family enemy

The character or his forebears will have somehow established a lasting friendship (or enmity) with another individual or entire clan. The GM should create a name and background for these friends/foes, who can henceforth be used as a basis for encounters and adventure opportunities, or as sources of unexpected aid or interference during the course of an adventure. GM's may design this NPC themselves, or roll two additional D100's — the first to determine the friend/foe's relative experience or rank in society, the second the intensity of the friendship/hatred (in both cases, higher equals greater).

786-810 Character has familial inheritance

The character will start his adventuring career with some sort of potentially useful material legacy. The form of this inheritance may be specially designed by the GM or rolled from the table below (roll D100).

<-9	Workman's tools (any Rabble/Peasant skill)
-9-05	Non-sword weapon
06-15	Money (D100 GP)
16-25	Talisman against disease, magic, or other
26-35	Family heirloom (20xD100 GP value)
36-45	Craftsman's tools (any Merchant/Guild skill)
46-60	Claim/deed to home/property
61-70	Treasure map
71-80	Money (10xD100 GP)
81-90	Any weapon
91-95	Shield
96-105	Land
106-115	Armor
116-120	Stipend (D6x500 GP/year)
121-125	Magic item

If the table is used, the following social class adjustments should be made to the original die roll result: Rabble -50; Peasant (except Yeoman) -25; Merchant -10; Nobility +25. Rolls should be made privately by the GM to determine the effectiveness of a talisman (60% useful), the accuracy of a treasure map (50%), or the validity of a land claim (80%).

811-830 Character possesses psionic power

The character possesses a special psionic ability; roll D12 to determine the precise nature of this ability:

- 1 — **Warning.** Adds 30% to Sense Traps and Sense Ambush skills, and gives 50% base chance of detecting other dangerous situations.
- 2 — **True sight.** Gives character 65% chance of seeing the true nature of a person, creature or object that has been disguised, shape-changed, or created by an Illusion spell.

- 3 — **Truthsense.** Gives 80% chance of knowing whether another character is telling the truth; adds 10% to bargaining abilities.
- 4 — **Empathy.** Allows character to sense the general emotional mood of any intelligent creature; adds 50% to healing effects of First Aid or Healing spells, and subtracts 2 from victim base MGR on saving throws made against Control spells cast by the character.
- 5 — **Mental map.** The character will always be able to retrace his steps exactly, and receives a saving roll vs IQ to detect shifting corridors or passageways.
- 6 — **Life detection.** Gives character ability to determine whether there are other life forces present within a given range (80% chance within 50'; 35% within 500'); successful rolls give 0-10 reading on the amount of life force present.
- 7 — **Dowsing.** Gives character ability to sense the presence of water (01-60) or metals (61-00) in an area (65% chance within 20'; 30% within 100'). There is a 50% chance this ability is dependent on some object, such as a forked stick, being used.
- 8 — **Psychic invisibility.** Renders character invisible (95% chance) to any form of psychic or magical detection. It does not, however, make the character physically invisible.
- 9 — **Eidetic memory.** Character has total recall of things he has experienced, heard or read; adds 15% to all EP awards received.
- 10 — **Empathic projection.** Character may project his choice of emotional state on any person or creature (who get a saving roll at -3 vs IQ to avoid responding accordingly).
- 11 — **Chameleon.** Character has ability to blend easily into his surroundings. Adds 30% to **Hide in Cover** ability, 20% to Disguise chances, and +2 or 10% to general reaction rolls, but reduces MAG by -4 in leadership situations.
- 12 — **Healing.** Character may transfer wounds of another onto himself on a 1 to 1 basis, thereafter healing himself at a rate of STM/2 day.

831-850 Phobias/habits

Character will possess a fear or eccentricity that may affect his ability to react sensibly in certain situations, or his ability to interact with other individuals. GMs should privately roll a D12 and consult the table below to determine the problem the character possesses (the player should only learn the nature of his affliction in the course of play), and roll a D100 to determine the severity of this problem (higher = worse).

1-Claustrophobia	7-Fear of undead
2-Acrophobia (fear of heights)	8-Fear of flying
3-Agoraphobia (fear of open areas)	9-Hypochondria
4-Hydrophobia (fear of water)	10-Kleptomania
5-Fear of animal genus	11-Paranoia
6-Fear of darkness	12-Gluttony

851-880 Alcohol/drug tolerance

851-855 Excellent (+50%)	871-877 Poor (-20%)
856-870 Good (+25%)	878-880 Bad (-50%)

A character's basic tolerance to alcohol and other substances is equal to STR x STM (which is then compared to the Potency rating of the substance

consumed); the adjustments above are applied to this base tolerance figure.

881-890 Susceptibility to petrification attacks/spells

881-887 MGR +3	888-890 MGR -3
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891-900 Susceptibility to Control spells

891-892 MGR +4	897-899 MGR -3
893-896 MGR +2	900 MGR -6

901-910 Susceptibility to Illusions

901-905 MGR +2	906-910 MGR -2
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911-940 Overall resistance to magical effects

911-913 MGR=20 (if not already = or greater than)
914-928 MGR=16 (if not already = or greater than)
929-938 MGR=8 (if not already = or less than)
939-940 MGR=4 (if not already = or less than)

The first three categories above indicate specific adjustments to be made to a character's normal MGR saving roll when he is facing an enchantment of the type indicated (GMs should note that the stoning attacks of a medusa, gorgon, cockatrice, or other creatures of this sort are considered to be magical in origin and are subject to MGR saving rolls which would include the above adjustments). The last category results in a complete replacement of the character's initially rolled MGR rating by the indicated value, provided that the specified conditions are met.

941-970 Resistance to poisons/venoms

941-942 STM +8	959-966 STM -2
943-946 STM +4	967-969 STM -4
947-958 STM +2	970 STM -6

971-988 Resistance to undead

971-973 STM +4	981-986 STM -2
974-980 STM +2	987-988 STM -4

989-998 Resistance to disease

989-994 STM +4	995-998 STM -4
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The above categories indicate situation-specific adjustments to be made to a character's normal STM saving roll when he is assaulted by one of the above forces. Poisons/venoms are rated for Potency on a scale of 1 to 36, with damage subtracted directly from character STM (if STM=0, victim is fatally poisoned); a successful saving throw reduces damage by 1/2. An undead's touch can infect a character with a degenerative gangrenous rot that, if unchecked, can lead to loss of limbs or life; a successful STM save will negate this effect.

999-000 Character is a lycanthrope

A character who is a were-creature receives great advantages and disadvantages whenever he is in were-form (brought on by the light of a full moon or a Moonlight spell). He adds 6 to his STR rating when making saving rolls or determining bare hands combat damage, will heal STM/4 wounds per hour, and will take only 1/4 normal damage from non-silver or non-enchanted weapons. While in this form, however, the beastly portion of the character's mind will almost completely control his thoughts and actions, and his urges to hunt, kill, and feed will be very strong. Lycanthropy can only be cured by a sufficiently strong Remove Curse spell. A character's were-form will always be the same general size and weight as the character's normal form.

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery			
	NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Alchemy (01) 2/4/4/6/4/8	Know proper handling of chemicals and potions Identify ingredients +30% Know poison lore +5% Know healing lore +5%	Formulate simple chemical compounds Identify ingredients +60% if yes, reproduce (15%) Know poison lore +10%	Formulate poisons, acids Identify ingredients +80% if yes, reproduce (40%) Know poison lore +20% Know healing lore +10% Death in learning (2%)	Formulate complex compounds Identify ingredients +90% if yes, reproduce (65%) Know poison lore +30% Know healing lore +15% Death in learning (5%)
Architecture (02) 3/4/4/5/4/6 Pre: Writing	Understand architect's plans Know purpose of ruins +5% if yes, know floor plans +5%	Assist in building design and construction. Purpose of ruins +10% if yes, floor plans +10% Spot Hidden (doors) +5%	Design, construct buildings. Purpose of ruins +25% if yes, floor plans +20% Spot Hidden (doors) +15%	Design, construct fortifications, large structures. Purpose of ruins +45% if yes, floor plans +30% Spot Hidden (doors) +25%
Armory (03) 2/4/4/6/4/8	Repair CLO, LTH, SCA Judge value of armor +35%	Make normal CLO, LTH, SCA Repair CHN, PLT Judge value +55%	Superior CLO, LTH, SCA (10%) Make normal CHN, PLT Judge value +70% Know weapon magic +5% Know armor magic +10%	Superior CLO, LTH, SCA (20%) Superior CHN, PLT (10%) Judge value +85% Know weapon magic +10% Know armor magic +20%
Athletics (04) 1/4/2/4/4/5	Maintain one's self in good physical condition SR +1 against disease	MA (Movement Allowance) +1 Dodge +1 in NON or CLO Estimate STR or HTK of humanoid opponents (30%)	STM +1 Extend endurance limits (for running, swimming) by 20% Dodge +1 in LTH	STR +1 MA +2 Extend endurance by 50% Estimate STR or HTK of humanoid opponents (60%)
Blacksmithry (05) 2/4/4/6/4/8	Judge value of tools and weapons +35% Sharpen, maintain, and repair tools and weapons	Judge value +60% Make tools and weapons Know weapon magic +0% Know armor magic +0%	Judge value +70% Make helms Superior weapons (5%) Know weapon magic +10% Know armor magic +5%	Judge value +80% Superior weapons (20%) Know weapon magic +25% Know armor magic +10%
Boating (06) 1/4/2/4/4/6	Act as experienced crew member on sailing vessel Emergency save +5% Know rowing techniques	Sail small craft Small craft speed +10% Emergency save +20%	Act as officer on large ship Small craft speed +25% Emergency save +35% Climbing +5%	Captain large ship Small craft speed +45% Emergency save +50% Climbing +10%
Bookkeeping (07) 2/4/3/4/4/5 Pre: Writing Cyphering	Keep basic business accounts (10% chance of error)	Keep accounts (5% error) Profit margin +1%/level Spot swindle in business deal +5%	Double-entry bookkeeping (1% error) Profit margin +2%/level Spot swindle +15%	Accounting Business Management Profit margin +3%/level Spot swindle +30%
Bowry (08) 2/4/4/5/4/7	Make arrows and quarrels Repair bows	Make simple bows Superior arrows (10%)	Make crossbows Superior bows (10%) Superior arrows (25%) Know bow/arrow magic +10%	Make composite bows Superior bows (20%) Superior arrows (40%) Know bow/arrow magic +20%
Brewery (09) 1/4/1/3/4/4	Judge value of beers, ales, and stouts +40% Alcohol tolerance +1 Sense of smell +5%	Make beers, ales, stouts Judge value +55% Alcohol tolerance +2 Sense of smell +10% Spot liquid taints (10%) Sense of taste +5%	Superior beers, etc. (10%) Judge value +70% Wine-making (vintnery) Alcohol tolerance +3 Spot liquid taints (30%)	Superior beers, etc. (20%) Judge value +85% Distilling (brandies, liquors) Alcohol tolerance +4 Sense of smell +15% Sense of taste +10% Spot liquid taints (60%)
Business Sense (10) 2/4/4/5/4/7	Recognize value +10% Identify swindles +5% Bargaining +1 (profit depends on haggling result) Know currency exchange ratios for local area	Recognize value +20% Identify swindles +10% Bargaining +2 Credibility +5%	Recognize value +35% Identify swindles +20% Bargaining +3 Know foreign currency exchange ratios	Recognize value +50% Identify swindles +30% Bargaining +4 Credibility +10%
Calligraphy (11) 3/4/5/4/6/4/7 Pre: Writing	Judge value of manuscripts and scrolls +35% Copying (40% chance error)	Can produce fine script Judge value +55% Copying (20% error) ID written language +35%	Can illuminate script Judge value +70% Script is superior (5%) Copying (8% error) ID written language +55%	Mix and produce inks Judge value +80% Script is superior (15%) Copying (3% error) ID written language +55%
Captaincy (12) 3/4/5/4/6/4/7	MAG +1 when issuing orders to men in ranks Familiarity with military tactics and strategy	MAG +3 for orders ID enemy tactics +0% Spot potential troublemakers in ranks +5%	MAG +4 for orders ID enemy tactics +15% ID enemy strategy +0% Spot troublemakers +25%	MAG +5 for orders ID enemy tactics +30% ID enemy strategy +15% Spot troublemakers +55%
Carpentry (13) 2/4/3/4/4/5	Judge value of woods +50% Repair wooden items Build heavy wooden items	Make furniture and other useful items from wood Judge value +70%	Produce cabinetry and fine items of woodworking Woodcarving	Wood sculpting Superior workmanship (10%)
Carpetry (14) 3/4/4/5/4/6	Judge value of carpets, rugs, and tapestries +35%	Make carpets, rugs, etc. Judge value +65% Know carpet/rug magic +5%	Superior work (10%) Judge value +80% Know carpet/rug magic +20%	Superior work (25%) Judge value +90% Know carpet/rug magic +35%
Cartography (15) 2/4/3/4/4/5 Pre: Writing	Make followable maps (75%) (Level 0 = 50%) Find way without map (15%) (+3%/experience level)	Followable maps (90%) Find way (35%) Spot peculiar geographical features +0%	Followable maps (100%) Find way (60%) Spot peculiar +10%	Followable maps (110%) Find way (80%) Spot peculiar +30%

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery			
	NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Clothmaking (16) 1/+3/+5/+6	WEAVING Loom blankets, light cloth; make simple clothing Judge value of cloth +15%	CANVASSING Make heavy cloth, canvas; repair sails, gross sewing Judge value +35% Identify class by dress +10%	DYEING Dye fabrics; recognize ma- terials for dyestuffs Judge value +55% Identify class +25% Sense of smell +5%	TAILORING Make fine clothing, embroid- ery, quilted armor Judge value +75% Identify class +50%
Cooking (17) 1/+1/+2/+4	Prepare meals for self and a few others. Identify edible plants +5% Sense of taste +5%	Cook for up to 12 in kitchen or on road Identify edible +10% Identify tainted food +10%	Identify ingredients of re- cipe by taste (65%) Identify edible +20% Identify tainted +30% Sense of taste +10%	Can prepare banquets Identify ingredients (85%) Identify edible +30% Identify tainted +50% Sense of taste +15%
Coopery (18) 1/+2/+4/+5	Judge value of chests, bar- rels, containers +50% Sense Traps on above +5% Locate Traps on above +10%	Make chests, barrels, etc. Judge value +70% Sense Traps +15% Locate Traps +20%	Build in traps on above Sense Traps +20% Locate Traps +35% Spot Hidden (panels) +10%	Build secret panels in Sense Traps +25% Locate Traps +50% Spot Hidden (panels) +30%
Cyphering (19) 1/+2/+4/+5	Count to 100; know general rates of exchange from copper to silver to gold	Simple arithmetic	Geometry IQ +1 if 01-40(D100)	Algebra and trigonometry IQ +2 if 01-10(D100) IQ +1 if 11-80(D100)
Diplomacy (20) 3/+4/+6/+7	Reaction roll +1 when nego- tiating or dealing with authorities	Intelligent reaction roll +3 if language spoken Identify other's purpose +5%	Emergency save (talk one's way out of trouble) +10% Identify other's purpose +15%	Emergency save +20% Identify other's purpose +35%
Engineering (21) 2/+4/+6/+8	Operate known machinery Disarm Traps +5% Identify device purpose +5% if yes, operate +15%	Make simple machines (50%) Make Comp1 mechanical traps Disarm Traps +10% Identify purpose +20% if yes, operate +25%	Make simple machines (75%) Make up to Comp2 traps Pick Locks +5% Disarm Traps +20% Identify purpose +30% if yes, operate +35%	Make simple machines (90%) intricate machines (25%) Make up to Comp3 traps Pick Locks +10% Disarm Traps +25% Identify purpose +40% if yes, operate +50%
Entertaining (22) 1/+2/+4/+5	Stage presence, skill at per- forming before crowds Create diversion (10%) Credibility +5%	Earn living in specialty if hired if job (35%) Judge profession of another person +0% Create diversion (25%) Credibility +10%	Hired if job (60%) Judge profession +15% Create diversion (40%) Credibility +15% Lore (basic knowledge) +5% Disguise chances +5%	Hired if job (85%) Judge profession +30% Create diversion (60%) Credibility +20% Lore +10% Disguise +10%
¶ Select specialty, one of: dance, jesting, drama, acrobatics, juggling, storytelling.				
Falconry (23) 2/+3/+4/+5	Handle trained hunting birds without penalty Judge value of birds +25%	Train birds of prey (60%) if yes, know 1D6 commands Judge value +45% Avian reaction rolls +1	Train birds (90%) if yes, know 2D6 commands Judge value +65% Avian reaction rolls +2	Know avian language Judge value +85% Avian reaction rolls +3
Farming (24) 1/+2/+3/+4	Can get work as farmhelp Recognize land value +0%	Can raise crops by self Recognize land value +15% Predict weather +0%	Agronomy; yield up 10% Recognize land value +35% Predict weather +10%	Irrigation; yield up 25% Recognize land value +55% Predict weather +30%
First Aid (25) 2/+3/+5/+7 (One may only heal others, not self)	Perform emergency lifesav- ing techniques +15% Set broken bones (50%) Heal 1D2 hits per person on wounds of 1 conflict	Emergency lifesaving +25% Broken bones (70%) Heal 1D4 hits per conflict Identify curative plants +0%	Emergency lifesaving +35% Broken bones (85%) Heal 1D5 hits per conflict Identify plants/herbs +20%	Emergency lifesaving +55% Broken bones (100%) Heal 2D3 hits per conflict Identify plants/herbs +60%
Fortune Telling (26) 1/+3/+4/+6	Read tealeaves, tarot, omens Prediction accuracy +10% Judge social status +0% Judge profession +0% Judge Discretion +20%	Prediction accuracy +20% Judge social status +20% Judge profession +15% Judge DSC +40%	ASTROLOGY , cast horoscopes Prediction accuracy +30% Judge social status +40% Judge profession +20% Judge DSC +60%	Prediction accuracy +40% Judge social status +60% Judge profession +30% Judge DSC +80%
¶ May attempt to answer questions as predictions; if answer accurate, 01-20: positive, 21-80: neutral, 81-00: negative. If answer has been sought, general tenor of accurate prediction result (good, neutral, bad) must be followed by GM.				
Gambling (27) 1/+3/+5/+8	Know basics of most gambling games (dice, cards) Spot cheating +10% Gaming skill +1	Judge wealth by appearance +10% Spot cheating +20% Gaming skill +2 Cheat (6%/EL detect)	Judge wealth +15% Spot cheating +35% Gaming skill +3 Cheat (3%/EL detect)	Judge wealth +20% Spot cheating +50% Gaming skill +4 Cheat (1%/EL detect)
Glassblowing (28) 3/+5/+6/+8	Judge value of glassware and crystal +35% Know fake gems +10%	Make glassware Judge value +65% Know fake gems +20% Make fake glass "gems" (5%/EL detect)	Make crystalware Judge value +85% Know fake gems +30% Make fake glass "gems" (3%/EL detect)	Make fine crystal Judge value +95% Know fake gems +40% Make fake glass "gems" (2%/EL detect)
Horsemanship (29) 4/+5/+6/+8	Have ridden horse Retain seat in crisis +15% (level 0 = 25%) Simple commands obeyed by equines +10% Judge value of horses and pack animals +20%	Experienced rider Seat in crisis +40% Simple commands +40% Movement of equines ridden increased by 10% Equine reaction rolls +3 Judge equine value +40%	Horse gentling Seat in crisis +55% Simple commands +65% Complex maneuvers +0% (if language, +15%) Diagnose as Vet +10% Judge equine value +65%	Horse training Seat in crisis +55% Simple commands +85% Complex maneuvers +20% (if language, +50%) Diagnose as Vet +25% Movement increased by 25%

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery			
	NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Heraldry (30) 3/4/4/5/6	Identify by device +5% if yes, know background of bearer +5%	Identify by device +25% if yes, background +15%	Identify by device +50% if yes, background +25% (Level requires minimum of Apprentice in Reading)	Identify by device +65% if yes, background +35% (Level requires minimum of Journeyman in Reading)
Husbandry (31) 1/2/4/4/5	Herd animals in crisis +5% (non-crisis +55%) (+15% if language) Follow commands +0% (if language, +20%)	Train small mammals (75%) if yes, know 1D6 commands Follow commands +10% (if language, +30%) Mammal reaction rolls +1	Train small mammals (95%) if yes, know 2D6 commands Train large mammals (30%) if yes, know 2D5 commands Follow commands +20% (if language, +50%) Mammal reaction rolls +2	Train large mammals (75%) if yes, know 3D6 commands Follow commands +30% (if language, +60%) Mammal reaction rolls +3
Jewelry (32) 4/6/8/8/10	Judge value of gems and items of jewelry +25% Know fake gems +15%	Make simple jewelry items Judge value +50% Know fake gems +30%	Cut semi-precious stones Superior work (5%) Judge value +65% Know fake gems +40%	Cut and facet gems Superior work (15%) Judge value +80% Know fake gems +50%
Locksmithy (33) 3/5/7/7/9	Familiar with various types of locks and traps ID type of lock if found +15% Pick Locks +5%	Make Comp1 locks ID type if found +35% Pick Locks +15% Disarm Traps +5%	Make up to Comp3 locks ID type if found +50% Pick Locks +20% Disarm Traps +10%	Make up to Comp5 locks ID type if found +65% Pick Locks +30% Disarm Traps +15%
Magistracy (34) 1/3/5/5/6	Know local laws +45% (half for foreign) Court pleadings +5%	Know local laws +65% Court pleadings +15%	Know laws +85% Court pleadings +25% Credibility +5%	Know laws +95% Court pleadings +35% Credibility +10%
Masonry (35) 1/2/4/4/5	Work with brick and stone Spot sliding walls, panels, secret passages in stone or underground +5%	Dress, carve, set stone	Design stone structures Spot peculiarities +10%	Stone sculpting Spot peculiarities +15%
Metalsmithy (36) 3/4/4/6/8	Judge value of items made of bronze, pewter, silver, and gold +35%	Make simple hammered items from noble metals Judge value +55%	Casting of metal items Superior work (5%) Judge value +70%	Craft silver weapons Superior work (15%) Judge value +85%
Mining (37) 1/2/3/3/4	Get work as mine labor Recognize ores +15% if yes, judge value +20% Know depth +15%	Prospect or pan for ores at GM-set base for area Recognize ores +35% if yes, judge value +45% Know depth +30%	Prospecting +10% Recognize ores +55% if yes, judge value +65% Know depth +45% Spot tunnel faults +10% Sense of hearing -10%	Prospecting +20% Recognize ores +70% if yes, judge value +85% Spot tunnel faults +35% Know depth +55% Sense of hearing -20%
Mountaineering /Climbing (38) 1/2/3/3/4	Identify best route through rough terrain +25% Climbing +5% Death in learning (3%)	Identify best route +40% Climbing +8% Death in learning (6%) Outdoor survival +5%	Identify best route +55% Climbing +10% Death in learning (9%) Outdoor survival +10% CDN +1 with grapnel	Identify best route +70% Climbing +15% Death in learning (12%) Outdoor survival +15% CDN +2 with grapnel
Music (39) 1/3/4/4/6 Select from instrument specialties¶	Play some songs on basic in- strument; sing on-key Judge value of player +45% Judge instrument value +25%	Play common musical instru- ments adequately Judge player +80% Judge instrument +50% SR -1, if bard Sense of hearing +5%	Virtuoso on some instruments Judge instrument +65% SR -2, if bard Lore (basic knowledge) +10% Create diversion (10%) Sense of hearing +10%	Compose new music Judge instrument +80% SR -3, if bard Lore +15% Create diversion (15%) Sense of hearing +15%
¶ Select specialty class — strings, brass, woodwinds, percussion, exotic. Know one instrument from class as novice, 1D3 if apprentice, all instruments of class available to journeyman and/or master.				
Natural Sciences (40) 2/3/4/4/5	ID animal life +35% ID edible plants +30%	ID animal life +65% if yes, ID intentions by appearance +10% ID edible plants +60% ID poisonous plants +30%	ID animal life +80% if yes, ID intentions by appearance +25% ID edible plants +90% ID poisonous plants +60% Judge value of animals +20%	ID animal life +95% if yes, ID intentions by appearance +50% ID poisonous plants +85% Judge value of animals +35% Animal reaction rolls +1
Navigation (41) 3/4/4/6/8 Pre: Cyphering (charts +20%)	Find way on open sea +10% (level 0 = base) Find way in wilderness +5% (half underground) Avoid known hazards (25%)	Open sea +35% Wilderness +10% Avoid known hazards (55%)	Make navigation instruments Open sea +60% Wilderness +20% Avoid known hazards (75%)	Open sea +70% Wilderness +30% Avoid known hazards (90%)
Netting (42) 1/2/2/2/3	Repair of nets, familiarity with function and use 50% chance of weapon train- ing with net and trident	Make, weight, balance nets Trained with net and trident Catch fish with net (55%)	Catch fish (75%) Balance net to HP +1 (10%) HP +1 with net	Catch fish (90%) Balance net to HP +1 (30%) HP +2 with net HP +1 with trident
Oratory (43) 4/6/8/8/10	Address large groups with- out penalty to effective- ness (level 0 = -3)	Intelligent reaction roll +1 Disguise +10% Plead in court +5%	Credibility +10% Charm and poise +10% Disguise +15% Plead in court +10%	Credibility +20% Charm and poise +20% Disguise +20% Intelligent reaction roll +2
Papermaking (44) 2/3/5/5/6	Judge value of parchments, vellums, papyri, etc. +40% Make parchment	Make papyrus Judge value +60% Know scrolls magic +0%	Make vellums Judge value +80% Know scrolls magic +10%	Bookbinding Judge value +90% Know scrolls magic +30%

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery			
	NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Perfumery (45) 3/+5/+6/+7	Judge value of scents and perfumes +50% Make scents, perfumes Sense of smell +5%	Deduce formula, ingredients of given scent +10% Judge value +70% Sense of smell +10%	Compound fine perfumes Deduce scent formula +40% Judge value +80% Sense of smell +15%	Compound delicate scents Deduce scent formula +70% Judge value +90% Sense of smell +20%
Pottery (46) 1/+2/+2/+3	Make coil and slab vessels Judge ceramics value +40%	Throw pots on wheel Judge value +65%	Build kiln; mix glazes Judge value +80%	Inlays, casting, fine finishes, sculpting in clay
Reading (47) 1/+2/+4/+5	Read own name, in alphabet of own language Figure out short messages (8 words or less) (50%) (-5% per word over 8)	Read text printing Basic comprehension +55% Comprehension of erudite documents (scientific, heraldic, magical) +15%	Read script Basic comprehension +70% (foreign language, +20%) Erudite comprehension +35% (foreign language, +5%)	Basic comprehension +85% (foreign language, +45%) Erudite comprehension +65% (foreign language, +20%)
Roguish Pursuits (48) 2/+3/+5/+6	Judge wealth of person by appearance +10% Hide in Cover +5%	Judge wealth +15% General disguise +5% Silent Movement +5% Pickpocket +5%	Judge wealth +25% Hide in Cover +10% Silent Movement +10% Sense of hearing +10% Credibility +5%	General disguise +10% Hide in Cover +15% Silent Movement +15% Pickpocket +10% Credibility +10%
Sentinel (49) 1/+3/+4/+5	Stay awake on watch (90%) Lawman reaction rolls +1 Night vision +5%	Training as peace officer Sense Ambush +5% Night vision +10% Drunks reaction rolls +1	HP +1, q'staff, cudgel (60%) Sense Ambush +10% Night vision +15% Sense of hearing +10%	HP +1, q'staff, cudgel Sense Ambush +15% Lawman reaction rolls +2 Drunks reaction rolls +2
Service (50) 1/+2/+2/+2	Perform basic housekeeping /maintenance chores to employer's specifications	DSC +1 Disguise as menial +5%	Handle specialized duties (butler, valet, nanny) Disguise as menial +15%	Disguise as menial +20% DSC +2 General disguise +5%
Shipwrighting /-building (51) 3/+6/+7/+8	Assist in boat and small craft construction Judge seaworthiness of vessels +10%	Design/construct small craft Assist on large ships Judge seaworthiness +40% Judge wood quality +25%	Design/construct large ships Judge seaworthiness +55% Judge wood quality +50%	Superior design (15%) — bonus to ship's sturdiness Judge seaworthiness +70% Judge wood quality +70%
Siegecraft (52) 2/+3/+5/+6 Pre: Military Carpentry	Assist in operating siege equipment and machinery, tunnelling, sapping	Operate siege engines Spot weak points in fortifications +5%	Design/build siege engines Build fortifications to plans Spot weak points +20%	Plan and direct sapping and tunnelling work Plan/build fortifications Spot weak points +40%
Swimming /Diving (53) 1/+1/+3/+4	Float, tread water, swim short distances, if unburdened	Swim 1/8 STM miles Emergency save in water +30%	Lifesaving techniques Swim 1/4 STM miles Emergency save +45% Swim underwater 1/4 STM mr Death in learning (2%)	Diving, free/support Swim 1/2 STM miles Emergency save +60% Swim underwater 1/2 STM mr Death in learning (3%)
Tanning (54) /Leatherwork 3/+4/+5/+6	Prepare tannin baths; preserve skins and hides well Repair leather goods Judge leather value +30%	Make leather goods from tanned hides and skins Judge value +60% Know leather magic +0%	Cordwaining (bootmaking) Judge value +80% Know leather magic +10% Sense of smell -5%	Superior work on armor or saddles/tack (15%) Know leather magic +20% Sense of smell -10%
Teaching (55) 2/+4/+6/+8 Pre: Skills to teach	Know teaching fundamentals Teach known skills to 2 less than own level Teach basic use of known weapon (HACØ penalty -2)	Teach known skills to 1 less than own level Teach use of weapon where expert (HACØ penalty Ø)	General knowledge (lore) +5% Teach known skills to one's own level	General knowledge +10% Teach expert use of weapon if expert (HACØ +1)
Tracking (56) 2/+3/+4/+5	Trail in wilderness +15% Trail underground +5% Identify tracks +10%	Trail in wilderness +35% Trail underground +20% Identify tracks +25%	Trail in wilderness +55% Trail underground +35% Identify tracks +45% Outdoor survival +5% Silent Movement +5%	Trail in wilderness +75% Trail underground +50% Identify tracks +65% Outdoor survival +10% Silent Movement +10%
¶ Apply penalties for time expired since trail made (-10% per 6 hours wilderness, -10% per hour underground) and for weather in wilderness (-40% for rain, -20% for high winds). Apply bonuses for number of members in party being trailed (+2% for each additional in group) and for weather in wilderness (+20% for trail laid after rain, +10% for still hot day).				
Trapping (57) 1/+2/+3/+5	Construct outdoor traps (pits, snares, deadfalls) Catch animal sought (20%)	Catch animal sought (30%) Sense and Locate Traps in wilderness +5%	Catch animal sought (40%) Make up to Comp2 traps Sense/Locate Traps +10% Outdoor survival +5%	Catch animal sought (50%) Make up to Comp3 traps Sense/Locate Traps +20% Outdoor survival +10% Sense ambush +10%
Usury (58) 2/+3/+4/+6 Pre: Reading Bookkeeping	Judge wealth of person by appearance +5% Lend money at interest rates up to (65%) of local rates	Identify honesty of potential debtor +15% Judge wealth +25% Lend at up to (90%) local	Identify honesty +45% Judge wealth +55% Lend at up to (100%) local Recognize disguise +0%	Identify honesty +65% Judge wealth +75% Lend at up to (125%) local Recognize disguise +10%
Wainwrighting (59) 2/+3/+5/+6	Repair wheels and wagons Judge vehicle value +50%	Make wheels, smaller carts Judge value +70% Spot vehicle problems +0%	Make larger wagons Spot problems +20% Vehicle MA increase 10% (40%) Handle draft animals +0%	Carriage work Spot problems +40% Vehicle MA increase 10% MA increase 20% (60%) Handling draft animals +5%
Writing (60) 1/+1/+2/+4 Pre: Reading	Write with same precision as Novice reader	Write with same precision as Apprentice reader	Write with same precision as Journeyman reader	Write with same precision as Master reader

Character Trainings

What it is, How to Get it, and How to Use What You've Got

A human is assumed to begin his/her adventuring career at the tender age of 16-21 (15+1D6 years); characters with longer lifespans (elves, dwarves) may begin at somewhat later ages, while those with a high fatality rate (kobolds, pixies) will likely be thrust into the real world at an even earlier age (like 10-14). During the formative years prior to this starting point, characters will have the opportunity to learn certain weapon, linguistic, and practical day-to-day skills that can prove to be of aid to them during an adventure or encounter situation. The following rules sections (on Weapons, Language, and Non-Weapon Trainings) describe the process by which players may earn and select these skills for a beginning character; they also summarize the ways in which the players may improve a character's abilities in these areas over the course of a campaign.

Non-Weapon Trainings

In addition to weapons and language abilities, all characters are assumed to have received some training in various functional skills during their younger years. These skills can provide characters with a variety of useful or potentially life-saving talents, a possible source of employment when not adventuring, a means of producing items for their own use or sale, or the ability to evaluate the true worth of goods made by others.

Players select and obtain trainings for their characters in non-weapon skills through the acquisition and expenditure of Training Points (TP). Training Points (TP) initially come from two sources:

1) The **FAMILY BACKGROUND** chart indicates the number of TP awarded to members of each social class. In addition, all classes automatically receive Apprentice (Level 2) training in the fields identified in the chart's final column, at **no cost**.

2) Each character also receives a die roll on the **TRAINING OPPORTUNITIES** table below. A D10 is rolled, and the result matched against the column in this table corresponding to the character's IQ rating. This initial result may be further modified if the character possesses a high DSC rating, according to the following formula:

DISCRETION ADJUSTMENTS

DSC < 13	No Adjustment
DSC 13-14	Add 2 to initial die roll
DSC 15-16	Add 4 to initial die roll
DSC 17-18	Add 4 to initial die roll and move 1 column to the right
DSC 19+	Add 4 to initial die roll and move 2 columns to the right

Humans receive two die rolls on the **TRAINING OPPORTUNITIES** table to reflect their greater access to learning. Kobolds and pixies, conversely, both automatically shift two columns to the left in reading their die roll results. Note that though this roll is made on D10, adjustments can raise the result as high as 14.

Once a character's total TP has been calculated, players may use these points to purchase training in any of the 60 fields identified in the Master Skill List below. Each training field on the list has been assigned a ID number which corresponds to those used in the **FAMILY BACKGROUND**, **INBORN ABILITIES** (results 001-070) and **TRAINING EFFECTS** charts. Each training has also been assigned to one of the five major social classes: Nobility (E), Guild (D), Merchant (C), Yeomanry (B), and Rabble (A).

Characters may purchase trainings from any field in or below their own social class at normal cost; skills belonging to higher social classes may also be purchased, but at double the stated TP cost. The following races pay only half the stated training costs (rounded up) when taking any of the following skills:

TRAINING OPPORTUNITIES

Die Roll	3 or less	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18 & over
1	0	0	1	1	2	3	4	5	6
2	0	0	1	2	3	4	5	6	8
3	0	1	2	3	4	5	6	8	10
4	0	1	2	4	5	6	8	9	12
5	1	2	3	5	6	8	9	10	13
6	1	2	4	6	7	9	10	12	15
7	2	3	5	7	9	10	12	14	16
8	2	4	6	8	10	12	14	16	18
9	3	5	7	9	11	13	16	18	20
10	4	6	8	10	12	15	18	20	23
11	4	7	9	11	14	16	20	22	26
12	5	7	10	12	16	18	22	25	29
13	5	8	11	14	17	20	24	28	32
14	6	9	12	16	19	22	27	32	36



NON-WEAPON TRAININGS MASTER SKILL LIST

NOBILITY (E)		
20 - Diplomacy 3/+4/+6/+7	29 - Horsemanship 4/+5/+6/+8	52 - Siegecraft 2/+3/+5/+6
30 - Heraldry 3/+4/+5/+6	43 - Oratory 4/+6/+8/+10	
GUILD (D)		
2 - Architecture 3/+4/+5/+6	28 - Glassblowing 3/+5/+6/+8	40 - Natural Science 2/+3/+4/+5
14 - Carpentry 3/+4/+5/+6	32 - Jewelry 4/+6/+8/+10	41 - Navigation 3/+4/+6/+8
15 - Cartography 2/+3/+4/+5	36 - Metalsmithry 3/+4/+6/+8	44 - Papermaking 2/+3/+5/+6
MERCHANT (C)		
1 - Alchemy 2/+4/+6/+8	11 - Calligraphy 3/+5/+6/+7	45 - Perfumery 3/+5/+6/+7
3 - Armory 2/+4/+6/+8	12 - Captaincy 3/+5/+6/+7	51 - Shipwrighting 3/+6/+7/+8
7 - Bookkeeping 2/+3/+4/+5	33 - Locksmithy 3/+5/+7/+9	58 - Usury 2/+3/+4/+6
YEOMANRY (B)		
5 - Blacksmithy 2/+4/+6/+8	23 - Falconry 2/+3/+4/+5	49 - Sentinel 1/+3/+4/+5
8 - Bowry 2/+4/+5/+7	31 - Husbandry 1/+2/+4/+5	54 - Tanning 3/+4/+5/+6
10 - Business Sense 2/+4/+5/+7	34 - Magistracy 1/+3/+5/+6	56 - Tracking 2/+3/+4/+5
13 - Carpentry 2/+3/+4/+5	35 - Masonry 1/+2/+4/+5	59 - Wainwrighting 2/+3/+5/+6
18 - Coopers 1/+2/+4/+5	47 - Reading 1/+2/+4/+5	60 - Writing 1/+1/+2/+4
21 - Engineering 2/+4/+6/+8	48 - Rogue 2/+3/+5/+6	
RABBLE (A)		
4 - Athletics 1/+2/+4/+5	24 - Farming 1/+2/+3/+4	42 - Netting 1/+2/+2/+3
6 - Boating 1/+2/+4/+6	25 - First Aid 2/+3/+5/+7	46 - Pottery 1/+2/+2/+3
9 - Brewery 1/+1/+3/+4	26 - Fortunetelling 1/+3/+4/+6	50 - Service 1/+2/+2/+2
16 - Clothmaking 1/+3/+5/+6	27 - Gambling 1/+3/+5/+8	53 - Swimming 1/+1/+3/+4
17 - Cooking 1/+1/+2/+4	37 - Mining 1/+2/+3/+4	55 - Teaching 2/+4/+6/+8
19 - Cyphering 1/+2/+4/+5	38 - Mountaineering 1/+2/+3/+4	57 - Trapping 1/+2/+3/+5
22 - Entertaining 1/+2/+4/+5	39 - Music 1/+3/+4/+6	

Elves: Horsemanship, Music, Navigation, Shipwright, Tracking

Dwarves: Architecture, Armory, Blacksmithy, Masonry, Metalsmithing, Mining, Usury

Hobbits: Cooking, Entertaining, Farming

Centauri: Bowry, Husbandry, Tracking

Avantari: Boating, Bookkeeping, Natural Science

Kobolds: Rogue

Goblins: Blacksmithy, Fortune Telling, Masonry, Metal-smithing, Mining

Uruk Hai: Captaincy

Orcs: Husbandry, Mountaineering

For each training field listed, there are four ascending levels of expertise that can be attained: Novice (Level 1), Apprentice (Level 2), Journeyman (Level 3), and Master (Level 4). The TP costs of each level are indicated on the **MASTER SKILL LIST**. The cost of purchasing multiple levels of training in a skill is cumulative (e.g., purchasing Journeyman competence in Calligraphy would cost 3 (for Novice) + 5 (for Apprentice) + 6 (for Journeyman); for a total of 14 points).

Some skills require training in another field as a **prerequisite** which must be known before the 'higher' skill can be learned (e.g., **Pre: Writing** for Architecture). Characters must have at least Apprentice level knowledge of a prerequisite skill to attain Novice level training in the new skill, Journeyman level knowledge to attain Apprentice level training, and Master level knowledge to attain Journeyman or Master status. Training fields with prerequisites are (prerequisite listed in parentheses): Architecture, Calligraphy, Cartography (Writing); Natural Science, Writing (Reading); Navigation (Cyphering); Bookkeeping (Writing, Cyphering); Siegecraft (Carpentry); and Usury (Bookkeeping).

During initial character creation, players may not purchase Master level expertise in any skill **except** Reading, Writing, or Cyphering. Other masteries may only be obtained during the course of the campaign. Additional training can be acquired in two ways:

1) All characters receive additional training points as they advance to higher experience levels; these points may be immediately spent or saved for later use.

2) Players may also elect to take their character out of active campaigning for a time to intensively study a skill. To do so, they must first locate an NPC character with Journeyman or Master level expertise in the desired skill willing to sell his services. Costs for such teaching services may range from 1SP to 5GP per day, depending on the rarity of the skill. Characters seeking to learn Mastery of a skill will usually be required to apprentice themselves to their teachers due to the long periods of training time involved. At the end of each training period (a day, week, or month, depending on the level of expertise being sought), the trainee must make a saving roll against INT; if successful, the character's knowledge increases by the percentage indicated in the table below (note that these percentages increase if the "teacher" actually possesses training in the Teaching skill):

TEACHER SKILL LEVEL	TRAINING LEVEL SOUGHT			
	Novice	Appren.	J'man	Master
Master (w/ Teaching)	9%/day	12%/wk	7%/wk	12%/mo
Master (w/o Teaching)	6%/day	7%/wk	4%/wk	7%/mo
J'man (w/ Teaching)	6%/day	8%/wk	5%/wk	8%/mo
J'man (w/o Teaching)	4%/day	5%/wk	3%/wk	5%/mo

When knowledge = 100%, the character may successfully advance to the next higher level of training. If this training process is interrupted for any reason before it is completed, the character will lose his accrued knowledge at a rate of 3%/week of interruption.

The relevant effects of each training field are described in the following four pages; skills are listed in ID (alphabetical) order for easy reference. Players at Apprentice or higher levels receive all bonuses listed under their own column in the table, plus any bonuses listed in previous columns that are not modified in their own column (Ex., a character with Journeyman skill in Armory will have a 10% chance of producing superior armor, adds 5% and 10%, respectively, to his base chances of knowing that a weapon or piece of armor is magical, and adds 70% to his normal base chances of judging the value of an item; he can also repair and make normal armor as stated under previous skill levels — GMs and players should note the 70% Judge Value bonuses **supercedes** the 35% and 55% bonuses indicated for Novice and Apprentice level skills; bonuses are never **additive**). Some of the terms used in the Training effects table refer to common game mechanics that may require further explanation (such phrases are noted by a \$ symbol the first time they appear); more detailed definitions are provided below.

1) **Know/Recognize [item]** — Base % chances of a character **knowing** any item of fact or lore are equal to $2 \times (IQ + \text{Character Experience Level})\%$. Indicated bonuses are added to this base.

2) **Judge Value** — A character making a successful Judge Value Roll can estimate the true monetary worth of an item in the category indicated within +/- 10%. Base success chances are equal to $5 + (2 \times IQ)\%$; training bonuses are added to this figure.

3) **Superior quality** — Many artisan skills will indicate a % chance that an item produced by an Apprentice, Journeyman, or Master craftsman will be of "superior" quality. If a character is successful in manufacturing such an item, he should roll a second D100 to determine its actual value: 01-50 = 125% of normal market value; 51-80 = 150%; 81-94 = 200%; 95-98 = 300%; 99-00 = 300% + reroll again. If the item is a weapon: 01-85 = -1 to HACØ or +1 to damage; 86-97 = -2 to HACØ or +2 to damage; 98-00 = -3/+3. If the item is a set of armor, shield or helm: 01-80 = +1 to AC; 81-99 = +2 AC; 00 = +2 and reroll.

4) **Know [item] magic** — Base % chances that a non-mage will be able to recognize that an item is enchanted are equal to $1/2$ character TAL; for mages, chances increase according to general experience level: GR = TAL%; INT = $2 \times \text{TAL}\%$; VET = $3 \times \text{TAL}\%$; EL = $4 \times \text{TAL}\%$; SUP = $5 \times \text{TAL}\%$. Training bonuses are added to these base chances when a character examines an item in the listed category.

5) **Emergency Save** — A character's base chances of acting intelligently in a crisis situation are equal to $2 \times (\text{DSC} + \text{experience level})\%$. Training bonuses are added to this base in relevant situations.

6) **Profit Margin** — The indicated % adjustment should be applied to the final agreed-to price of any business transaction concluded by the character (added if the character is the seller, subtracted if he is the buyer).

7) **Spot/Identify/Judge [item]** — Base % chances of a character observing or deducing information are equal to $(2 \times \text{DSC}) + IQ + (1\%/\text{character experience level})$. Indicated bonuses are added to this base figure.

8) **Alcohol Tolerance** — The indicated bonuses are added to a character's STM rating for the purposes of determining his/her capacity for consuming alcoholic spirits without suffering impairment to physical abilities. Rules for calculating the effects of drinking are provided in the Brawling section of the **Naked Sword** rules.

9) **Sensory Bonuses/Penalties** — Training modifiers to night vision, hearing, smell and taste are applied against a character's base sensory abilities, as calculated elsewhere in this book.

10) **Reaction Rolls** — Reaction rolls (described more fully in the Wilderness section of **Naked Sword**) are made using a D20, with 8-13 normally representing a neutral reaction and higher numbers representing more favorable reactions.

11) **Credibility** — A character's basic credibility rating is equal to $30 + (2 \times \text{MAG})\%$, with adjustments made as appropriate for physical proof or prevailing public opinion. Training bonuses are applied to this base.

12) **Train [animal type]** — A "trained" animal will, under normal circumstances, always follow any known command given by its trainer (the total number of commands a given type of animal can know is usually identified in the relevant skill description).

13) **Predict** — Base chances of a character accurately predicting future events are equal to $(\text{TAL} - 10) \times 3\%$; training bonuses are added to this base. If a prediction is successfully made, roll D100 to determine the outcome of the divination. Weather: 01-60 clear; 61-85 cloudy/overcast; 86-00 stormy. General Question: 01-25 Positive outcome; 26-85 Neutral outcome; 86-00 Negative outcome. The basic tenor of an accurate prediction must be followed.

14) **-% EL/detect** — These values represent the base percentage chance that other characters will discover a deception (cheating, selling fake gems as real, etc.) perpetrated by the player character (e.g., a 5th level NPC would have a $25\% - 5 \times 5$ — chance of detecting fake gems made by an Apprentice glassblower).

15) **Gaming skill** — This factor is used to determine the likelihood a player has of winning at a game of chance. A character without Gambling training has a Gaming Skill equal to $(IQ + \text{DSC} + \text{TAL})/25$ (rounded to nearest whole number, minimum of 1). A given participant's % chance of winning any given round/hand of a game is equal to his Gaming Skill rating divided by the sum of the ratings of all players in the game (himself included).

16) **Death in learning** — A character wishing to learn a skill which has a specified "death in learning" percentage must make a D100 roll and exceed the indicated death chance (e.g., for a 6% death chance, roll 07-00) to survive his training period.

17) **Catch animal sought** — Percentages indicated should be modified at the GM's discretion to reflect the relative availability/scarcity of the target animal in the area where the trap has been set.

Language Trainings

In a multi-racial universe, a character's ability to communicate effectively with others he encounters can be a profitable — and often life-saving — skill. Language abilities are aggregated into three basic levels of competence:

1) **Pidgin (Level P)** — Character can communicate on a very basic level, using simple sentences and thoughts; gives 35% chance of successfully transmitting or comprehending complex messages.

2) **Conversational (Level C)** — Character can converse freely with natives of that race on any but the most specialized subjects, but may occasionally (5%) misspeak or misinterpret local colloquialisms or delicate syntax. If character has Reading and Writing skill at Journeyman level, can write or translate script at 60% effectiveness (70% if Master), if an additional language skill point (see below) has been expended.

3) **Scholar (Level S)** — Character speaks like a well-educated native, understanding the subtlest shadings of meaning. Can write or translate at 85% effectiveness if Read and Write as Journeyman (95% if Master), if an additional language skill point (see below) has been expended. This level of competence may occasionally be valuable to traders, and will usually be required by diplomats, or mages working extensively with written texts.

All characters will at least know their own language ("milk tongue") at **Level C** competence, and may purchase **Level S** competence in that tongue at 1/2 stated cost (rounded up). Certain races may also receive automatic trainings in other languages, as follows (roll D100 and compare result to the indicated percentage chances below; if 2 levels of possible competence are indicated, character may only roll for the higher level of competence if he has successfully achieved the lower level):

Human (milk tongue Common) — Elvish, Dwarven, Hobbit (60% P, 40% C each)

Elven — Avanthari (80% C), Orc (75% P, 30% C)

Dwarven — Common (50% C), Goblin (80% P, 40% C); Kobold (25% P)

Hobbit — Common (60% C); Elven (30% P)

Centaur — Common (50% P; 25% C), all equine (P)

Pixie — None

Orc — Kobold (45% P), Elven (60% P), Uruk (30% C)

Uruk — Orc (95% P, 80% C)

Kobold — Orc, Hobbit (40% P each); Goblin (20% P)

Goblin — Common (20% C), Dwarven (60% P, 30% C)

Avanthari — Elven (75% P, 40% C); Pixie (25% P), all avian (P)

Krindorean — None

Half-elf, Half-orc — As mother

Characters may purchase additional language trainings by expending Language Skill Points. Each character receives one roll on the Training Opportunities chart, including any DSC adjustments indicated, and adds any Family Background bonuses received to this result; mage characters receive one

additional roll on the chart. Normal costs of obtaining each level of competence in a common racial tongue (Common, Elvish, Dwarven, Hobbit, Centauri, Orcish, Kobold, Goblin, or Avanthari) are 1 skill point for Pidgin level, 2 additional points for Conversational level, and 3 additional points for Scholar level. Costs of other languages are indicated in the table below:

LANGUAGE TRAINING COSTS

Language Type	P	C	S
Normal	1	2	3
Uruk, Pixie	2	4	5
Krindor, Troll, Ogre	3	5	N
High Elvish, Khuzdul, Enochian *	4	7	9
Dragon, Giant Speech, Ssa'assu (Elder Race)	5	8	11
Animal Species # (each)	6	N	N
Animal Genus \$ (each)	8	N	N
Semi-Intelligent Monster (each)	10	N	N

N — Level of expertise not possible in this tongue.
***** — Archaic variants of current elvish, dwarven, and human tongues, respectively, frequently used in magical tomes and scrolls.
— Gives 20% chance of understanding speech of any other species within same genus.
\$ — Gives 60% chance of understanding speech of each individual species within genus.

If a character wishes to obtain written comprehension skills in a non-milk tongue, he must pay an additional language skill point (2 points for Scholar level) beyond that indicated above. In addition, the Common, Dwarven, Goblin, and Orcish tongues all have a large number of regional dialects; a character attempting to communicate in one of these languages in an area more than 250 miles from his point of origin will suffer a 25% reduction to his normal comprehension chances, unless he spends a further skill point per level (i.e., 2/3/4/ for P/C/S) in learning these differences in inflection, phrasing, and word definitions.



Weapons Training

During initial creation, all player-characters may obtain training in the use of one or more weapons. Training in weapon skills is purchased through the expenditure of Weapon Points (WP); the number of WP each character receives at the outset of his/her career is based on the following factors:

1) Family Background — The Family Background chart on page 10 of this book indicates the number of Weapon Points received by members of each social class; those classes most frequently involved in the practice of warfare during the medieval period — the lower nobility and (to a lesser extent) the yeomanry — receive the largest awards.

2) Racial Adjustments — Uruk Hai receive 2 additional weapon points; Dwarves and Goblins receive 1 additional WP. Conversely, Hobbits and Pixies subtract 1 WP, and Krindoreans subtract 2 WP from their totals (the former due to their generally pacific natures, the latter due to their relatively modest mental capacities). Note, however, that no character's WP total can be reduced below a minimum of 1.

3) Strength Bonuses — Characters with STR ratings of 14 or more receive additional weapon points, due to the fact that they are just the sort of physical specimens who are most likely to be conscripted into military service. Bonuses are as follows: STR 14-16 = +1 WP; STR 17-19 = +2 WP; STR > 19 = +3 WP.

Characters may also, at their discretion, elect to exchange non-weapon Training Points (described earlier) for Weapon Points at an exchange rate of 5 TP = 1 WP.

The list of weapon trainings normally available to characters is presented in the WEAPONS SPECIFICATIONS table. Players may choose from either close range or missile weapons; some weapons may be used for both purposes, with each type of use counting as a separate training. The following basic information is provided for each weapon listed on the table:

1) Base Hit Probability (HACØ) — represents the minimum roll on a D20 necessary to successfully hit an unarmored foe (Armor Class Ø or ACØ in the **Fantasy System** classifications). A given foe's protective features (armor, shield, dodging and parrying ability, collectively referred to as Effective Armor Class or EAC) are added to this HACØ value to determine the "to hit" roll needed in any specific combat situation. (Example: a character wielding a broadsword has a HACØ of 8; if attempting to hit a man in chain armor without other protection (EAC6), he must roll a 14 or higher on a D20 to hit). For pole weapons, two hit probabilities are shown; the first represents weapons accuracy on the first strike, the latter its accuracy on all subsequent attacks. For missile weapons, three separate hit probabilities are listed, indicating weapon effectiveness at short, medium, and long ranges, respectively. A character's critical hit probability (CHP) with any weapon is equal to his HACØ with that weapon + the EAC of his opponent + 10.

2) Minimum Requirements — Identifies the minimum levels of STR, CDN and/or REF needed to properly wield a weapon. For each point a character falls below a stated attribute minimum, his HACØ with that weapon will increase (worsen) by 1. These effects are cumulative (e.g., a character with STR 10 and CDN 7 using a war hammer would suffer a total penalty of 3 to HACØ — 1 + 2, for a revised HACØ of 12).

3) Damage — Indicates the normal damage dice rolled to determine the effects of a successful attack. Ranged weapons have one basically static damage rate. Close range weapons, however, have up to seven alternative damage rates specified. Characters normally begin their careers by doing damage at the rate specified in the "Basic" column. Characters may increase their damage rate by acquiring higher levels of training in a weapon (see below). Additionally, characters with STR ratings significantly above or below the minimum requirement specified for a given close range weapon will adjust their damage rates as follows:

If STR is 5-7 above minimum required, shift damage result **one** column to the **right**.

If STR is 8-10 above minimum required, shift damage result **two** columns to the **right**.

If STR is 11 or more above minimum required, shift damage result **three** columns to the **right**.

If STR is 3-7 below minimum required, shift damage result **one** column to the **left**.

If STR is 8 or more below the minimum required, the weapon cannot be utilized by the character.

4) Range Limitations — For missile weapons, defines (in feet) the maximum distances that constitute short, medium, and long ranges.

5) Special Abilities — Summarizes any unique features or uses (if any) of weapon.

Each weapon is also assigned to one of nine general weapon categories: Daggers/Thrown Knives; Thrusting Weapons; Edged Weapons; Blunt Weapons; Pole Weapons; Missile Weapons; Crossbow; Flexible Weapons; and Thrown Weapons. Characters who attain a significant level of proficiency in one weapon are assumed to receive some associated ability to use other weapons within the same general category (see below).

A character's proficiency with any weapon is described in terms of a numerical Rank from 0 to 8, with 8 representing the highest form of mastery attainable. It costs 1 WP to purchase Rank 1 proficiency in any one weapon; increasing proficiency with that same weapon from Rank 1 to Rank 2 costs 2 points, from Rank 2 to Rank 3, 3 points, and so on. Thus an expenditure of 21 WP (1 + 2 + 3 + 4 + 5 + 6) is required for a character to attain Rank 6 proficiency in a specific weapon. Characters may use weapons in which they are totally untrained (Rank U), but suffer an automatic penalty of 3 to normal HACØ (plus any other penalties received for failing to satisfy specified attribute minimums).

A player may (at the GM's discretion) obtain training in exotic weapon types not listed in the WEAPONS SPECIFICATIONS table (e.g., boomerang, cutlass or scimitar, Oriental-style weaponry like nunchuks, naginata, or dhoku, etc.). Some of these weapons are described in the **Naked Sword** rules; others will require the GM to develop his own statistics for weapon HACØ,

damage, and special features. Training costs for unusual weapons are assumed to be **double** the normal WP rates, due to both the scarcity of individuals capable of teaching such a skill, and the fact that the styles of attack and defense employed by these weapons are often markedly different from those taught in other fighting disciplines.

Characters purchasing training in thrown axe, spear, or hammer who **already** possess an equivalent level of proficiency in using the same weapon at close range (or vice versa) may purchase the second training at 1/2 the normal WP cost per Rank, rounded up (1, 1, 2, 2, 3, 3, 4, and 4 WP respectively).

EDGED/BLUNT WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	-	-	-	-
2	+1	-	-	-
3	+1	+1 Pt	-	-
4	-	+1 Col	-	+1
5	+1	-	+1	-
6	+1	+1 Col	-	-
7	-	+1 Pt	+1	+1
8	+1	+1 Pt	-	-

DAGGERS/THRUSTING WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	-	-	-	-
2	+1	-	-	-
3	+1	-	-	+1
4	+1	+1 Pt	+1	-
5	-	+1 Col	-	+1
6	+1	-	+1	-
7	-	+1 Col	-	+1
8	+1	+1 Pt	-	-

POLE WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	-	-	-	-
2	+1	-	-	-
3	+1	+1 Pt	+1	-
4	-	+1 Col	-	+1
5	+1	-	+1	-
6	+1	+1 Pt	-	+1
7	-	+1 Col	+1	-
8	+1	-	-	-

RANGED WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	-	-	-	-
2	+1	-	-	-
3	+1	-	-	+1
4	-	+1 Pt	-	-
5	+1	-	-	+1
6	+1	-	-	-
7	-	+1 Pt	-	+1
8	+1	-	-	-

Characters who possess Rank 4 or higher proficiency in a given weapon are presumed to have some transferrable aptitude for using other weapons within the same category (e.g., a character skilled in broadsword would also be able to use a rapier or shortsword at a reduced level of competence). At Rank 4 proficiency, a character receives "Rank 0" proficiency in these related weapons (Rank 0 skill reduces automatic HACØ penalties from 3 to 1). At Rank 5, the character's proficiency in related weapons increases to Rank 1; at Rank 6, to Rank 2, at Rank 7, to Rank 3, and at Rank 8, to Rank 4.

Rank 1 proficiency entitles a character to the basic level of weapon competence defined in the **WEAPON SPECIFICATIONS** table. Higher levels of proficiency may improve a character's HACØ or critical hit probability, increase the damage done by a successful blow, or add to a character's effective armor class (Parry bonus). The tables below summarize the benefits received by each weapon category (**Note:** GMs using Basic Character Creation in conjunction with the **Naked Sword** rules should ignore these tables and instead consult that book, which provides separate bonus tables for each individual weapon type).

The above awards are cumulative (i.e., a character with Rank 6 proficiency in spear, a pole weapon, would receive a +4 bonus [reduction] to HACØ, a one column rightward shift in Damage Dice used + 2 additional points of damage per successful blow, a +2 Parry bonus to EAC, and a +2 bonus to critical hit probability).

Characters will receive additional WP awards as they attain higher levels of experience, as described in the various rule books of the **Fantasy System**; these WP may be spent immediately or saved for later use as the player wishes. Players may also attempt to improve their character's weapon skills by withdrawing from active campaigning to undergo training with a competent instructor. In order to undertake this option, the player-character must first locate an individual competent to provide him with such schooling. To qualify as a prospective trainer, a character must possess both Apprentice or higher skill in the training field Teaching (Journeyman or higher skill if Rank 4+ training is sought) and a weapon proficiency at least two levels higher than the Rank the prospective student seeks to attain (note this means that weapon Ranks 7 and 8 cannot be learned through schooling, and can only be attained through the expenditure of WP — this is done intentionally, as the designers believe that these advanced levels can only be attained through actual battle experience). Weapon training will require 4 + (6 x Rank sought) weeks of intensive workouts; the character may not undertake any other major campaign activities or studies during this period, and must be able to pay his living expenses and the fee agreed upon for the trainer's services. At the end of the training period, the player-character must make a saving roll against IQ (at a +1 for each point of STR or CDN > 13) to successfully attain the Rank sought.

(**GM's Note:** The mechanics of resolving combat situations are summarized in each of the **Fantasy System** rule books. The most detailed discussion of combat resolution, however, can be found in **Naked Sword**, the warriors and wilderness adventuring book.)

WEAPONS SPECIFICATIONS AND DAMAGES

CLOSE WEAPONS													
Weapon Type	Minimum Requirements			HACØ	-1	Normal	+1	DAMAGE					Notes
	STR	CDN	REF					+2	+3	+4	+5		
<u>Swords</u>													
Shortsword	7	11		9	1D4	2D3	2D4	1D6 +1D4	2D6	1D8 +1D6	2D8		
Broadsword	9	11		8	1D6	2D4	2D6	1D8 +1D6	2D8	3D6	2D10+1		
Rapier*	4	12	13	7	1D6	1D8	1D10	1D12	NA	NA	NA		
Bastard sword	13	9		7	1D8	1D12+1	2D8	2D10	2D12+1	2D10+8	3D10		
Greatsword	16	9		7	2D4	2D8	2D12	3D10	2D12 +1D10	3D12	3D10+8		
<u>Axes</u>													
Francisca	6	8		9	1D4	1D6	2D3	2D4	1D6 +1D4	2D6	1D8 +1D6		
Battleaxe, single bit	11	7		8	1D6	1D10	1D10	2D8	2D10	2D12	2D12+1	a	
double bit	12	13					+1D3						
Large axe, single bit	14	7		7	1D8	2D6	3D6	3D8	2D10	3D10+1	3D10	a	
double bit	16	13							+1D8		+1D4		
<u>Blunt</u>													
Cudgel (Sap)	4	7		10	1D3	1D4	1D6	2D4-1	2D4	1D8+1	NA		
Club	9	6		9	1D6	1D8	1D10	2D6	2D8	2D10			
Mace	8	7		9	1D6	1D8	1D10	2D6	1D12	2D8+1	2D6		
									+1D3		+1D8		
Maul	9	9		9	1D4	1D6	2D4	3D4-1	1D8 +1D6	2D8	3D6		
Morningstar	13	12	9	9	1D6	1D12+1	1D10	2D12	2D10 +1D6	2D8	4D8		
							+1D8		+1D6	+2D6			
War Hammer	11	8		9	2D4-1	1D12	1D8 +1D6	1D10 +1D8	2D8 +1D4	3D8	2D10 +1D8		
Great Hammer	16	6		8	1D6 +1D4	3D6	2D10 +1D6	2D12 +1D8	3D12	3D10 +1D8	4D10+1		
<u>Pole Weapons</u>													
Quarterstaff	7	9	11	7/8	1D4	1D6	2D4	2D4	2D6	3D4+1	NA		
Javelin	5	6		8/10	1D4	1D6	1D8	1D10	3D4-1	3D4	3D4+1		
Spear	9	6		7/10	1D6	1D8	1D12	1D10	2D6	2D6	2D8		
							+1D3	+1D4	+1D8	+1D6			
Halberd	11	11	9	6/8	1D8	2D6	1D8 +1D6	2D8+1	2D10+1	2D10 +1D6	3D8 +1D4		
<u>Daggers/Blades</u>													
Dagger*		7	7	11	NA	1D4	1D5	1D6	NA	NA	NA		
Knife*				11	NA	1D4	1D5	1D6	NA	NA	NA		
Main Gauche*	6	10	12	9	NA	1D4	1D6	1D8	NA	NA	NA	b	
<u>RANGED WEAPONS</u>													
Weapon Type	Minimum Requirements			Basic HACØ			DAMAGE	Range Limits			Notes		
	STR	CDN	REF	Short	Medium	Long		Short	Medium	Long			
<u>Bows</u>													
Short bow	8	8		5	9	13	1D6	60'	150'	250'			
Horse bow	9	9		5	8	13	1D6	60'	180'	350'			
Longbow	12	9		4	8	11	1D6	100'	250'	500'			
Composite bow	14	10		2	7	11	1D6	150'	300'	750'			
<u>Crossbows</u>													
Light crossbow	10			3	7	13	1D8	50'	150'	400'	c		
Heavy crossbow	16			2	6	12	1D8	80'	250'	600'	d		
Arbalist (superheavy)	17			2	5	11	1D8	100'	300'	700'	e		
<u>Thrown Missiles</u>													
Sling (with windup)		13		3	8	13	1D4	45'	90'	200'			
Sling (flat)	8	11		7	11	15	1D4	30'	60'	90'	f		
Net		11		8	NA	NA	Tangle	20'	NA	NA	g		
Bolo	6	11	9	4	10	16	1D4	30'	60'	100'	c,h		
Knife		8		5	9	14	1D4	40'	80'	120'			
Francisca	9	11		6	10	15	1D8	25'	50'	90'			
Maul	11	13		5	11	17	1D10	25'	60'	120'	i		
Javelin	7	11		4	8	14	1D8	50'	120'	200'			
Spear	11	12		5	10	15	1D10	50'	100'	150'			
Notes													
*	Does not receive strength bonuses to damage done.						e Attacks once every 8 mr.						
a	Double bit allowed return strike on same target at penalty of 4 to HACØ, if first of mr misses.						f Attacks twice per mr.						
b	If not used for attack in mr, adds 2 to wielder's EAC (in addition to other parry bonuses).						g Attacks once every 3 mr; if successful, entangles target for 1D6 mr.						
c	Attacks once every 2 mr.						h May also be used to entangle, as net (see note g).						
d	Attacks once every 4 mr.						i Add 1D3 to damage done if successful attack made at Medium range; add 1D6 if successful at Long.						

Sensory Abilities

During the course of their adventuring careers, player characters will frequently be placed in situations in which their sensory perceptions can be used to aid them — listening at doors, taste testing a substance for poison, or attempting to identify the presence of potential danger by sight, sound or scent. In such situations, characters may attempt to make Ability rolls (on a D100) against sensory skills. Base sensory identification chances for day and nighttime sight, hearing, smell and taste are described below. The remainder of the section identifies and defines the factors that can modify an individual character's base ID chances.

1) DAYTIME SIGHT Sight identification chances at various distance ranges differ from case to case, depending on two primary factors: the relative size of the living being object being sought or scrutinized, and the degree of detail about that creature/item that is sought by the observer. For game purposes, sighting targets are divided into four size classes:

A) Immense — Examples would include items like a mountain, town/city, large caravan, castle, etc.

B) Large — One or more humanoid or similarly sized creatures, a wagon, a moderate sized landmark (farmhouse, tall tree, etc.)

C) Moderate — Objects or creatures of the same general size as the everpopular breadbox (chest or coffer, weapon, coil of rope, small animals [rabbits, foxes], etc.).

D) Tiny — Fist-sized or smaller objects, like a bracelet, purse, or potion vial, or tiny creatures like spiders, rats, ferrets, etc.

For each of these categories, three levels of informational detail are also identified:

A) General — This category represents the most basic sort of identification — What is it? or How many are there? A character may often first attempt to make a General ID, then make additional rolls to obtain more detailed information.

B) Specific — Enables the character to discern major distinguishing factors about the object being observed. Examples would include locating a trail through an area of rough or mountainous terrain; identifying the major defenses of a castle or walled city; distinguishing the general costume of an approaching human figure (e.g., priestly robes from battle dress or peasant garb); noticing the presence of printing or a heraldic symbol on a signpost, shield, or wagon; or seeing whether a weapon is sheathed or a chest is open/closed.

C) Detailed — Enables the character to observe very fine detail about the creature/item being examined (e.g., a small cave opening in a mountain's face; the current number of occupants in a watch tower; the insignia on a traveler's coat, the ring on his right hand, or the bulge of a purse or dagger beneath his robes; the presence of rust or bloodstains on a weapon blade; or the number and type of gems set in a bracelet).

To determine a character's base % chances of making a given Sighting roll, GMs should determine the size class and level of detail that most closely correspond to current circumstances, and locate the appropriate row and column (distance range) on the Sighting chart below. The % values in this chart assume that the character attempting the sighting has a relatively clear Line of Sight to the target object (though of course he may not be looking in that direction). GMs should use their discretion in awarding appropriate bonuses or penalties to these chances if the sighting character is operating from a particularly optimal vantage point, or if his Line of Sight is partially obscured by intervening terrain, cover, or other objects (e.g., it is far less likely that a character will notice an item among the cluttered shelves of a crowded warehouse than the same item in an otherwise empty corridor). Characters may also be awarded bonuses to sight ID chances if they are operating in familiar surroundings, or searching for an item/person known to be present in an area.

GMs should note that characters attempting to locate a person or object that has been deliberately camouflaged or hidden should make **Spot Hidden** rather than Sighting rolls. The **Spot Hidden** ability is described more fully in the **Thieves Guild** rules; base success chances of **Spot Hidden** are 10% for thieves and 5% for non-thieves per attempt.

Object Size	Detail Sought	> 2 miles	1/2-2 miles	901' - 1/2 mile	301- 900'	151- 300'	61- 150'	16- 60'	15' or less
Immense	General	40%	90%	A	A	A	A	A	A
	Specific	10%	50%	90%	A	A	A	A	A
	Detailed	0%	10%	50%	90%	A	A	A	A
Man-sized	General	0%	10%	30%	60%	90%	A	A	A
	Specific	N	0%	10%	30%	50%	80%	100%	A
	Detailed	N	N	0%	5%	20%	50%	80%	100%
Moderate	General	N	0%	5%	20%	50%	80%	100%	A
	Specific	N	N	0%	10%	30%	50%	80%	100%
	Detailed	N	N	N	0%	10%	30%	50%	75%
Tiny	General	N	N	0%	5%	20%	50%	80%	110%
	Specific	N	N	N	0%	10%	30%	60%	90%
	Detailed	N	N	N	N	0%	10%	30%	60%

2) NIGHT SIGHT

Night vision abilities define a character's chances of identifying the presence of objects or creatures under reduced light conditions (moonlight, firelight, etc.). A number of the character races in the **Fantasy System** possess "hypervision", an almost cat-like capability to convert any available light in an area to effective use. Hypervision allows its owner to function reasonably well in any conditions short of absolute darkness. Player-character races normally possessing hypervision are elves, dwarves, kobolds, orcs, Uruk-Hai, goblins, and avanthari. Characters without hypervision, on the other hand, operate at a greatly reduced effectiveness at night. Night Sight identifications are restricted to a very General level of detail (largely limited to the ability to discern movement or the presence of shapes). Base ID chances are as follows:

NIGHT SIGHT ID CHANCES

Sight Class	Size Class	Distance		
		60-150'	16-60'	<16'
w/ Hypervision	Man-Sized	35%	80%	100%
	Moderate	20%	55%	85%
	Tiny	10%	25%	50%
w/o Hypervision	Man-Sized	10%	30%	60%
	Moderate	5%	15%	40%
	Tiny	Never	5%	20%

3) HEARING

Hearing ability rolls answer two basic questions: "Do I (the character) hear anything unusual?" and "Can I correctly identify the sounds that I hear?" A character's effectiveness in accomplishing these objectives is dependent on three primary factors:

- Distance of the listener from the sound's origin;
- The volume of sound generated; and
- The presence (or absence) of competing sounds or other inhibiting factors.

To calculate a character's base % chances of making a Hearing ID roll in a given situation, each of these factors is assigned a numerical value, based on guidelines described below; the three values are then added together, and the sum crossreferenced against the appropriate row of the Chance table below. Some sample factor values are provided in the chart below; GMs should select the classifications that most closely correspond to the current encounter situation he is handling, interpolating between categories as needed.

Distance away from Sound	Point Value Assigned	Volume of Sound	Point Value Assigned	Other Stimuli	Point Value Assigned
10' or less	-3	Explosion	-7	Competing Conversation (including own party)	3
11 - 30'	0	Scream/Shout	-5	Rusting Branches/Creaky Bldg.	2
30 - 60'	3	Rushing water/Machinery	-1	Listening at Door	2
61 - 150'	6	Loud Voices	0	"Listener" Asleep	5
151 - 300'	10	Normal Conversation	3	Listening through Wall	6
301 - 900'	14	Footfalls (Indoors)	5	Milling Crowds	7
>900'	18	Footfalls (Wilderness)	6	Open Air (Town/Wilderness)	0
		Whisper	9	Enclosed Area (Building/Dungeon)	2

(GM's Note: More than one Other Factors result may be applicable to a given situation.)

Any racial, inborn, training or experience bonuses/penalties a character possesses are applied to the Chance table result, and the Ability Roll is made. (Ex., Ellendir the elf is on watch at his party's campsite when the party is approached by a small pack of wolves. The GM attempts to calculate Ellendir's chances of hearing the wolves at a distance of 150 feet. The Distance value is 6, as is the Volume value [footfalls in wilderness]. Open air itself adds 0 to this total, but the GM must decide if Ellendir should receive any penalties for talking with his fellow guard [Conversation] or for competing noises in the area [Rusting Branches]. If not, the total Factor Value is 12; consulting the Hearing chart, a 12 gives Ellendir a base success chance of 10%. Ellendir has racial and training [Sentinel] bonuses totalling +15%, his actual success chance is 25%.)

HEARING SUCCESS CHANCES

Total Point Value	BASE ID CHANCE
<-2	120%
-2-0	90%
1-2	70%
3-4	50%
5-7	30%
8-10	20%
11-14	10%
15-17	0%
18-20	-10%
21-24	-20%
25+	Never

Characters who are successful in overhearing and identifying voices may attempt to make a second Hearing roll (at 1/2 the success chance) to "comprehend" the content of their words (provided, of course, that the character understands the language being spoken). GMs may elect to reward a barely missed comprehension roll by providing the character with some portion of the overall message; conversely, they may penalize a badly missed comprehension roll by providing a distorted or completely inaccurate translation.

If a character's total hearing adjustments (see Sensory Modifiers below) equal -30% or more, a character will encounter occasional difficulty in hearing or understanding normal conversation; at -60% or more, s/he will be virtually deaf without magical aid. Conversely, characters with adjusted abilities of +50% or more will find extremely loud noises to be physically painful, and will tend to "shush" others even at normal speaking levels.

4) SMELL

Player-characters and NPCs have a 15% base chance of observing and identifying nearby smells and odors. Sensory modifiers (see below) may add to this

base. GMs should also adjust observation chances as necessary to reflect the nearness and intensity of the odors involved (the odor of ten wolves, for example, would be much more pronounced and easier to detect than the aroma of one). In outdoor encounters, however, the largest single factor influencing Smell ID chances is the wind direction in the encounter area, and the relative positions of the character and the producer of the odor. Wind direction may be established by rolling D10 and consulting the chart below:

- | | |
|--------------|--------------------------------|
| 1) North | 6) Southwest |
| 2) Northeast | 7) West |
| 3) East | 8) Northwest |
| 4) Southeast | 9-10) Winds too light to carry |
| 5) South | a scent in any direction |

A character directly downwind of a smell's source receives a 50% bonus to his ID chances; those within 45° either side of prevailing winds receive a 25% bonus. Conversely, characters directly upwind of an odor suffer a 30% penalty to smell sensing (-15% within 45° of the upwind direction). There is a 25% chance per half hour that the winds in an area will shift 45° in either direction (roll D6: 1-3 clockwise, 4-6 counterclockwise).

GMs should award characters with powerful senses of smell (i.e., 30% or more above normal) opportunities to make ability rolls to detect the presence of dangerous odors (poisonous gas, smoke, etc.) in sufficient time to take appropriate defensive action. However, such characters may also be required to make saving rolls against STM when assaulted by particularly noxious odors (decomposing flesh of undead, sulfurous stench, etc.), in order to retain normal functioning ability.

- 5) **TASTE** 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 previ-

ously tasted substance (this bonus may be increased 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 (indeed, if these substances happen to be alcoholic, just about all of a character's requisites may deteriorate rapidly).

Modifiers to Sensory Abilities

A character's base sensory ID chances may be positively or negatively adjusted by any of four factors:

1) **Racial Modifiers** — Each character must make D100 rolls on the appropriate rows of the tables below, to determine they receive any racial bonuses or penalties to sensory chances.

2) **Inborn Abilities** — Results 141-390 on the **Inborn Abilities** table provide adjustments to sensory skills.

3) **Training Modifiers** — Certain non-weapon training skills, listed below, provide adjustments to sensory abilities, as indicated in the Training Effects chart:

- Daytime Sight — None
- Night Sight — Sentinel
- Hearing — Mining, Music, Rogue, Sentinel
- Smell — Clothmaking, Perfumery, Tanning
- Taste — Brewery, Cooking

4) **Experience Modifiers** — Characters who become Thieves receive an automatic +10% bonus to hearing abilities at 1st level, and receive additional +5% bonuses when they attain 4th, 7th, 10th, and 13th experience levels. Warriors receive similar 5% bonuses to Hearing skills at 6th and 11th levels.

Players should calculate the overall modifiers that their characters possess, and insert these values in the appropriate place on their character sheet. These adjustments should be applied by the player/GM to all sensory ability rolls made by the character.

RACIAL ADJUSTMENTS TO SENSORY ID CHANCES

SIGHT

Race	-20%	-10%	0%	+10%	+20%	+30%
Human, Uruk	01-09	10-18	19-78	79-89	90-97	98-00
Hobbit, Orc	01-06	07-13	14-85	86-94	95-98	99-00
Elf	01-03	04-08	09-25	26-80	81-95	96-00
Centaur	01-02	03-06	07-18	19-30	31-90	91-00
Dwarf	01-10	11-35	36-85	86-93	94-99	00
Krindorean	01-15	16-55	56-88	89-96	97-99	00
Kobold, Goblin	01-50	51-80	81-94	95-98	99-00	
Pixie	01-60	61-85	86-95	96-00		
Avanthar	01	02-04	05-10	11-17	18-35	36-00

HEARING

Race	-30%	-10%	0%	+10%	+20%	+30%
Human	01-08	09-25	26-72	73-90	91-96	97-00
Elf, Avanthar	01-05	06-20	21-78	79-92	93-98	99-00
Dwarf, Goblin	01-06	09-18	19-76	77-90	91-97	98-00
Orc	01-09	10-28	29-87	88-95	96-99	00
Pixie, Uruk	01-05	06-15	16-83	84-92	93-98	99-00
Hobbit	01-04	05-12	13-30	31-80	81-95	96-00
Centaur	01-05	06-15	16-40	41-83	84-96	97-00
Kobold	01-03	04-10	11-25	26-45	46-88	89-00
Krindorean	01-10	11-30	31-85	86-94	95-99	00

SMELL

Race	-10%	0%	+10%	+25%
Human, Dwarf	01-15	16-83	84-93	94-00
Elf, Avanthar	01-08	09-85	86-96	97-00
Orc, Uruk	01-12	13-88	89-97	98-00
Centaur, Goblin	01-07	08-55	56-90	91-00
Hobbit, Krindorean	01-05	06-40	41-88	89-00
Pixie, Kobold	01-03	04-25	26-65	66-00

TASTE

Race	-10%	0%	+10%	+25%
Human, Krindorean	01-08	09-88	89-96	97-00
Elf, Avanthar	01-04	05-92	93-98	99-00
Centaur, Goblin	01-06	07-90	91-97	98-00
Hobbit, Pixie	01-02	03-45	46-90	91-00
Orc, Uruk	01-30	31-90	91-98	99-00
Dwarf, Kobold	01-50	51-96	97-99	00

Outfitting the Player Character

The Store of Many Bargains

In fantasy as in the real world, man cannot survive by skills alone — he must have food, shelter, and the basic tools of the adventurer's trade (weapons, equipment like lanterns and rope, etc.). Consequently, before players send their fledgling thieves, warriors, and mages off to seek fame and fortune, they will want to outfit them with basic supplies, by spending some or all of the funds in their initial purse (as determined from the **Family Background** table).

The accompanying tables (referred to, collectively, as the Store) indicate approximate costs for a variety of items that might be considered essential or useful to an adventuring party. For ease of presentation, these items have been broken down into seven basic categories — Weapons, Armor, Equipment, Clothing, Food, Mounts and Transportation, and Magical Items. Each category is discussed briefly below. Costs are expressed in terms of either gold pieces (GP), silver pieces (SP), or copper pieces (CP), based on an exchange rate of 1 GP = 10 SP, and 1 SP = 10 CP. For reference purposes, 1 GP is considered to represent the equivalent of about 5 current US dollars. Items noted with an asterisk (*) are scarce in most parts of the world; GMs may at their discretion increase the prices of such items to reflect this scarcity, or declare them to be completely unavailable in certain areas of the world.

Weapons

Most characters will have to purchase the weapons they wish to use during combat. There are two exceptions to this general rule: 1) a character who is a member of the Nobility (Social Class E — Royalty, Nobility, or Aristocracy) may select any one weapon in which he has taken training as a legacy from his family; 2) alternatively, a character who has attained Apprentice or higher level of skill in a training field that involves weapon-making (Blacksmithry, Bowry, Carpentry or Netting) may make **one** weapon of that type for his personal use (if the character has **only** attained Apprentice level competence, there is a 25% chance that such a weapon will be improperly balanced, giving a penalty of 1 to normal HACØ).

Store prices represent the cost of a standard, unornamented, non-enchanted weapon of the indicated type. Ornamentation (in the form of jewels, carvings, runes, etc.) can add significantly to these base prices (GMs should also note that most highly ornamented will be designed for show rather than use, and may suffer penalties to HACØ of up to -3). Costs of a superiorly crafted weapon (HACØ bonus of +1 or +1 to damage) range from 10 (in a metal-rich region) to 25 or 50 (in a metal-poor region) times base prices; HACØ +2 or +2 damage weapons increase the above prices by an additional order of magnitude (100-500x base prices). The costs of enchanting a weapon so that it is capable of having spells imbedded in it are discussed under Magical Items.

Armor

In purchasing armor, characters may buy either complete sets of body armor ("suit") or simple torso protection ("shirt"). Helms and other headgear are sold separately. A character may (because of preference or financial constraints) wind up wearing different kinds of armor on various parts of his body. In such cases, the character's overall armor class (AC) is considered to be equal to $1/2(\text{AC of torso}) + 1/2(\text{AC of other body areas})$. Thus a character with a chain shirt and nothing else would have an AC of 3 $[(1/2 \times 6) + (1/2 \times 0)]$. Effects of armor on CDN or REF are similarly recalculated, rounding all fractions up. When a character wearing mixed armor is hit during melee, a D6 is rolled high-low to determine whether the more or less armored portion of his body has been struck; the normal absorption for that armor type is then subtracted from damage done.

If a character is not wearing the appropriate helm for his armor type, 1 is subtracted from his AC. "Appropriate helms" are defined as follows: Quilted cloth — none needed; Soft leather — any helm; Hard leather — leather helm or above; Chain — Norman helm or above; Scale — Roman helm; Plate — Great helm.

Damaged armor (i.e., armor which has used up some of its absorptive capacity blocking hits from successful blows) can be repaired to full strength by any sufficiently trained Armorer (including player-characters who have taken this skill). Repair costs (per hit repaired) are: Quilted — 3 CP; Soft leather — 3 SP; Hard leather — 5 SP; Chainmail — 1 GP; Scale — 15 SP; Plate — 2 GP.

Effects of shields are described in the combat rules sections of **Thieves Guild/Naked Sword**. Shields which absorb their full damage potential are considered to be rendered useless. Superior sets of armor (+1 AC) are assumed cost 15-30x normal prices; +2 AC sets cost 200-500x normal costs.

Equipment

Each character will need to acquire a certain amount of basic everyday equipment for his/her personal use, such as utensils and cooking gear, a canteen, a reliable source of light for emergencies/night-time, blankets or other sleeping gear, and a backpack, sack, or other means of conveying one's belongings and treasures about. Other equipment items (e.g., first aid supplies, ropes) that are usually used for a party's communal benefit may be purchased by individual characters, or may be bought from a group kitty to which each party member contributes a set amount or percentage of his funds.

Two of the equipment categories on the store list are worthy of special note:

1) **Poisons** — All poisonous substances are assigned two ratings — a numerical Potency Rating from 1 to 36, and a letter rating indicating whether the substance is an ingestible (I) poison, contact/weapon (W) poison, or both (B). The Potency Rating indicates the number of points of damage that the victim sustains to his STM by consuming one dose of a poison (STM save to reduce this damage by 1/2; if STM falls to 0 or less, dose is fatal). Store prices represent the cost of one full dose of a substance. More detailed information on poisons and soporifics is provided in the **Thieves Guild** rules.

2) Sleeping Gear — Under normal weather conditions, the type of shelter (tent, sleeping bag, blanket, etc.) a character possesses is a largely irrelevant matter of personal preference regarding the necessity of creature comforts. In more precipitous traveling/climatic conditions, however (storms, winter, high altitudes), such protection can be essential to a character's continued health. GMs should use their own discretion in determining the chances that a character will become ill from exposure in such conditions; some comments on the general nature and effects of physical illnesses in a medieval (yet magical) universe are presented in the **Paths of Sorcery** rules, under the section on healing.

Clothing

Each character is assumed to start his career with one full set of clothing consistent with his or her background. Thus a nobleman's son might have garments of satin or velvet, good quality boots, and a fur-edged cloak, while a member of the rabble would more likely possess a pair of ragged rough woven breeches, sandals and a shirt. Additional clothing can be purchased, including clothing designed especially for unusual climates (desert gear, parkas, mountaineering boots, etc.). If a character possesses Journeyman or higher skill in the field of Clothmaking, he may make clothing for himself and/or other party members by simply purchasing bolts of cloth and taking the time out from active campaigning to ply his skills. GMs should remember that the nature of a character's appearance may often influence the reaction rolls of NPCs, particularly in regard to thiefly attempts at disguise.

Foodstuffs

It is essential (particularly for hobbits) that characters take the time to eat periodically during their travels to maintain their strength and personal well-being. In towns or cities, meals can be easily obtained at a variety of price ranges (and qualities) from inns, taverns, or street vendors, and fresh foods for one's own preparation can usually be found at the local greengrocer, farmer's market, or fisherman's wharf. Parties venturing onto the King's highways or through

the open wilderness, however, will usually find it prudent to carry their own rations. Although pre-packaged travelers' and dungeon ("iron") rations are available, they are primarily designed for emergency situations, since they tend to taste equally bad with the wax wrapping on or off. In calculating consumption rates for other supplies, it is assumed that each human sized character will consume 2-3 pounds of food per day. Purchased supplies can be supplemented in the wilderness by filching vegetables from farmers' fields, hunting, fishing or trapping, or foraging for edible plant life. GMs should note, however, that freshly slaughtered meat must be salted down or it will spoil quickly (usually within 48 hours).

Mounts and Transportation

Parties of player characters may wish to speed their rate of movement by purchasing mounts, wagons, or small boats. Costs of various types of riding/draft animals represent an average specimen of the class indicated; prices can vary greatly from this norm depending on the quality of a particular animal's basic attributes, its current physical condition, or the level of training (breaking) it has previously been given. Costs of boats include the price of necessary adjuncts such as paddles/oars.

Magical Items

Methodologies for costing out the price of magic items are provided in **Paths of Sorcery**. The listing presented here includes a very small smattering of such items, to give GMs a relative idea of their value and availability. Many items are priced on a sliding scale, depending on the intensity of the effect sought or the number of uses provided (with permanently charged items being substantially more expensive. Although all magic items on the store list are identified as scarce, the prices indicated are based on conditions in the Haven (Ten Cities) region of Sawreven, an area where knowledge of magic is relatively mature; costs of such items will escalate (sometimes to prohibitive height) in areas where the availability of arcane lore is limited or its practitioners are politically persecuted.

Afterword

Now that you've completed designing and outfitting your new character, it's time to move on to the particular **Fantasy System** rule book that outlines the special skills and abilities of the character class you've selected to become.

If the life of a daring brigand or burglar is what you prefer, it's off to join the **Thieves' Guild**. There you'll learn how to measure your abilities in a variety of skill areas, from **Lockpicking** and **Hiding in Cover** to more complicated operations like trailing or disguise, and find rules for handling almost any criminal encounter from start to finish.

For those who prefer wide open action and the roar of battle, there's the law of the **Naked Sword**, jam-packed with detailed rules on combat mechanics and tactics (for both individual and mass engagements),

descriptions of specialized fighting skills like brawling and mounted combat, and a host of specialized warrior classes (like Berserkers, Champions, etc.) that player-characters may opt to enter — if they're good enough!

Finally, those players whose interests lie in matters arcane will want to follow the **Paths of Sorcery** — where you'll learn how to obtain and gain expertise in magical skills, the limits of a character's physical control over the forces cosmic (and how to expand them), and the methods by which magical items like scrolls, potions, or other artifacts are constructed.

No matter which road you have chosen, we at Gamelords wish you the best of luck in your adventuring careers, and hope you'll return to these pages many times over the years to come — both to design additional characters, as the need or desire arises, and to decide how to spend the rewards of your hard-earned experience on new skills and equipment. Til then, we bid you a fond farewell — for there are kingdoms to be saved, treasures to be found, and fame and glory to be won — and you're just the man (or woman) to do it!

WEAPONS

AMMUNITION AND WEAPONS ACCESSORIES

Notes: [1] If first swing misses, return swing allowed in same mr (penalty of 4 to HAC0). [2] If not metal-bound, 25% chance of breakage on successful blow. [3] Spikes add 1D3 to normal damage. [4] If not metal-shod, 10% chance of breakage on successful blow. [5] Throwing weapon only, cannot be used for thrusting. [6] Has crosspiece 3' down from head to prevent advance of target. [7] Missiles do normal damage, but may be necessary to affect certain types of creatures. [8] On a hit (penalty of 6 to HAC0), bomb does 1D8 damage on 1st mr, 2D8 on 2nd.

Notes: Prices given are for average quality, unbroken animals; subtract 50% for poor quality — add 100% for good quality, 200% for excellent, and 400% for superb. Training may be arranged — normal costs are: breaking to saddle (1wk), 35GP; basic training (1mo), 100GP; good training (6mo); combat training (2yr), 2,500GP. Costs do not include boarding. [*] Transportation volume is measured in spaces; a human-sized figure requires 2 spaces.

FOODSTUFFS

-31-

THE STORE

ARMOR AND ACCESSORIES

Body Armor		Body armor, cont.		Shields	
Quilted cloth (Q)		Scale (small plates on leather — S)		Small shield (buckler)	
Suit	5GP	Suit	500GP	Wicker	15SP
Shirt	3GP	Shirt	300GP	Oaken	3GP
Accessories [t]	3GP	Pants	250GP	Leather	5GP
Soft leather (Ls)		Accessories [t]	150GP	Steel	15GP
Suit	60GP	Plate (fitted metal sheeting — P)		Large shield (round, heater)	
Shirt	25GP	Suit	1,000GP	Wicker	25SP
Skirt	15GP	Shirt (cuirass)	500GP	Oaken	5GP
Skirt, studded	20GP	Legs	350GP	Leather	8GP
Accessories [t]	25GP	Accessories [t]	150GP	Steel	25GP
Hard leather (cuirboilli — Lh)		Helms and Head Gear		Ironwood	40GP
Suit	150GP	Quilted coif (liner)	2GP	Kite shield (steel)	50GP
Shirt	75GP	Chain coif (liner)	25GP	Tower shield (steel)	65GP
Skirt	50GP	Leather (top of head)	7GP	Field repair kits [§] for quilted, soft &	
Skirt, studded	55GP	Norman (top of head)	10GP	hard leather, chain, scale, plate —	
Accessories [t]	65GP	Roman (cheekpieces)	40GP	5GP plus outlined cost per point for	
Chain (link mail — C)		Great helm (full face)	150GP	expendable supplies.	
Suit	500GP	Shield Addenda			
Shirt	200GP	Binding (metallic rim)		additional 0.8 x initial shield cost	
Pants	250GP	Strapping (metallic belts across)		additional 1.5 x initial shield cost	
Accessories [t]	100GP	Bossing (metallic hub)		additional 0.6 x initial shield cost	

Notes: [t] Accessories consist of the smaller items necessary to complete a suit, such as camails, vambraces, pauldrons, gorgets, coifs, crotch guards, etc., of the given material. [§] Field repair kits allow a person trained in the appropriate skill to make quick repairs to armor. Each kit contains supplies and equipment to repair up to the ordered number of points of damage, items like: Patches(Q,Ls,Lh), Cording(Q,Ls,S), Awl(Q,Ls,Lh,S), Wax(Lh), Links(C), Pliers(C,S,P), Plates(S), Steel(P), Solder(P), Hot iron(P), Brazier(Lh,C,P); all items are considered expended in repair, and appropriate time must be spent in repairing. Refills are available at normal point cost.

EQUIPMENT

Mallet (workman's hammer) [1]	2GP	Lantern, candle	8GP	Cot, folding	20GP
Belt knife [1]	3GP	oil (1/2hr per oz)	12GP	Blanket, wool	3GP
Hatchet [1]	10GP	Belt, leather w/buckle	2GP	Sleeping bag, wool	12GP
Woodsmen's axe [1]	12GP	Canteen (1qt cap)	5GP	fur-lined	40GP
Stakes, wood (1dz)	1SP	Backpack, canvas (25lb cap)	3GP	Campstove	15GP
Spikes, iron (1dz)	2GP	leather (60lb cap)	8GP	Rack and spit	6GP
Marbles, clay (bag of 50)	8SP	Sack, small (10lb cap)	5SP	Fire grill (iron lattice)	6GP
glass (bag of 20)	5GP	medium (40lb cap)	1GP	Kettle, copper (3qt cap)	5GP
Caltrops, small (bag of 30)	3GP	large (100lb cap)	2GP	Pot, iron (2gal cap)	4GP
large (bag of 10)	5GP	Belt pouch (3lb cap)	1GP	Set of utensils	2GP
Salve [2] (5 applications)	50GP	Money belt (1,000 coin cap)	3GP	Carving knives [1]	15GP
Opium (5 medicinal uses)	150GP	Mirror, steel	5GP	Cleaver [1]	7GP
Bandages (20 wounds)	4SP	silver	15GP	Vial, glass (1oz cap)	2GP
Splints (10 limbs)	5SP	Rope, hempen [4] (per foot)	2CP	bottle, glass (8oz cap)	4GP
Needles (packet of 10)	1GP	elven [4] (per foot)	1SP	glass (32oz cap)	4GP
Thread (spool, 100yd)	2GP	silken [4] (per foot)	5SP	leather/wax (6oz cap)	6SP
Hemlock (PR20) [3] (1oz)	250GP	Chain (per foot)	2SP	leather/wax (32oz cap)	1GP
Snake venom (PR12) [3] (1oz)	150GP	Grappling hook (grapnel)	8GP	Flagon, metal (32oz cap)	15SP
Belladonna (PR16) [3] (bunch)	10GP	Fire starting kit	1GP	Corks (assorted sizes) (20pc)	3SP
Torch (burns 2hr)	1CP	Liquid skin (2qt cap)	1GP	Coffer [5] (1.5cu' cap)	4GP
Candle (burns 1hr)	3CP	(2gal cap)	2GP	(3.0cu' cap)	8GP
(burns 8hr)	2SP	Tarpaulin, canvas (25sq')	7GP	Chest [5] (16.0cu' cap)	20GP
Oil, fuel (8oz)	2GP	Pup tent (2 person cap)	10GP	Scroll case, leather (2 cap)	4SP
Paraffin (5lb)	15SP	Tent (per person)	20GP	Scroll rack (12 cap)	5GP
Beeswax (1lb)	2GP	Pavillion (14 spaces)	250GP	Musical instruments [6]	**GP

Notes: [1] Not designed for use as weapon; if so used, subject to penalty of 4 to normal HACØ for type. [2] Application relieves 1D4 points of damage from burns or insect bites (mosquitos, etc.). [3] Poisons and venoms, and their effects, are discussed fully in **Thieves' Guild**. [4] Breakage chances for rope types: hempen — 3% per use, cumulative (10th use = 30%); elven — 1%, cumulative; silken, 1% on any given use. [5] Apply additional costs (GM's discretion) for locks, traps, binding, etc. [6] GM's discretion, depending on type and quality desired.

MAGICAL ITEMS

Healing potions (max, 5D4)	per 1D4 power	100GP	Enchant a weapon (can accept 1 spell [not included])	
Spider paws (felt climbing gloves/boots)	set	2,000GP	metal	5,000GP
Detection scroll (of one type only: magic, metals, enemies, etc.)	per scroll	100GP	wood	200GP
Sleep scroll	(base affects 20HTK)	300GP	Light stick	base cost) 300GP
	(plus per 20HTK increment)	100GP		(plus per 12hr charge) 25GP
			Light stick (permanent)	1,200GP

CLASS: _____ Level: _____ EP (+/- %): _____
 Name: _____ Race: _____ Sex: _____ Tribe: _____
 Hits To Kill (____ sided die): _____ Family Background: _____
 Financial Status: _____

FANTASY SYSTEM
 Character Sheet
 "Thieves' Guild"
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 Use pencil as entries will change.

REQUISITES	Rolled (3D6)	Racial Adjustments	Other Adjustments	Current Effective	INBORNS Die Roll	# rolled: _____ Description
Strength	_____	_____	_____	_____	_____	_____
Coordination	_____	_____	_____	_____	_____	_____
Reflexes	_____	_____	_____	_____	_____	_____
Stamina	_____	_____	_____	_____	_____	_____
Discretion	_____	_____	_____	_____	_____	_____
Intelligence	_____	_____	_____	_____	_____	_____
Talent	_____	_____	_____	_____	_____	_____
Magic Resistance	_____	_____	_____	_____	_____	_____
Magnetism	_____	_____	_____	_____	_____	_____
Appearance	_____	_____	_____	_____	_____	_____

LANGUAGES	Points: Base _____ Chart _____
Language	Level Dialects
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TRAINING FIELDS			Training Points: Base _____ Chart _____ Current _____		
Training/Skill	Level	Bonuses and Abilities	Training/Skill	Level	Bonuses and Abilities
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Hit Prob Bonus: _____	<u>Sensory Ability Modifiers</u>	Movement Rate: _____
Dodge Bonus: _____	Daytime Sight: _____	Armor Type: _____
Magic Resistance Bonus: _____	Nighttime Sight: _____	Absorbs (per blow): _____
Sex Appeal: _____ (MAG modifier)	Hearing: _____	Helm: _____ (AC-1 for improper helm, except CLO)
Perceptiveness: _____ (DSC, modified by IQ)	Smell: _____	Shield (AC+): _____
	Taste: _____	Current EAC: _____

WEAPON SKILLS							Weapon Points: Base _____ Chart _____ Current _____		
Weapon	Class	Current Rank	HAC0	CHP	Parry Bonus	Attack Speed	Damage	Ranges	Weapon Notes
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Thieving Abilities	Base	Racial Bonus	Requisite Bonus	Other Bonus	Level Purchase	Total	<u>Notes:</u>
Sense Traps	05	_____	_____	_____	_____	_____	
Locate Traps	10	_____	_____	_____	_____	_____	
Disarm Traps	10	_____	_____	_____	_____	_____	
Pick Locks	20	_____	_____	_____	_____	_____	
Pick Pockets	15	_____	_____	_____	_____	_____	
Move Silently	15	_____	_____	_____	_____	_____	
Hide In Cover	15	_____	_____	_____	_____	_____	
Climb	75	_____	_____	_____	_____	_____	
Spot Hidden	10	_____	_____	_____	_____	_____	
Sense Ambush	10	_____	_____	_____	_____	_____	

Turn page over to list equipment and supplies.

Player-Characters

should be more than numbers...

For gamers tired of playing characters whose most notable personality trait is a series of randomly generated numbers, or levels of experience gained in the course of dungeon-crawling and monster-hacking, Gamelords presents the detailed character creation process of **The Fantasy System™, Basic Character Creation**. Designed for the gamer who is interested in the more creative aspects of role-playing, problem solving, exploring the personality of his character, and interaction with the rest of the group, rather than simply tossing spells, slaying monsters, and collecting treasure, **Basic Character Creation** provides a new depth of enjoyment to the creation of one of the most important elements of a role-playing game — the player character.

Players are offered a good deal of decision-making flexibility in designing their character's abilities, personality and past heritage, as well as ways of improving skills as the character advances. Besides a wider range of basic characteristics, **Basic Character Creation** also includes:

- A wide variety of races for player characters;
- Family background and social status;
- 60 possible non-weapons training fields that offer potential bonuses to character skills and abilities;
- An armory of weapons to select from;
- Inborn Characteristics that add advantages — or disadvantages — to a character's abilities.

Basic Character Creation is designed to be used with one of the major rules books of the **The Fantasy System™ — Thieves' Guild™, Naked Sword, or Paths of Sorcery**, and is included in the boxed edition of each one. So whether you want to be a hobbit, elf, centaur, orc, or even human — **Basic Character Creation** will help you build such richness of personal detail and interesting possibilities in your characters that they'll never be the same collection of random numbers to you again!

Gamelords, Ltd.

18616 Grosbeak Terrace, Gaithersburg, MD 20879

The Fantasy System^{T.M.}

THIEVES' GUILD^{T.M.}



Complete Rules
and Scenarios for
Roguish Adventuring!

Gamelords, Ltd.



Thieves Guild

THE FANTASY SYSTEM

by

Richard Meyer

Kerry Lloyd

Michael Watkins

Art and Graphics by

Hannah M. G. Shapero

Michael von Glahn

William H. Keith, Jr.

Janet Trautvetter

Book cover art by Hannah M. G. Shapero

Layout by Michael Watkins

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Foreward

Welcome, my brothers and sisters in crime, to the world of **Thieves Guild**! The rules and scenarios presented in these books are designed to allow you, the player, to experience the exciting and suspenseful existence of a crafty underworld figure — without ever breaking a law or harming a soul. Many books have immortalized the exploits of famous and infamous bands of thieves — from Robin Hood and his Merry Men to fantasy counterparts like Fafhrd and the Grey Mouser. Nonetheless, most fantasy role playing gaming systems and play aids have traditionally given roguish characters little chance to practice their profession in a realistic manner. Their rules reduce the thief to a statistical cypher, relegated to making die rolls against a static set of "abilities" whenever a lock needs to be picked or a trap disarmed (repeat procedure until wealthy or dead). Their adventures almost always place the thief in mixed party situations where he often functions primarily as a second-rate fighter, and usually has little opportunity to rob anyone but his fellow party members.

The **Thieves Guild** system, from its first release in 1980, has been dedicated to the proposition that "sometimes it's more fun to play the bad guys!" This second completely revised and updated edition carries on that tradition in an even better fashion. Its rules cover a wide array of thievish pursuits such as tailing, use of disguise, and the handling of poisons and venoms, as well as expanded descriptions of traditional thieving abilities like lock picking, pickpocketing, etc. — and also provide guidelines for handling situations that may occur **after** the crime has been committed. Its scenarios revolve around the planning and commission of crimes of one type or another — burglary, highway robbery, tomb robbing, etc. — that will challenge you and your fellow thieves to carefully formulate a plan of attack that will

get you past the potential perils posed by guards, traps, or unforeseen events. To succeed at such endeavors, we strongly advise that you leave behind any "hack-and-slash" mindset you've acquired over the years — for it's stealth and cleverness, not brawn, that are a thief's greatest assets in times of crisis.

To use these rules and scenarios effectively, you'll first need to design a character for use in the game, using the **Basic Character Creation** book contained elsewhere in this package. Then, using the **Thieving Abilities and Special Skills** section of this book (Chapter 1), you can develop your character's initial abilities in each of the basic skills of his trade. The **Rules of Play** section (Chapter 2) outlines all the basic mechanics of movement, combat resolution, and the use of saving and ability rolls that you'll need to handle most encounter situations; players and GMs should familiarize themselves with these basic concepts before embarking on any adventures. Chapters 3 and 4 cover situations that may occur after a given criminal endeavor has been concluded (whether successfully or not); the first describes procedures for simulating the ransoming or other disposal of captives, the fencing of stolen goods, or (horrors!) the dispensing of medieval justice, while the second identifies the ways in which player-characters earn experience and advance to higher levels of thieving skill. The last rules section (Chapter 5) provides some helpful suggestions for GMs considering how to use **Thieves Guild** in a campaign context. Also included are smaller booklets (Chapter 6 on), presenting introductory scenarios; these sections should only be read by a gaming group's GM (so that the players don't spoil their own fun!)

We at Gamelords wish you the best of luck in your nefarious encounters, and leave you with but three words of final advice — **Don't get caught!!!**

— The Guildmaster

INDEX OF KEY ABBREVIATIONS

Throughout the **Thieves Guild** series, as well as the accompanying books in the **Haven** 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 carried by a character or NPC
APP, **AP** - **Appearance**: a measure of the character's personal beauty or comeliness
BT - **bit(s)**: a small coin made of iron; 10 BT = 1 CP
CDN, **CO** - **Coordination**: a measure of the character's dexterity, the ability to make correct deliberate physical movements
CP - **copper piece(s)**: a small coin made of copper; 5 CP = 1 SP
D (3D6, 1D8, xDy, etc.) - **Die**: the number (x) of dice of (y) sides to be thrown while resolving a combat or particular situation
DSC, **DN** - **Discretion**: a measure of the character's common sense, memory, and ability to think clearly under pressure
EAC - **Effective Armor Class**: represents the total effect of skin or various armoring devices used or worn by beings, plus - in the simple method for resolving combat - dodging ability
FRPG - **Fantasy Role Playing (Game)**: any of a general class of games using constructed or randomly generated characters to adventure in a make-believe medieval land of high fantasy
GM - **GamesMaster**: the referee or moderator of an FRP game; considered to be the "god" of the particular universe s/he has created, in which players adventure
GP - **gold piece(s)**: a small coin minted from gold; coins usually weigh 100 to the pound; 1 GP = 10 SP = 50 CP = 500 BT
HTK - **Hits To Kill**: the amount of damage that a character can withstand before dying or becoming unconscious or comatose

HAC0 - **Hits Armor Class 0 (Zero)**: number that must be equaled or exceeded on the roll of 1D20 to strike an unarmored foe; an enemy's EAC and dodging ability are added to HAC0 to get HP
HP - **Hit Probability**: the chances of striking an opponent
INT, **IQ** - **Intelligence**: a measure of the character's ability to learn and to profit from experience
MA - **Movement Allowance**: the number of hexes (normally 5' from side to side) that a character can move in one 15' melee round
MAG, **MG** - **Magnetism**: a measure of the character's charisma, attractiveness, sex appeal, personality, and/or leadership
MGR, **MR** - **Magic Resistance**: a measure of the character's innate ability to resist magic spells and other arcane effects
mr - **melee round**: 15 second span used to regulate the flow of play in combat; minutes and hours are used normally
REF, **RF** - **Reflexes**: a measure of the character's reaction speed, the time it takes to make instinctive movements
SP - **silver piece(s)**: a small coin minted from silver; 10 SP = 1 GP
SR - **Saving Roll**: an attempt to accomplish a feat extraordinary; this is usually tested by rolling 2D12 against a given requisite
STM, **SM** - **Stamina**: a measure of the character's ability to endure hardship or withstand wounds
STR, **ST** - **Strength**: a measure of the character's physical power, brute force
TAL, **TL** - **Talent**: a measure of the character's ability to use and/or understand magic

Chapter 1

Thieving Abilities and Other Roguish Skills

In addition to the weapon and general skill trainings that a character selects during the Basic Character Creation process, every thief is also assumed to begin his criminal career with a certain degree of skill in a variety of roguish activities. These skills include the abilities that comprise the criminal's basic stock in trade (stealth, manipulation of locks and traps, powers of observation), and special talents, such as disguise or tailing abilities. This section describes the nature of each of these abilities, and the means by which thieves attain skills in these areas. There are ten basic Thieving Abilities defined in the *Fantasy System*:

- | | |
|-----------------------|------------------------|
| 1) Sense Traps (5%) | 4) Pick Locks (20%) |
| 2) Locate Traps (10%) | 5) Pick Pockets (15%) |
| 3) Disarm Traps (10%) | 6) Move Silently (15%) |

- | | |
|------------------------|------------------------|
| 7) Hide in Cover (15%) | 9) Spot Hidden (10%) |
| 8) Climb (75%) | 10) Sense Ambush (10%) |

A thief's ability in each of these skill areas is defined as a percentage (%) success chance, rolled on D100. The values in parentheses above indicate a 1st level (novice) thief's initial ability rating in each of these categories. These base ratings should be adjusted to reflect any applicable racial or attribute bonuses or penalties that a character possesses, as indicated in the **RACIAL AND REQUISITE THIEVING BONUSES** table below. Dwarves, for example, are born with a substantial Trap Sensing ability (inbred from centuries of paranoia), while hobbits and kobolds can Hide in Cover and Move Silently more readily than their taller, heavier colleagues. Similarly, thieves who possess high CDN ratings will receive natural bonuses to thieving

RACIAL AND REQUISITE THIEVING BONUSES

Intelligent Race	Sense Traps	Locate Traps	Disarm Traps	Pick Locks	Pick Pocket	Silent Motion	Hide in Cover	Climb (10')	Spot Hidden	Sense Ambush
Human	-	-	-	-	-	-	-	-	-	-
Uruk hai	-	-	-	-	-	-	-10	-	-	+10
Half-Orc	-	-	-	-	+5	-	+5	-	-	-
Dwarf	+30	+10	+15	+5	-	+5	+5	-	+5	+15
Hobbit	-	+5	+5	+10	+5	+25	+25	-	-	-
Elven	-	-	-	-	+5	+10	+15	-	+20	-
Half-Elf	-	-	-	-	-	+5	+5	-	+10	-
Avanthar	+10	+5	+10	-10	-	-10	-20	-30	+10	-
Orc	-	+5	-	-	+10	-	+10	-	-	+5
Centaur	-	+10	-	-	+5	-10	-20	-98	-10	-
Kobold	-	+5	-	-	+10	+15	+15	-	+10	-10
Pixie	+10	-15	-10	-20	+15	+15	-40	+20	-20	-15
Goblin	+10	+5	+10	-10	+10	+15	+15	+5	+10	+5
Krindorean	-	-25	-40	-50	-15	+10	-30	+10	-25	-10
	Talent	Coord	Disc	Coord	Coord	Coord	Reflex	Reflex	Intell	Disc
3 or less	-	-45	-30	-30	-35	-40	-40	-20	-30	-25
4-5	-	-20	-30	-20	-20	-20	-20	-10	-20	-15
6-8	-	-10	-15	-10	-10	-10	-10	-5	-10	-5
9-12	-	-	-	-	-	-	-	-	-	-
13-14	+2	+5	-	-	-	+5	+5	+1	+3	+5
15	+4	+5	-	-	+5	+5	+5	+2	+5	+5
16	+5	+10	+5	-	+5	+5	+5	+3	+8	+10
17	+6	+10	+5	+5	+5	+10	+10	+4	+10	+10
18	+8	+15	+5	+5	+10	+10	+10	+5	+12	+10
19	+10	+15	+10	+10	+10	+15	+15	+7	+15	+15
20	+12	+20	+10	+10	+15	+15	+15	+9	+15	+15
21 or more	+15	+20	+15	+15	+15	+20	+20	+11	+18	+15

skills requiring agility or manual dexterity, such as lock and pocket picking or silent movement.

Additional adjustments to thieving abilities may also be awarded if a character possesses particular skill trainings or sensory abilities, as follows:

Training Effects: Levels of training competence are abbreviated as NOV (Novice), APPR (Apprentice), JMAN (Journeyman), and MSTR (Master).

Architecture: APPR +5% Spot Hidden (Note: Above adjustments apply only when subject is searching for secret doors or passages.)		JMAN +15% Spot Hidden MSTR +25% Spot Hidden
Boating:		JMAN +5% Climbing MSTR +10% Climbing
Coopery:		
NOV +5% Sense Traps		APPR +15% Sense Traps
+10% Locate Traps		+25% Locate Traps
JMAN +20% Sense Traps		MSTR +25% Sense Traps
+40% Locate Traps		+60% Locate Traps
+10% Spot Hidden		+30% Spot Hidden
(Note: Above adjustments apply only when subject is searching for traps or secret panels on chests, barrels, and other containers).		
Engineering:		
NOV +5% Disarm Traps		JMAN +5% Pick Locks
APPR +10% Disarm Traps		+20% Disarm Traps
		MSTR +10% Pick Locks
		+20% Disarm Traps
Entertaining:		
JMAN +5% Pick Pockets (Juggler)		
+5% Move Silently (Acrobat)		
MSTR +10% Pick Pockets (Juggler)		
+10% Move Silently (Acrobat)		
(Note: Above adjustments apply only if character has selected indicated category as his specialty).		
Locksmithy:		
NOV +5% Pick Locks		JMAN +20% Pick Locks
APPR +15% Pick Locks		+10% Disarm Traps
+5% Disarm Traps		MSTR +30% Pick Locks
		+15% Disarm Traps
Masonry:		
APPR +5% Spot Hidden		JMAN +10% Spot Hidden
(Note: Above adjustments apply only if subject is searching for secret doors or passages in stone or underground construction).		MSTR +15% Spot Hidden
Mountaineering:		
NOV +5% Climbing		APPR +8% Climbing
		JMAN +10% Climbing
		MSTR +15% Climbing
Sentinel:		
APPR +5% Sense Ambush		JMAN +10% Sense Ambush
		MSTR +15% Sense Ambush
Tracking:		
JMAN +5% Move Silently		
MSTR +10% Move Silently		
Trapping:		
JMAN +10% Sense Traps		MSTR +20% Sense Traps
+10% Locate Traps		+20% Locate Traps
(Note: Above adjustments apply only to outdoor-style traps like snares, pits, etc.)		

The following adjustments can only be obtained if the character has obtained these results from the INBORN ABILITIES table during Character Creation.

Sensory Bonuses or Penalties

Sight: (all Spot Hidden)		Good +5%
Excellent +15%		Poor -10%
Very Good +10%		Bad -20%
Hearing: (all Sense Ambush)		Poor -5%
Excellent +10%		Good +5%
		Bad -10%
Smell:		
Excellent +15% Sense Ambush		
Good +5% Sense Ambush		
(Note: Above adjustments applied only if character sensing is downwind of his potential foes).		
Touch:		Excellent
Good +15% Pick Locks		+25% Pick Locks
+10% Disarm Traps		+20% Disarm Traps
+5% Pick Pockets		+15% Pick Pockets
Poor -10% Pick Locks		Insensitive
-10% Disarm Traps		-50% Pick Locks
-5% Pick Pockets		-50% Disarm Traps
		-30% Pick Pockets

Once all relevant adjustments have been applied, players should enter their revised ability ratings into the appropriate spaces on their character sheet. A description of each of these abilities (and of the ways they can be employed by a player-character) is provided below.

1) Trap Sensing: Trap Sensing skills represent a character's innate ability to recognize potential danger, an instinctive warning of impending doom that causes the hairs on the back of one's neck to stand on edge and brings his normal five senses to full alert. A character who successfully makes a general Trap Sensing roll will sense danger if there is a trap set anywhere within the 10 foot cubic area around him (though he will not know its precise location). A character may alternatively elect to focus his Trap Sensing abilities on a single object like a door, chair or chest, to determine if it is trapped. A given character may only make one Trap Sensing roll per area (you're either worried or you're not), but any number of characters in a given party may attempt Trap Sensing rolls on the same area. All Trap Sensing rolls should be made secretly by the GM, so that a player will not know whether a "No Reaction" result represents a successful determination that no traps are present, or a failure of his Trap Sensing abilities. Trap Sensing rolls always take a single melee round (mr) to accomplish.

2) Trap Locating: If the presence of a trap has been sensed by one or more player-characters in a party, or if a character somehow becomes convinced (even in the presence of contradictory sensory evidence) that a trap exists on a given area or item, a Trap Locating roll may be made to isolate its precise location and physical appearance. Any thief in the party may attempt to locate a trap, whether he originally sensed its presence or not; however, each thief may make only one Location roll per trap. A Location roll will normally take one mr to complete.

If a trap is successfully located by a player-character, the GM should (wherever possible) leave the players to attempt to deduce the precise nature of the trap on their own, by describing the trapped area in appropriate detail (e.g., "you see a bluish discoloration on the hasp of the chest", or "you see a set of three small openings about 3" in diameter in the east wall, facing the doorway"). Such an approach can greatly enhance the role-playing potential of these situations, and test the reasoning capacities of the players; GMs should award player-characters who correctly identify the nature of a trap's workings with pluses to their normal chances of disarming the trap (see below).

3) Trap Disarming: A thief may only attempt to Disarm a trap after it has been successfully Located; however, any party member can make such an attempt once the mechanism has been found. Unlike other trap-related activities, a thief can make multiple attempts to Disarm a trap, though at an increased risk to the safety of himself and the party. Any thief (regardless of experience level) has a base 5% chance of accidentally setting off a trap the first time he attempts to disarm it (any roll of 96-00). Chances of a misfire increase by 15% for each previous unsuccessful disarming attempt that has been made by the thief or his colleagues (reflecting the effects of repeated abuse to the trap's setting and release mechanisms); thus the second disarming attempt will misfire on a roll of 81-00, the third on 66-00, and so on. In the event that a given die roll result falls within both the character's normal Disarming success chances and the stated misfire range, the thief must immediately make a CDN saving roll — if successful, the trap is considered disarmed; if not, a misfire occurs.

A character's normal chances of disarming a trap are also affected by the complexity of the trap being handled. Traps are normally assigned a Complexity Rating of 1, 2 or 3 (rarely do you see a trap of Complexity 4 or more); only Locksmiths and Engineers (mechanical) or Trappers (outdoor pits and snares) of Journeyman or Master proficiency can construct Complexity 2+ traps. For complex traps, a thief's Disarming chances are equal to his normal success chances divided by the trap's Rating (thus a character with a 30% Disarm Traps ability has a 15% chance of disarming a Complexity 2 trap, and a 10% chance of disarming a Complexity 3 trap). Each additional level of trap complexity also adds 5% to the normal misfire chances outlined above. Trap complexity does not affect a character's Sense or Locate Traps chances. Characters may elect to raise their Trap Disarming abilities above 100% to counterbalance the effects of complex traps.

GMs should note that some traps may be designed in a manner such that their arming/disarming mechanisms will be located in an area that may be currently inaccessible to players sensing and finding the trap. In such an event, it may be physically impossible for the trap to be actually disarmed (though there may still be ways in which its action can be successfully inhibited to produce non-fatal results).

A Disarming attempt on a Complexity 1 trap will take 1D3 melee rounds to complete (Complexity 2 and 3 traps require 1D6 and 1D10 mr of effort, respectively).

Traps described in **Thieves' Guild** and other **Fantasy System** scenarios should be treated as Complexity 1 unless specifically stated otherwise. For the purposes of perspective, it is roughly assumed that about 60% of the traps constructed in the world are rated Complexity 1, 25% are Complexity 2, and 15% are Complexity 3 or greater.

4) Lock Picking: The art of opening a lock without proper keys is a testing science which generally requires the use of a set of specialized picks and other tools (approximate cost 150-200 GP). Characters who do not possess this equipment operate at only 1/2 their rated Lock Picking effectiveness. Success chances are also reduced whenever a lock of greater than Complexity Rating 1 is being picked. For complex locks (as for traps), success chances are equal to the thief's base ability divided by the lock's Complexity rating, rounded up (thus a 1st level thief with a normal 20% base Lockpicking chance would have a 10% success chance against a Complexity 2 lock, a 5% chance against a Complexity 4 lock, and so on. Locks of up to Complexity 6 are commonly encountered (and locks with magical bewitchments making them the equivalent of up to Complexity 10 are reputed to exist). As with traps, locks described in **Thieves' Guild** and other **Fantasy System** scenarios should be considered Complexity 1 unless otherwise specifically stated.

The complexity (and indeed, the very proliferation) of locks found in and around an average residence or business establishment will tend to differ according to the type of neighborhood in which it is located. The following very general guidelines are proposed for the GMs' use in determining the sorts of protections that might be in place on a given random entryway, item of furniture, or chest or other container (roll D100 and consult the table below; add 15 to the result if the item/door being examined is known to contain significant valuables):

NEIGHBORHOOD LOCK CHANCES

Lock Type	Neighborhood				
	Monied	Mercantile	Common	Poor	Slum
none	01-25	01-35	01-60	01-85	01-75
1	26-50	36-65	61-85	86-95	76-85
2	51-68	66-80	86-94	96-97	86-92
3	69-85	81-92	95-97	98-99	93-96
4	86-92	93-95	98-99	00	97-99
5	93-96	96-97	00		00
6	97-99	98-99			
7+	00	00			

There is theoretically no limit to the number of times a thief may attempt to pick a given lock. Each attempt requires a certain amount of time, depending on the thief's general experience level and the Complexity of the lock. Base mr required for a Complexity 1 lock are as follows: Green (1st-2nd level thief) 4 mr; Intermediate (3rd-5th level) 3 mr; Veteran (6th-8th level) 2 mr; Elite/Superelite (9th level up) 1 mr. For more complex locks, multiply this base time requirement by the Complexity Rating of the lock, and divide the result by 2 (rounding up). Thus an INT thief picking a Complexity 4 lock would require (3x4)/2 or 6 mr to complete a single lockpicking attempt.



Each time a player attempts a Lockpicking roll, there are three possible results: Success, No Effect, and Total Failure. A result of Total Failure indicates that the lock has proven to be totally beyond the thief's present capabilities; a character obtaining such a result may not make any further attempts to pick the lock in question until he has advanced to a new experience level, and must also roll on the Failure Results table below to determine whether his actions have affected the potential chances of other party members. Total Failure chances are equal to the high $(5 + (5 \times \text{Complexity Rating}))\%$ of the thief's non-success range. For example, a thief with a base Lockpicking ability of 45% trying to pick a Complexity 3 lock would have a 15% success chance $(45/3)$; his non-success range would be 85% $(100 - 15)$. His Total Failure chance would be equal to $(5 + (5 \times 3))$ or 20% of 85, or 17%. Thus, on any given attempt made on this lock, the thief in question would Succeed on a roll of 01-15, totally fail on a roll of 84-00, and have No Effect on a roll of 16-83.

FAILURE RESULTS

D6	Result
1-3	No Effect
4	Pick Broken (replace, or future picking chances reduced by 1/2)
5	Lock Jammed (-10% to future picking chances)
6	Lock Severely Jammed (-50% to future chances)

Roughly 10% of all Complexity 1 locks installed are also equipped with trap mechanisms of some sort that are activated if the lock's proper opening sequence is not followed; this chance increases by 10% for each additional level of Complexity involved in its construction. Traps on locks are Sensed, Located, and Disarmed in the normal fashion outlined above.

5) Pickpocketing: Pickpocketing abilities define a thief's chances of successfully picking a victim's outer pockets or slitting a purse, and also his skill at removing jewelry items, weapons, or other adornments from another character's person. As in lockpicking, a given pickpocketing attempt can yield any of three possible results: Success, No Effect, or

Total Failure. A Successful roll means that the thief has secured the item he was seeking; he must then make additional D100 rolls to determine whether his efforts have been Detected by his victim or Witnessed by a third party (see below for instructions). A No Effect result means that the character has failed to complete his attempt due to some unique circumstance — the victim shifting his body position or putting his hands in his pockets, the entrance of a potential witness, etc. The thief may renew his attempt in the succeeding mr at no penalty to normal Success chances. No Detection roll is required, but a Witness roll is made.

Total Failure results indicate that the unforeseen circumstances described above have occurred after the thief has begun to make his move (indeed, he may literally be caught with his hand in the other character's pocket); Detection and Witness rolls are made at (not surprisingly) significantly increased chances. A thief's chances of Failing a pickpocketing attempt are equal to $(100 - \text{Current Pickpocketing Ability Rating})/5\%$.

Example: A character with a 60% Pickpocketing ability would have an 8% $((100-60)/5)$ chance of Failing an attempt. Thus, a roll of 01-60 would represent a Successful snatch, 61-92 a No Effect result, and 93-00 a Failed Attempt.

Detection — A victim's percentage chances of detecting a Successful pickpocketing attempt depend on the relative experience level of the two characters involved and are equal to $(\text{Victim's Experience Level} - \text{Thief's Experience Level}) \times 5\%$. Thus a 3rd level thief attempting to pick the pocket of a 9th level thief would have a 30% chance of detection $(9 - 3) \times 5\%$. There is **always** a minimum detection chance of 5%. Normal Detection chances are **doubled** in the event of a Failed attempt.

The nature of any given victim's reaction to such a discovery is up to the individual GM. Possible reactions (depending on the victim's personality and fighting prowess) may consist of anything from physical pursuit, cries for aid in "apprehending the blackguard", to other far less useful responses (shouting vague threats and imprecations, falling into a faint, etc.).

Witnesses — Pickpocketing is most commonly practiced in the midst of large, milling crowds, and accomplished (at least one hopes) with a single quick and inobtrusive motion. Consequently, the basic chances of a proper pickpocketing being witnessed by a third party are usually very small: Green 4%, Intermediate 2%, Veteran and Elite 1% each. On Failed attempts, chances for a witness to the attempted crime are increased to 20%, regardless of the thief's experience level (since a Failure by its nature indicates that the high level thief has failed to utilize his greater proficiency).

(GM's Note: The above percentages assume that the thief has exhibited proper planning and attention to his surroundings. GMs should never let a thief simply state, "I walk over and pick X's pocket!"; instead, they should describe the scene of the crime and the positioning of the intended victim and other characters in the area, and have the player indicate precisely what his cutpurse is doing. Good role-playing in these situations should be rewarded with bonuses to Success chances, while obvious mistakes on the thief's part should increase the base chances of detection or witnesses. Furthermore, sometimes external circumstances exist that will conspire against the thief's desires to operate unseen; for example, if the intended target is a good-looking man or woman, the chances of other eyes being on the victim are greater than usual. As in many cases in *The Fantasy System*, the values given in this section are intended as guidelines rather than hard and fast rules, and should be freely interpreted as situations and circumstances dictate.)

A thief attempting to steal items of jewelry, weapons, or other external adornments from another character's person also uses his Pickpocketing ability rating. Players should note however, that it is more difficult to steal certain of these items than it is to simply slit a pocket or filch a purse, because these other possessions are in closer physical contact with the victim's body, or are highly visible to potential witnesses.

The table opposite summarizes the general properties of various personal effects that might be pilfered by a thief. For each item, a number and letter rating are listed. The first, a graded rating from 1 to 4, indicates the relative complexity involved in removing an item (with 1 representing an item equivalent in difficulty to a simple pickpocketing, and 4 an item in tight contact with a person's body and difficult to remove). If a player attempts to steal an item rated at complexity 2 or above, he divides his normal chances of success by the item's complexity rating, as described under the sections on **Disarming Traps** and **Picking Locks**. The second column of the table indicates the item's visibility to potential witnesses. Three letter codes are used:

Hidden (H) — The object is not in plain sight, and its absence cannot normally be noticed.

Noticable (N) — The object is partly or completely in plain sight, but it is not the type of item that would attract particular attention if it is not in its usual location.

Visible (V) — The object is in plain sight, and is generally of such a size or physical magnificence that its absence would be readily noticed.

If the object being pilfered is in the Noticable class, the chances of a third party witness are 1.5 times normal (rounded up). If the object being pilfered is Visible, there is triple the normal chance of witnesses; for particularly valuable and/or trademark items (like a ruler's crown), the GM may wish to further increase these chances.

Properties of Items Frequently Stolen by Cutpurses

Item	Difficulty	Visibility
Pockets (and small in-pocket items)	1	H
Pouches, Purses	1	N
Tiaras, Hair Combs	1	V
Headbands, Coronets	3	V
Headdresses	4	V
Hat Trims (hatpins, etc.)	1	N
Earrings (clip)	2	H (a)
Earrings (pierced)	3	H (a)
Brooches, Pins, Awards	2	N
Necklaces, Medallions, Pendants	2	N (b)
Collars	4	V
Bracelets	3	N
Armlets	4	N
Cufflinks	1	H
Rings	4	H (a)
Reticules	3	N
Sticks, Canes, other in-hand items	4	N (c)
Belt Buckles	4	H
Weapons, other on-belt items	2	N
Knee Buckles	1	N
Shoe Buckles	1	N
Anklets	3	H

Notes: (a) If extremely large/gaudy, class as N.
 (b) If large/flashy, class as V.
 (c) If laid down, class as 1:H.

6) Moving Silently: This skill represents a thief's ability to move quietly enough to sneak up to or away from his opponents, or to avoid attracting unwanted attention. If successful, a thief's movements will be undetected by others for the next 15-60 seconds (1D4 mr), regardless of their Hearing or Sense Ambush abilities. While Moving Silently, a character may move up to 1/2 his normal Movement Allowance (MA) without penalty, and may not undertake any combat actions except Backstabbing or Cushing attacks (see **Thiefly Combat** for details). Characters attempting to move faster than 1/2 MA suffer the following penalties to their Moving Silently abilities: 1/2 to 3/4 MA, -15%; 3/4 to full normal MA, -30%; greater than normal MA (i.e., running or use of magical items like Boots of Speed), -50%.

A character's Move Silently abilities will also be reduced if he is wearing soft or hard leather (-5%) or chain (-30%) armor. A character without hypervision will also suffer a -25% penalty if attempting to move through an area that is in complete darkness.

There is always a chance that a character attempting to Move Silently will instead manage to do exactly the opposite (accomplishing the same general effect as stepping on a dry branch or creaking

floorboard). Character fumble chances are equal to (16 - Character Experience Level)%, down to a minimum of 5%; thus a 1st level character would fumble on a roll of 86-00, a 6th level character at 91-00, and a 11th or higher character on a roll of 96-00. A fumble of this type doubles the normal Hearing and Sense Ambush chances of all opponents in the immediate area.

7) Hide in Cover: Hiding in Cover defines a thief's overall ability to conceal his presence from others. A thief may attempt to hide himself in any sort of available cover — underbrush, shadows, a roomful of furniture. If successful, the thief will be undetectable by normal sight identification rolls (though he may still be located through a successful Spot Hidden roll — see below). While hidden, a thief may make minor movements, such as shifting position slightly, reaching into a pocket or belt pouch, or readying a weapon. More significant actions may (at the GM's discretion) require the thief to make a Move Silently roll to retain the benefit of his concealment, or cause him to forfeit that concealment entirely.

As in the case of Moving Silently, there is always the unfortunate possibility that a thief's best efforts to conceal himself may instead render him even more conspicuous (as if a neon sign had appeared over his head saying "THIEF"). The chances of such a fumble are the same as those listed under Moving Silently, and a fumble doubles the normal Sight identification or Spot Hidden chances of opponents in that vicinity.

8) Climbing: Climbing skills define a character's ability to scale substantial heights through the use of ropes and/or hand and foot holds. A separate Climbing roll is made for each 10 feet of wall, cliffside, or other relatively sheer surface a thief attempts to traverse. If unsuccessful, the thief must make a immediate saving roll against REF to regain his balance — if this also fails, the thief falls, sustaining 1D6 damage for each 10 feet fallen (if the distance fallen is more than 20 feet, a STM saving roll is also required; if missed, the character will also sustain a Critical Hit).

Characters may reduce their risks of falling by climbing with the assistance of ropes or pitons. Use of pitons or a rope attached by a grapnel adds 2 to any REF saving rolls made. If the character has a rope tied around his waist that is being held by some of his confederates already on higher ground, he will not be able to fall unless his mates somehow lose hold of the rope during the course of the slip (STR saving rolls by the holders may be required if circumstances are viewed to be sufficiently extreme). Magical items known as Spider Paws also exist which (when attached to a character's hands and feet) can artificially increase Climbing ability to 95%. Conversely, extreme weather conditions such as ice, heavy rain, strong winds, or finger-numbing cold can reduce normal Climbing skills by up to -25%.

9) Spot Hidden: A thief makes a Spot Hidden roll whenever he wishes to perform one of the following three searching actions:

- Search a wall, floor, or corridor for secret doors;
- Examine an object for secret compartments; or
- Search for a hidden/camouflaged person/object.

A player may choose to make either a Perfunctory or Detailed search attempt. A Perfunctory search is considered to represent normal practice, a careful but rapid visual scan of the area or object in question. A more Detailed search will increase a thief's success chances to 1.5 times normal levels, but also increases the time required to complete such a search by a factor of 4. The amount of time required for a Perfunctory search will normally range from 1-3 mr, but may take up to 10 mr, depending on the relative size of the item or creature being sought, and natural concealment potential of the object or area being examined. Some example situations are presented below to provide GMs with basic guidelines for estimating time requirements.

Spot Hidden Time Requirements

Object Sought	Object Searched	Time Required	
		Perf.	Det.
Door/Panel*	5'sq section of wall/floor	1 mr	4 mr
Compartment*	Bureau/Desk Drawer	1 mr	4 mr
Compartment*	Small Chest/Coffer/Chair	2 mr	8 mr
Compartment*	Large Chest/Barrel	3 mr	10 mr
Compartment*	Entire Desk/Bureau	5 mr	20 mr
Small Item	Roomful of Furniture	2 mr	8 mr
Small Item	10' sq of Underbrush	5 mr	20 mr
Person	Roomful of Furniture	1 mr	4 mr
Person	50' Radius-Moderate Cover	1 mr	4 mr
Person	50' Radius-Thick Cover	3 mr	12 mr
* secret door or compartment			

A player may make as many Perfunctory search attempts as he wishes, though his base success chances are halved on each successive search of the same area (thus a character with a 20% Spot Hidden chance would have a 10% success chance on his second search of the same area, 5% on his third, and so on, down to a minimum chance of 1%). This reflects the universe's general law of diminishing returns. Conversely, characters are only permitted to make one Detailed search of an item or area; once made, no Perfunctory searches are permitted (such a search is assumed to utilize the character's powers of perception to the fullest; if such an attempt is unsuccessful, it must be presumed that the item sought is beyond these powers of observation).

Other character classes also possess Spot Hidden skills, at reduced levels. Non-thieves have a base 5% Spot Hidden chance and receive only half (rounded up) of any Racial, Requisite, Training, or Sensory bonuses indicated earlier in this section, and double any penalties indicated. If a non-thief makes a successful Spot Hidden roll, he may make a saving roll against IQ; if this also succeeds, his Spot Hidden ability chances increase by 1%.

10) Sense Ambush: Sense Ambush rolls, like Sense Traps, represent a character's ability, obtained through instinct or past experience, to recognize a dangerous situation before it happens — in this case the presence of humanoids or other creatures with potentially hostile intent. Both thieves and fighters possess this skill. A character making a successful Sense Ambush cannot be surprised by an attack and receives 1 free mr to ready his weapon or take any other defensive action he prefers.

The listings of bonuses/penalties for Sense Ambush identify Sensory bonuses for Hearing and Smell. Normal Hearing adjustments are +10% Excellent, +5% Good, -5% Poor, and -10% Bad. These adjustments may be increased if the ambushing party contains more than one-half Green (+15%) or Green and Intermediate (+5%) characters. Smell bonuses are normally only received when the Sensing character is downwind of the concealed group; roll D10 to determine prevailing wind direction:

- | | |
|---------------|---------------------------------|
| 1 - North | 6 - Southwest |
| 2 - Northeast | 7 - West |
| 3 - East | 8 - Northwest |
| 4 - Southeast | 9-10 - Winds too light to carry |
| 5 - South | a scent in any direction. |

Note, however, that certain strong odors (the charnal smell of undead, the sulfurous smell of swamp creatures or dragon's breath, certain powerful perfumes) will be detectable to a sensitive nose regardless of wind direction.

Player-characters who exhibit a consistent pattern of very cautious, paranoid behavior in the campaign may be rewarded with bonuses of up to 20% to Sense Ambush chances. However, such characters will also be likely (80%) to interpret **any** successful Sensing roll they make as a positive reading, whether or not a foe is actually present in the area. After a few false cries of "Wolf!", the fellow party members of such a character may elect to forcibly break their comrade of his paranoia.

IMPROVING THIEVING ABILITIES

Thieving abilities may be increased over time as the thief gains campaign experience. Each time a

character attains a new experience level (see Chapter 4, **Character Advancement** for details), he receives a total of 60 Ability Points (AP) which may be allocated among his various abilities to improve his success chances in these skills. The cost of a 1% increase in a skill depends on the level of the character's current competence, and increases substantially as the character's expertise rises, according to the table to the right.

Current Percent Ability	Cost of 1% Increase
0-34%	1 AP
35-54%	2 AP
55-74%	3 AP
75-94%	5 AP
95% up	10 AP

Thus it would cost 5 AP to raise an ability from 15% to 20%; 10 AP to raise it from 50% to 55%, or 15 AP to raise it from 55% to 60%. Players may allocate any amount of AP to a given ability category, and may even increase abilities over 100% (to combat the effects of negative adjustments like Lock and Trap Complexity, armor penalties to Silent Movement, etc.).

Players' Note: This system of ability advancement is designed to give the player maximum flexibility in developing his character into the kind of thief he desires. Obviously, the player that utilizes a balanced approach of improving all or most of his character's abilities by incremental amounts each level will get the largest value for his AP. Alternatively, however, a player may elect to have his character specialize in only one or two lines of thievery endeavor, in order to obtain a high level of expertise in those areas very quickly. A 5th level character who has spent all 240 of his accumulated AP on Lock Picking, for example, would attain a 97% ability rating, making him one of the elite in this field, although he would still be a 1st level novice in all other areas.

Other Thievery Skills

Tailing

The Fine Art of Shadowing

In the course of a thief's underworld activities (especially in cities where espionage is a profitable occupation, or there are two or more rival criminal organizations vying for control of the city's thieves), he/she may find it necessary to follow another person to find out where the latter is going, what he is doing when he gets there, and/or whom he is associating with. The technique of trailing a person in a manner sufficiently nondescript to not arouse the latter's awareness, and at the same time sufficiently vigilant to prevent a loss of contact is a fine art. It is also a situation that can provide excellent role-playing opportunities for either the trailer or the trailee (since player characters may also find themselves the target of such surveillance efforts). This section provides some guidelines for conducting tailing/pursuit encounters. For the remainder of this section, the character being tailed will be referred to as the "quarry", while the person doing the following will be referred to as "the tail".

The first step in any shadowing operation, of course, is to locate the quarry (sometimes referred to as

"staking the tail"). In some instances (as in situations where a player character decides on the spur of the moment to follow someone who is acting strangely), this may already be accomplished at the outset of the encounter — GMs can proceed directly to **Making the Tail** below. In other cases (such as an assignment from the Guildmaster or a patron to follow Quarry X), staking the tail may be a lengthy and not completely risk-free process. The tail must go to a place that the quarry is known or suspected to frequent — a home, inn (for out-of-town travellers), place of business, or favored drinking establishment are common choices (the number of choices available to the tail will, of course, be dependent on the amount of information he already possesses about the quarry's activities) — and wait for the quarry to appear. Depending on the quality of the tail's information, pure fortuity, and the GM's timetable of events, this wait may be brief, or it may involve a considerable amount of hanging around and loitering in an area. There is a 10% base chance (+5% for every additional hour present, roll once per hour) that the tail's presence will rouse the curiosity and/or suspicions of one or more area inhabitants. These individuals may attempt to observe the tail's actions themselves, inform the neighborhood guard patrol or possibly even the

intended quarry himself of the character's presence, or take direct action — questioning the tail as to his business, or approaching him (either alone or with companions) to threaten him, or physically run him off their territory. The GM should upwardly or downwardly adjust the chances of third party observation, and the severity of any encounters that result from being observed, according to the skill the player character demonstrates in setting up and carrying out the stake-out (i.e., whether he can locate an inconspicuous spot to conduct his surveillance from, or has a ready — and plausible — story to explain his presence, etc.). Once the quarry has been staked and sets off for a new destination, the chase is on!

Making the Tail

The mechanics of active tailing operations are basically a two-phase process: the tail makes Saving Rolls to determine whether he has successfully kept the quarry in sight; if successful, the quarry makes a Saving Roll to determine whether he notices the tail. Saving Rolls are normally made once every 2 minutes in a dungeon or other indoor environment, once every 5 minutes in an outdoor urban setting, and once every 15 minutes in an open (rural) or wilderness environment. Additional rolls may be required at the GM's discretion in the event of a Random Encounter, or other special circumstances (such as the quarry entering a labyrinthine maze of alleyways and dark corners).

Both of these Saving Rolls are made against the affected character's Perceptiveness rating. Character Perceptiveness is equal to $(IQ + DSC)/2$, rounded down. The following bonuses and penalties are applied to this rating:

Character Eyesight: Excellent ($>+30\%$ normal) +3; Good ($+10\%$ to $+30\%$) +1; Poor (-10% to -30%) -1; Bad ($<-30\%$ normal) -3.

Racial Adjustments: Elven +3; Kobold/Orc +2; Goblin/Dwarf +1; Krindorian/Pixie -2

Training Fields: Tracking, Rogue, Sentinel (Journeyman proficiency or better), +1 each

Experience Level: Thief — GR -1; VET +2; EL +3; SUP +4; all other classes — GR -2; VET +1; EL/SUP +2

Player characters should calculate their individual Perceptiveness ratings before initiating tailing actions. NPCs described in the scenarios in this book who are likely candidates for tailing will have Perceptiveness Ratings identified; for all others, assume Perceptiveness = $(DSC + IQ/2) \pm$ Racial and Experience Bonuses.

Tails make all Saving Rolls against their full Perceptiveness Rating. Quarries, on the other hand, are less likely to be tuned in to their surroundings, particularly at the beginning of an encounter. A normal quarry will make his initial Perceptiveness Saving Roll against 1/4 his normal rating (rounded up); those quarries whom the GM deems to be paranoid, or likely to be concerned about being followed (e.g., a man travelling to rendezvous with a secret paramour, or carrying a valuable or politically sensitive cargo), will have an initial Saving Roll of 1/2 their normal Perceptiveness rating (rounded up). A variety of modifiers unique to the current encounter (reflecting the nature of the area in which the shadowing is being

performed, the tactics employed by the tail, and other special circumstances) are then applied to these Saving Roll bases (GMs will note that some factors will affect both the tail and quarry's success chances in a similar fashion), as follows:

Factors Affecting the Tail's Saving Roll Chances

1) **Distance Maintained:** The tail must indicate to the GM the amount of distance (in feet) he is leaving between himself and the quarry. To determine the effect on both tail and quarry Saving Rolls, cross-reference the distance result indicated with the description in the tables below that most closely corresponds to the area in which the tail and his quarry are currently travelling. (Note: GMs should provide players with a running commentary on the route of their journey to aid them in making these decisions.) The first value in the table represents the adjustment made to the tail's Saving Roll; the second, that made for the quarry.

TAILING DISTANCE EFFECTS

Urban	<25	25-50	51-75	76-100	>100
Open territory/ Light traffic	+6/+4	+4/+3	+2/+1	0/0	-1/-1
Major streets/ Normal traffic	+4/+3	+2/+1	0/0	-1/-1	-3/-2
Minor streets/ Crowds	+2/+1	0/0	-1/-1	-3/-2	-5/-4
Backstreets/alleys/ Dense crowds	0/0	-1/-1	-3/-2	-5/-4	-8/-6
Open Wilderness	<100	100-300	300-1500	>1500	
Flat terrain/ Open Fields	+8/+6	+5/+3	+2/+1	0/0	
Rolling hills/ Light cover	+5/+3	+2/+1	0/0	-2/-1	
Rough/Woodlands	+2/+1	0/0	-2/-1	-5/-3	
Dense forest	0/0	-2/-1	-5/-3	-8/-6	
Indoor	<15	15-30	31-60	>60	
Dungeon corridors	+6/+4	+3/+2	0/0	-2/-1	
Residences/shops	+3/+2	0/0	-2/-1	-4/-3	
Freq. branching paths/ Crowded place (meeting, ball, etc.)	0/0	-2/-1	-4/-3	-8/-6	

2) **Time of Day:** -2 if twilight/dusk; -4 if dark.

3) **Weather:** -3 for fog (outdoors only, obviously).

4) **Number in Quarry's Party:** +1 if 2; +2 if 3; +4 if 4 or more in party.

Factors Affecting Quarry's Saving Roll Chances

1) **Distance Maintained:** Consult the Distance Effects Table, using the procedure outlined above.

2) **Time of Day:** -1 if twilight/dusk; -3 if dark

3) **Weather:** -2 for fog (outdoors only)

4) **Number in Tail's Party:** +2 if 2; +3 if 3; +5 if 4 or more (exceptions: see **Special Tailing Techniques**, below)

5) **Personal Knowledge:** +2 if quarry has had previous encounters of a "non-social" nature with the tail.

6) **Cover Story:** Subtract 1-3 (GM's discretion) if tail has worked out a good cover to justify his presence in the area.



Once all adjustments have been factored in, the two Saving Rolls are made. If the tail makes his roll, and the quarry misses his, the surveillance successfully continues until the next interval with no other effects. If the tail **misses** his roll, he must roll a D100 on the table below to determine the consequences:

Roll	Result
01-50	Quarry lost
51-60	GM roll for Random Encounter (optional) or No Effect
61-80	+1 to Quarry Saving Roll base
81-95	+2 to Quarry Saving Roll base
96-00	+4 to Quarry Saving Roll base

If a Quarry Lost result is obtained, the tail still has a chance (albeit a rapidly diminishing one) of relocating the tail. The first roll to relocate the tail is made against 1/2 the tail's Base Perceptiveness; the second at 1/4; the third at 1/8 (all rounded up). Each roll represents 2-5 minutes of searching. If the quarry is not relocated after 3 rolls, s/he is truly lost.

Disguise

During the practice of his criminal occupation, a thief may encounter numerous situations in which he can benefit from obscuring his true features and identity from those he encounters. A clever disguise may provide a player with access to persons or places he wishes to observe, an inobtrusive entry to the scene of

Results 61-00 represent events that occur during the tailing process (either through fortuity, or a miscalculation by the tail himself) that increase the likelihood of the tail being noticed (examples would include an accident or fight in the vicinity of the tail, drawing the quarry's attention toward that direction; hailing of the tail by one of his cronies, etc.). These effects are **cumulative** (i.e., once added, the Saving Roll adjustments remain until the end of the encounter).

If the quarry makes his Saving Roll (regardless of the result of the tail's saving roll), he discovers the tail. If the quarry is an NPC, the GM may have him/her take any action that appears appropriate — examples might include an attempt to shake the tail, approach a city guardsman, turn into an alleyway and wait there to confront his pursuer, or continue on in apparently ignorant fashion until he can think of a way to trap his foes. If a player character is the quarry, he may choose any of the above actions, or any other approach he prefers. The chances of shaking a tail will depend on the amount of cover/avenues of escape available in the area, and the cleverness of the quarry's efforts. Regardless of the outcome, the remainder of the encounter will be an interesting mental chess-game between player and GM.

If the quarry arrives at his destination before the tail is discovered or broken, the tail will have to decide whether to attempt to enter or approach the destination to spy on his target, or to conduct another stake-out until the quarry emerges. If the latter approach is chosen, repeat the Staking and Making procedures as needed until the encounter is completed.

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 approach is normally best used on city streets, where the group's members has a better chance of blending in with the changing crowd.

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 method is often effective in lulling a normally cautious foe into a false sense of security. If one of the above approaches is being employed properly, the quarry bonuses normally awarded for multiple tailing groups should be ignored.

a planned crime, or a means of eluding or confusing pursuit. Impersonations are also an important element in most confidence games and scams.

A thief's skill at disguising himself effectively in such circumstances is calculated as a percentage (D100) chance, based on the character's IQ, MAG, and APP ratings, social and racial background, and the type of role being attempted. The base success chance of any

disguise attempt is 50% (the standard percentage likelihood that any story told by a character will be believed). A number of adjustments are then made to this base probability:

1.) Character and audience IQ: Add or subtract 5% for each point of difference between the IQ of the thief attempting the disguise and the IQ of the individual or individuals to whom the disguise is being presented. If the thief is presenting himself to a small group (2-10) of people, rather than an individual, his IQ rating should be compared to the average IQ (rounded down) of the group. Larger crowds of observers (11+ people) are considered to have a "group IQ" of 8. These adjustments reflect the basic role that intelligence plays in making the thief and his listeners aware of the important little details that add realism to an impersonation (e.g., use of specialized terms or "catch phrases", proper costuming and insignias, awareness of area customs and courtesies). As the number of witnesses present at an event increases, the opportunities for the sort of close personal interactions that might reveal flaws in an impersonation decrease.

2.) Family Background: A character's family background may restrict or enhance the types of roles with which he is familiar. Most peasants or serfs will be totally unaware of the rituals of court life, and will find it very difficult to properly impersonate men of station. Conversely, a nobleman or high-ranking guildsman disguised as a beggar, servant, or simple farmer will find it difficult to not display an inappropriate amount of self-esteem in his mien and bearing. Thieves attempting to portray roles more than two classes above or below their own social class (the five classes, in ascending order, are Rabble, Peasantry, Merchant, Guildsman and Nobility) receive a -30% penalty to disguise chances.

Family background may also have a positive impact on disguise chances. A character may add 10% to his disguise chances whenever the role he plays is that of a

character from the same social class as his own upbringing. In addition, all characters with a Merchant background receive a 10% (and Guildsmen a 5%) bonus to their chances of portraying any non-military role, due to the generally wider range of contacts they have made.

3.) Character MAG Rating: A character's MAG rating reflects his general ability to favorably influence others, a high or low personal MAG can greatly influence a character's believability. All MAG bonuses and penalties are **doubled** in situations where a character's disguise requires him to act in a command or leadership capacity. The bonuses and penalties associated with a character's MAG rating are shown in the table below.

4.) Character APP Rating: In disguise, possession of an average, unmemorable set of features will usually work to an impostor's advantage, improving the thief's ability to blend into a crowd, reducing the likelihood that any witnesses will focus their attentions on them, or recall his or her face when the character has abandoned the disguise. Characters with great physical beauty or ugliness, conversely, are likely to find their distinctive looks a hindrance that must be overcome. Penalties for high APP (>14) may be ignored if the disguised person is dealing with a single member of the opposite sex, since the thief's physical attractiveness can also be presumed to reduce the subject's interest in finding fault with his/her disguise.

Rat.	MAG	APP
<4	-20	-20
4	-15	-15
5	-10	-10
6	-5	-5
7		
8		+5
9		+10
10		+20
11		+20
12		+10
13		+5
14	+5	
15	+10	-5
16	+15	-10
17	+15	-15
>17	+20	-20

5.) Adjustments for sex roles: Subtract 35% if the character is attempting to portray a person of the opposite sex.

RACIAL ADJUSTMENTS TO DISGUISE CHANCES

Role Attempted	RACIAL TYPE									
	Human	Dwarf Goblin	Hobbit	Elf 1/2Elf	Orc 1/2Orc	Uruk Krin	Kobold	Centaur	Pixie	Avanthar
Beggar	+10	-30	-30	-50	+50	-30	+40	-30	-30	-50
Servant	+10	-50	+20	-40	-50	-50	-40	+10	-30	-30
Laborer	0	+25	-40	-15	+15	+25	-30	+20	-50	-30
Cook/Chef	+10	-40	+30	-10	-30	-40	-30	-40	-40	-30
Constable	+15	+10	-25	E-15 /E 0	0-50 /0-10	-10	-50	+10	-50	-25
Priest	0	-20	0	-10	-20	-20	0	0	-10	0
Bureaucrat	+15	-10	-20	-30	-30	-30	-50	-20	-50	-20
Entertainer	+5	-30	+5	+25	-30	-50	-10	0	0	0
Common Goods Merchant	+15	+20	+20	-15	-20	-10	-15	-10	-40	+15
Fine Goods Merchant	+10	+25	-10	0	-40	-30	-40	-30	-25	+20
Medical (Healer)	+10	0	0	+20	-30	-35	-30	-10	-20	0
Artisan	+10	+25	0	+20	-30	-15	-30	+15	-40	-10
Mage	0	-15	-40	+20	-30	-40	-30	-25	+25	-15
Military (Warrior)	+15	+15	-30	0	-10	+25	-40	+15	-50	-20
Nobility	+10	0	-50	+20	-50	0	-30	-10	-10	+5
Scholar	+10	-20	+10	-20	-30	-40	-40	-30	-50	+5
Retainer	+20	-15	-40	+5	-30	-10	-50	-20	-35	-10

6.) Role/Racial Adjustments: Finally, adjustments must be made to reflect the compatibility of the disguise selected with the character's racial background. Humans have the best of it here, as they are commonly found in all classes and walks of life. Other races, however, may suffer penalties to success chances if they select a disguise that runs counter to the general populace's prejudices and preconceptions. Hobbits and pixies, for example, will not generally make convincing captains of the guard, while centaurs and orcs are likely to have similar difficulties passing themselves off as jewel appraisers. The table below provides general guidelines for estimating the racial acceptability of various roles. (Note: GMs should modify these basic modifiers as necessary if the individual's personal attributes seem particularly appropriate or inappropriate to the role chosen).

Once all adjustments have been made, the GM then secretly rolls a D100 to determine the effectiveness of the disguise; if the roll is less than or equal to the character's Disguise rating, the impersonation is successful. If unsuccessful, the GM may have the NPC witnesses openly indicate their suspicion or outright disbelief, or may instead elect to have them "play along" with the impersonation to attempt to learn what is really going on. In the latter event, the GM may wish to give the player thief a saving roll against his DSC (possibly with minuses, depending on the guile of the witness) to notice this deception or to at least sense that something is amiss. If the disguise roll is successful, the NPC witness will believe the thief's disguise completely, until and unless a "crisis situation" occurs.

Whenever a character is operating in disguise, there is always a possibility — either through a suspicious or out-of-character word or deed, or circumstances beyond the player's control — that a situation may occur in which the character's authenticity may be called into question. Examples of such "crisis" circumstances might include a man posing as a Healer refusing to attend a wounded man, a supposed cripple suddenly moving normally on his "lamed" leg, or the unexpected arrival of an individual who knows and/or recognizes the character from real life or from some previous, different impersonation. In such a "crisis situation", the disguised player character must make a second D100 roll to re-establish his credentials (i.e., think up a good story to explain away the concern of others). Characters have a 10% base chance of making such a "crisis control" roll. They may add the following modifiers to this base chance:

- 1) +5% for each point of DSC > 10
- 2) +5% for each point of MAG > 12
- 3) +2% for each level of experience attained
- 4) Add and/or subtract any Inborn Ability or Training bonuses (or penalties) to character Credibility.
- 5) GMs should add bonuses or penalties at their discretion to reflect the quality of any role-playing actions taken by the player to restore the disguise.

It is possible (especially in an extended impersonation, like a long caravan journey) that a character may have to make more than one "crisis control" roll for the same disguise. If a crisis control roll is missed, the character's disguise is no longer effective (see **Reactions to Unsuccessful Disguises**, above).

EXAMPLE: Damien the dwarf, a 5th level (INT) thief, wants to gain access to the Baron Egbert's urban townhouse, to determine the likely storage location of the Baron's new wife Lady Catherine's jewelry (rumored to contain a number of valuable items). He decides to attempt to gain entry to the house through the use of a disguise. Damien's personal attributes are: IQ - 15; DSC - 12; MAG - 8; APP - 8; Family background - Merchant. He elects to impersonate a member of the City Guard, searching the neighborhood for an escaped convict seen in the vicinity. The thought is a good one — the disguise, if believed, should provide him free access to all portions of the house, including the private chambers of the Baron and Lady (the area most likely to contain the jewelry). In addition, the nature of the disguise chosen may also provide the dwarf with some valuable side benefits — 1) relative privacy (for what noblewoman or maidservant would want to come face to face with a "dangerous killer"?), and 2) an opportunity to ask questions that would normally be quite suspicious, such as whether the house contains any secret doors or passageways. Damien also elects to attempt his impersonation in the afternoon, at a time when he believes the Baron (well-known about town for his astuteness) will be absent.

Upon his arrival, only the Lady Catherine and the house servants are present. Since the latter will almost certainly follow their mistress' lead, the disguise is treated as a 1 to 1 encounter. Lady Catherine's IQ is 11. Damien's chances of convincing the Lady of his disguise are 85% — Base chance 50% + 4 x 5% for the IQ difference between Damien and the Lady + 5% for APP + 10% racial bonus (Constable). He receives no bonuses for MAG, and does not receive the normal 10% Merchant background bonus because the role he selected is military in nature. The GM rolls a 54, and Damien is inside, "searching" each room for his mythical quarry.

After about 5 minutes, Damien is ready to depart, having noted a number of potential hiding places for valuables, and having also taken the opportunity to discreetly unlatch one of the upstairs windows to facilitate his later reentry (note that this act, if observed by Catherine or a servant, would likely bring about a "crisis"). Before Damien can leave, 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 has spoken to the commander of the area Guard barracks within the last hour. Here, thus, is another "crisis", and it is a confrontation that Damien is ill-prepared to face. His chances of restoring the situation are only 28% (10% base + 2 x 5% for 2 points of DSC > 10, + 4 x 2% experience bonus). The player portraying Damien is also at a bit of a loss (he never even bothered to find out the Guard commander's name, and can only suggest that the Commander wanted to keep the escape secret from the public for some unknown (to him) reason — the GM awards no discretionary bonuses for this story. Luckily for Damien and his alter-ego, however, the GM rolls an 07, and the dwarf's excuse is sufficient to satisfy the Baron. Soon after, as he pauses to calm his jangled nerves in a nearby alleyway, Damien is able to soothe himself with thoughts of the fantastic treasures that may soon be his ...

Chapter 2

Rules of Play

This section describes the basic mechanics of movement, combat, saving and ability rolls, etc., which are used in resolving the situations that develop during the course of play (whether it be the scenarios provided in this package or adventures devised by the GM). The **Thieves' Guild** rules are sufficiently detailed to allow GMs to use this book as a stand-alone system; GMs who have purchased the complete **Fantasy System**, however, will find more detailed treatments of combat resolution and magical artifact/spell generation and use in the companion volumes to this one (**Naked Sword** and **Paths of Sorcery**).

Movement

There are three scales of movement used in the **Thieves' Guild** system: Overland, Encounter, and Melee Movement. Each scale — and the movement speeds that player characters and other creatures can attain in each — is detailed below.

Overland movement scales are used when players are travelling from city to city, or journeying through open country or wilderness. Movement is usually charted on a 5 mile/hex grid. A human moving at a normal pace through relatively clear terrain can travel up to 20 miles (4 hexes) in a day without difficulty. A pack animal or team-driven wagon can make up to 30 miles/day and a good riding animal can carry its rider up to 40 miles/day. Non-human player character races can travel at the following base daily rates: elvish/orcish races — 20 miles; dwarf/goblin — 15 miles; hobbits/kobolds — 12 miles; avanthari — 50 miles (flying), 15 miles (foot); pixies — 25 miles (flying), 5 miles (foot). Mixed parties travel at the rate of the slowest member. If the players are travelling in a large group like a caravan, maximum movement rates are decreased as follows: horses — 20 miles/day; pack animals — 18 miles/day; wagon train — 15 miles/day; foot caravans — 10 miles/day.

Other factors that can affect overland travel speed are as follows:

Weather: Fog -30%; Snow -50%; Rain -20%.

Terrain: Rough -20% (-30% for wagons);

Mountains -30% (-50% for horses or wagons);
Good Roads +20%.

Characters in need of extreme haste (a bandit gang seeking to elude a pursuing posse, an army unit on forced march) may voluntarily elect to travel faster than the maximum rates indicated above. Each member of a party attempting such a feat must make a STM Saving Roll at the end of each day of over-speed travel. If the Saving Roll is unsuccessful, the character sustains damage to his STM, based on the rate of speed attempted — 101-150% of normal movement rate, 1D2 damage; 151-200% of normal movement rate, 1D4 damage (-6 to Saving Roll); 201-250% of normal movement rate, 2D4 damage (-8 to Saving Roll). Stamina lost in this manner is recovered at a rate of 1 point per day of relatively complete rest; a character operating at a decreased STM also suffers a temporary percentage decrease in HTK equal to the percentage of total STM lost (e.g., a character with normal STM of 16 and HTK of 44 who has had his STM decreased to 12 — 3/4 of normal — by forced marching would have an effective HTK of 33 until allowed to rest and recuperate). STM rolls for horses are made against 3D12; if missed, there is a 15% chance (in addition to the STM and HTK penalties) that the horse will sustain some sort of injury that will slow his MA — or possibly lame him permanently (GM's discretion as to effect, which can be mitigated if the party has someone with Veterinary skills).

GMs operating on the overland scale should make four daily rolls (3 daytime, 1 nighttime) for possible NPC or creature encounters. The chances that an encounter will result will vary according to the nature of the region the players are travelling in and the specific

circumstances surrounding their journey; some very basic guidelines are provided below:

General Terrain	% Chances of Encounter		
	Urban	Rural	Wilderness
Road	75	30	20
Open Country	40	15	25
Rough	35	20	40
Mountainous	30	15	30

Encounter movement is designed to provide a means of conducting intermediate scale tactical movement between the time that a potential encounter is identified (by sight, sound, or smell) and the time the two sides come into close (Melee range) contact. On the Encounter scale grid, one hex represents 20 yards, and turns are 1 minute long; on the **Melee** grid, hexes represent a distance of 5 feet (thus each Encounter hex actually constitutes a 12 x 12 grid of Melee scale hexes), and each melee round (mr) lasts 15 seconds. Individual character movement rates in both scales are primarily based on the character's general size and the type of armor he is wearing, as indicated in the tables

Encounter Movement Factor (EMFs)

Being	CLO	SFT	LTH	CHN	SCA	PLT
Human/Elf/Orc	4	4/3	3	3/2	2	2/1
Dwarf	3/2	3/2	3/2	2	2/1	2/1
Hobbit/kobold	3/2	2	2/1	2/1	1	1/0
Goblin	3/2	3/2	2	2/1	2/1	1
Krindorean	5	5	4	4/3	3	3/2
Centaur	8	7	6	5	4	4/3
Avanthar (flying)	9	7	5	N	N	N
(walking)	3/2	3/2	2	2/1	N	N
Pixie (flying)	7	5	3/2	N	N	N
(walking)	2/1	1	1/0	1/0	N	N
Lt. Rid. horse	9	7	4	2	N	N
Med. Rid. horse	9	7	5	4/3	N	N
Heavy War horse	8	7	6	5	5	4
Draft horse	5	5	5	N	N	N
Mule	4	4	4	N	N	N

Melee Movement Allowance (MA)

Being	CLO	SFT	LTH	CHN	SCA	PLT
Human/Elf/Orc	12	10	9	7	6	5
Dwarf	8	7	7	6	5	4
Hobbit/kobold	7	6	5	4	3	2
Goblin	8	7	6	4	3	2
Krindorean	15	14	12	10	9	8
Centaur	22	19	16	14	12	10
Avanthar (flying)	28	20	14	N	N	N
(walking)	9	8	6	4	N	N
Pixie (flying)	20	14	6	N	N	N
(walking)	4	3	2	1	N	N
Lt. Rid. horse	28	22	12	6	N	N
Med. Rid. horse	26	22	16	10	N	N
Heavy War horse	24	20	18	16	14	12
Draft horse	14	14	14	N	N	N
Mule	12	12	12	N	N	N

below. The six armor types listed in these tables are CLO — cloth or no armor; SFT — soft leather; LTH — hard, boiled leather (cuirbolli); CHN — chain mail; SCA — scale mail; and PLT — plate mail (the effects of each of the various armor types are described in a later section of this chapter). Where a result in the Encounter Movement table indicates two numbers separated by a slash, the two rates are to be used in alternate turns (e.g., a 4/3 would move 4 hexes the first Encounter turn, 3 hexes the second, 4 hexes the third, and so on).

Up to 100 characters can share the same Encounter hex during the movement and/or combat phases of a turn; only one character can occupy a Melee hex at any one time. If two opposing characters are adjacent to one another at the end of a melee round, they are considered engaged for combat purposes (provided that at least one of them can see the other in one of his three forward facings). The point at which play should be transferred from the Encounter to a Melee grid will depend on the actual course of a scenario. A good rule of thumb is that a Melee grid should be used whenever the opposing parties move within two Encounter scale hexes of each other; when transferring to the smaller scale, each character should be placed on a hex at or near the center of the appropriate Encounter hex.

Missile combat can occur while the two parties are still on the Encounter grid (a longbow at long range fires up to 120 Melee hexes, or 10 Encounter hexes, away). If the groups involved are small, this fire can be resolved using normal procedures, except targeting among a group of foes in the same hex is resolved randomly; GMs should remember that each turn represents four melee rounds worth of fire. If the two groups each contain large numbers (20 or more), it will probably be more practical to resolve combat using the mass combat rules presented in **Naked Sword**, the Warriors and Wilderness companion volume to **Thieves' Guild** (these rules are also summarized in **Thieves' Guild 10 — Bandit Gangs and Caravans**).

A variety of factors may adjust the basic movement rates indicated in the above tables:

1) **Running:** Characters/creatures may elect to run to increase their movement allowance; Running doubles the Encounter or Melee movement speed of a character. A character may run no more than a consecutive number of melee rounds equal to 2x his current STM rating (or more than 1/2 STM consecutive Encounter turns) — a character with STM 16 can run for up to 32 mr or 8 encounter turns. If a character moves at a run for more than 1/2 his maximum limit, he must immediately rest (no movement possible, may fight at +4 to normal HACØ only if attacked) for a certain amount of time to recover his strength, as follows: 1/2 to 3/4 of endurance limit — rest 1D4 mr or 1 encounter turn; 99% of limit — rest 2D4 mr or 2 encounter turns; 100% of limit (literally running until you drop) — 3D6 mr or rest 2D3 encounter turns. The running option may not be selected if the character is moving through terrain (see below) that reduces EMF by 1/2 or more. Characters in melee movement may run through terrain hexes requiring 2 or more MA points to enter, but must make a REF saving roll in each hex to avoid tripping.

2) **Terrain Effects:** Certain types of terrain limit Encounter movement speed for some or all character classes. These effects are shown in the table below, described separately for 2-legged, 4-legged, and flying creatures.

TERRAIN EFFECTS ON EMF

Terrain Type	2-legged	4-legged	Flying
Rough (hilly, rocky)	1/2	3/4	NE
Steep Incline	1/4	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
NE — No Effect NA — Movement for this creature type not permitted (1) — Burros exempted from this restriction; may move 1 hex per turn (2) — Pixies exempted from this restriction; may move 3/4 normal rate			

During Melee movement, hexes containing certain terrain cost the following number of Movement Allowance (MA) points to enter:

Wooded — 2	Brush — 2
Rough, Broken — 2	River (at ford) — 2
Steep Incline — 3	River (no ford) — 4

3) **Encumbrance:** It is an obvious general conclusion that the more weight a man or other creature is required to carry, the slower he will move. The *Fantasy System* rules attempt to deal with these effects without introducing elaborate calculations of encumbrance. It is assumed that each race can carry the following maximum weight load in addition to basic equipment (consisting of leather or lighter armor, 2 weapons and/or 1 weapon and shield, and one small back pack of food and basic adventuring supplies):

Human — 120 lbs	Elf, Half Elf — 100 lbs
Dwarf — 160 lbs	Orc, Half Orc, Goblin — 100 lbs
Avanthar — 20 lbs	Uruk Hai — 140 lbs
Pixie — 10 lbs	Hobbit, Kobold — 60 lbs
Centaur — 250 lbs	Krindorean — 200 lbs
Pack horse — 650 lbs	Lt. riding horse — 400 lbs
Mule — 750 lbs	Med. riding horse — 550 lbs

(Chain, scale, and plate armor count as 20, 35 and 50 lbs toward total weight limits, respectively; values for horses do not include riders.) If a particular character has a natural (before racial adjustment) STR rating of 15-17, add 25% to this maximum load; if STR is 18 or higher, increase carrying capacity by 50%.

If a character is carrying more than 1/2 of his maximum allowable load, move one column to the right on the Movement table (i.e., a human in leather armor carrying 70 lbs of extra load would move at the same rate as an unencumbered man in chain mail). If a character is carrying more than 3/4 his maximum load, adjust his movement rate two columns to the right. Characters may attempt to lift and move weights greater than their maximum carrying capacity for short amounts of time. While encumbered in this manner, all characters move at plate armor movement rates; in addition, for every minute or fraction thereof the character attempts

to move this load, he must make a STR saving roll (with minuses applied by the GM for really gross loads) or do some sort of damage to himself (muscle tear, groin pull, or the ever popular hernia).

Groups of characters may also pool their weight bearing capacity to transport very heavy/bulky objects. If the weight being borne is equal to 1/2 or less of the total carrying capacity of the group, they may move at scale armor movement rates; if 51-100% of total capacity, at plate rates; and if 100+% of capacity, the group will move at plate rates and all must make a STR saving roll to keep the object aloft (if not, REF saving roll to avoid damage from its fall).

4) **Facing Changes:** Groups of characters moving on the Encounter grid may make one 120° facing change per turn, whether or not they change their actual position (if all within a group have an EMF of 4 or greater, facings may be changed up to 180°). On the Melee scale, each 60° facing change made costs 1 MA point. When moving at normal speed, human or smaller-sized characters may make up to one facing change for each hex they move (i.e., an elf in cloth — MA 12 — can move 1 hex and turn 60°, move another hex and turn 60°, and so on, making a complete 360° circle by the end of his turn if he wishes). Other creatures must move a greater number of hexes between facing changes, as follows: horses — 1 facing change per 6 hexes of movement; pixies (in flight) — 1 change per 4 hexes; avanthari (in flight) — 1 change per 10 hexes. Horses moving at running speed (full gallop) may not turn more than 120° total in any one turn. Character or creatures moving less than 1/2 their normal MA may make an unlimited amount of facing changes at the following cost — humans or smaller — 1 per 60°; 4 legged-creatures — 3 per 60°; flying creatures — 4 per 60°.

5) **Avanthari:** Because an avanthar's wings are primarily designed for gliding rather than flapping, airborne avanthari (unlike almost any other character/creature) have a minimum melee MA of 6 and a minimum EMF of 2 per turn. Characters who do not move the minimum have an 80% chance of losing their wind current and will begin to plummet earthward (REF saving roll to beat wings sufficiently to remain aloft; no actions but flying permitted for the next 2 mr or 1 encounter turn).

Combat

(GM's Note: The complete *Fantasy System* combat rules are presented in *NAKED SWORD*; the major principles of its basic combat system are summarized below. This section also outlines a number of specialized tactics that thieves may elect to employ as alternatives to normal combat).

Basic Combat Resolution

At the end of any Melee movement phase, a character may participate in combat if he either a) has a ready close range weapon (sword, dagger, etc.) and a target positioned in one of his three adjacent front hexes; b) has a ready missile weapon (bow, sling, throwing axe) and a target within his weapon's maximum

range and in his line of vision; or c) has a magical combat spell readied and a target within the spell's effective range. Depending on the maximum range of a weapon or spell, characters may also be able to launch attacks of type b) or c) at the end of an Encounter movement phase. In the case of option a), a character may only attack if he has moved no more than 1/2 his total MA in the current mr; in b) and c), the character may not have moved more than 2 hexes in the current mr. All combat is assumed to occur **simultaneously**; thus each character or creature entitled to make an attack at the end of a movement phase may do so, even if he suffers fatal damage during the course of the current combat phase. Some weapons or spells may be fired more than once during a single combat phase; however, all multiple shots in a round must be directed at a single target. In addition, all the participants in a combat must declare their target for that phase before any attacks are resolved.

All attacks are resolved through the roll of a D20. Each character/creature is assigned a basic hit probability for each weapon it uses. This base (called HACØ, for Hits Armor Class Ø) represents the die roll result that must be equaled or exceeded for the attacker to successfully strike an unarmored man (ACØ). The HACØ value differs for different weapons, and may also differ between characters for the same weapon, depending on their inborn physical capabilities, level of training with the weapon, and overall combat experience.

To determine whether a character/creature has successfully hit its foe with an attack, the target's effective armor class (hereafter abbreviated EAC) is added to the attacker's HACØ for the weapon he is currently using. EAC represents the opponent's total defensive capability, and includes the following factors: 1) the defined protective value (AC) of any armor, shields, helms, or magical protection worn by a character (or the natural protective value of a creature's fur, hide, or carapace); 2) any parrying skill the character possesses with a weapon he has readied; and 3) any natural Dodging ability that the character/creature possesses due to high REF ratings. If the attacker's die roll equals or exceeds his HACØ + the opponent's EAC, a successful hit has been scored.

EXAMPLE: Dworin, a 1st level dwarven thief with no Hit Probability bonuses for coordination, has a HACØ of 9 with a shortsword. He attacks Sledge, a human fighter who is wearing chain armor (AC5), carrying a small shield (AC1), and has parry and dodge bonuses totalling +2. Sledge's EAC = 5 + 1 + 2 = 8, so that Dworin needs a (9 + 8) = 17 or better on a D20 to hit Sledge.

If a hit is scored, the successful player then rolls to determine the amount of damage inflicted by his blow. All damage is measured in numbers of **HITS**, which in turn are subtracted from the target's total **HITS TO KILL** (HTK). Each weapon in the **Basic Character Creation** book **Weapons** table lists base numbers of damage dice which are rolled to calculate these hits; certain characters receive additional damage dice as indicated on the table, as a result of weapons expertise or STK bonuses. If the total damage done to the opponent equals or exceeds his HTK, the character is mortally wounded and will collapse (unless in a berserk frenzy) at the end of the current combat phase.

Critical Hits

If a player character's attack die roll is 10 or more points greater than the minimum needed to score a successful hit (HACØ + opponent's EAC), he is considered to have inflicted a critical wound. In the case of Dworin, the thief in our earlier example, he would critically hit an unarmored (ACØ) man with his shortsword on a 19 or greater. Against Sledge, his foe in the example, Dworin needs a 27 (19 + EAC of 8) to score a critical, a rather difficult result to obtain on a D20. However, Dworin does have some (albeit modest) chance to critically wound his foe, because when a character rolls a 20 on his initial roll, he may also roll an additional D10 and add this result to 20. If another 10 is rolled, an additional D10 may be rolled if the character has still not attained the Critical Hit level (note that this would also be the only way that Dworin could score a normal hit if he were fighting an opponent with an EAC of 12 or more).

If a critical wound has been scored, the attacker rolls a D8 and consults the **Critical Hits** table to determine the type and effect of the special damage inflicted. Damage multipliers are applied to the normal damage die results; critical wounds may also reduce an opponent's own HACØ, Movement Allowance, or Stamina rating. If a limb is indicated as being injured, roll a D4 to determine the limb affected: 1, weapon arm; 2, shield arm; 3,4 left or right leg, respectively. Where a result indicates a loss of blood, the loss will continue until the character can somehow stanch the flow of bleeding with a cloth or bandage (for severe gashes, this requires a successful emergency save by a character with First Aid training). If a character's STM rating falls to 1/2 its



normal level, the character is slowed to 3/4 his normal MA (rounded down) and may only attack once every 2 melee rounds; at 1/4 normal STM, the character is reduced to 1/2 MA and one attack every 3 melee rounds. If a character's STM rating drops to 0 as a result of blood loss, he will collapse into a state of shock and will die if not treated by healing spells or by a Master of First Aid within one hour.

A character's chances for achieving critical damage with most weapon types will improve as he attains greater levels of training expertise in that weapon. A bonus of -1 to critical hit probability (CHP) means that the character need only roll a result 9 (rather than 10) points higher than HAC0 + EAC.

(GM's Note: The expanded Combat System detailed in **Naked Sword** follows the same general principles for critical hits outlined above. Instead of the single table provided below, however, **Naked Sword** uses three separate Critical Hit tables, to differentiate the critical effects caused by blunt, slashing, and thrusting (including missile) weapons).

Fumbles

Just as a character can at times obtain above average success on a given attack through critical hits, there are also occasions in combat when he may misstep and commit awkward (and sometimes ultimately fatal) errors in tactics or execution. A character/creature has a chance to "fumble" its attack on any combat die roll result of 1 or 2 (even if this result represents a successful hit). If the opponent being attacked has an EAC rating of 8 or more, a die roll result of 3 also represents a potential fumble. To avert disaster, the character must make a saving roll against his current CDN rating; if unsuccessful, a fumble occurs. In the case of Dworin vs. Sledge, our dwarf would have to make a CDN save on any die roll of 1, 2, or 3. This means he has almost as much chance of fumbling (3 out of 20) as he does of striking successfully (4 out of 20) — which suggests that if this fight was Dworin's idea, he ought to have his head examined (if it hasn't already been handed to him by the end of the battle).

If a character has a Weapon Rank of 3 or better with the weapon he is currently using, he reduces his fumble chances by 1 number (i.e., he may only fumble on a 1 against opponents with EAC < 8, or on a 1 or 2 against opponents with an EAC of 8 or more). If a character has a weapon rank of 5 or better with the weapon he is currently using, he can only fumble on a combat result of 1, regardless of his opponent's EAC! Any character (no matter how experienced or powerful) will always have a potential chance to fumble on a 1, regardless of other bonuses, magical enhancements, etc.

Fumbles are resolved (like critical hits) by rolling a D8 and consulting the Fumbles table. Where a result indicates that melee rounds (mr) are lost, the character may not move or attack during that time period. **(GM's Note:** In the complete **Naked Sword** combat system, characters incapacitated by fumbles are permitted to undertake purely defensive movements like Ducking, Dodging, or Parrying at reduced effectiveness.) Adjustments to HAC0 or MA resulting from minor injuries are assumed to last until they are healed (see below).

CRITICAL HITS

Die Roll	Type of Wound	Damage Factor	Other Effects
1	Knocked Breathless	1	Stunned 1D4 mr
2	Limb Damaged	1.5	If weapon arm, HAC0 +4; if leg, MA 1/2
3	Limb Broken	2	Limb useless
4	Internal Injury	1.5	HAC0 -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	Loses 2 pts STM each mr from blood loss
8	Instant Death	10	Foe dies at end of mr

FUMBLES

Die Roll	Type of Fumble	Effect
1	Drop Weapon	Takes 1 mr to retrieve weapon
2	Break Weapon	Must draw new weapon; lose 1 mr
3	Hit Ally	Roll to hit as for opponent; do normal damage if successful
4	Hit Self	Automatic; 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 for remainder of combat and until healed

Effects of Armor

The type of artificial or natural armor worn by a character or creature will have several distinct effects on the flow and resolution of combat:

- 1) Each type of armor is assigned a protective value (armor class, or AC) that is used in calculating the character's Effective Armor Class (EAC). ACs are ranked in ascending order; the higher the AC, the more protection a material affords.
- 2) Some types of armor absorb a portion of the damage taken from successful hits. Damage blocked by Absorption is not counted against HTK; this damage is instead applied against the total hit point value of the armor. If the total amount of damage absorbed by armor over time accumulates above 25% of its total hit point value, there is a percentage chance (equal to the percentage of total hits used) that any given blow will strike an unprotected spot (no absorption allowed). Alternatively, characters may elect to have their armor repaired periodically to prevent such occurrences, if they can locate an Armorer with sufficient expertise to perform such repairs (see the Non-weapon Trainings section of the Basic Character Creation rules for details).
- 3) Some types of artificial armor are sufficiently burdensome that they reduce the effective CDN and REF of their wearers. GMs should use these adjusted CDN and REF ratings in determining a character's chances of averting potential Fumbles and his Dodge ability, and his chances of making other Saving Rolls.

There are six basic types of artificial armor delineated in the **Fantasy System** rules: Cloth (padded shirt), Soft Leather, Hard Leather (cuirbolli), Chainmail, Scale and Plate. The basic characteristics of each armor type are outlined below.

Armor Type	AC	Hit	Hits Blocked	Adjustments to	
		Point Value		CDN	REF
Cloth	1	-	0	0	0
Soft Leather	3	-	0	0	-1
Hard Leather	4	40	1	-1	-1
Chain	6	150	2	-1	-2
Scale	8	200	2	-2	-4
Plate	10	250	3	-3	-5

Thief characters are not permitted to wear scale or plate armor, due to the immense havoc such bulky suits would wreak on the character's speed and stealth; relatively few thieves will wear chainmail or carry shields for the same reasons.

If a character is not wearing an appropriate helm to accompany his armor, he must subtract 1 from his EAC to reflect this fact. Traditional helms for the six armor types are given to the right.

Armor	Helm
Cloth	Soft Leather
Soft Leather	Soft Leather
Hard Leather	Hard leather
Chain	Norman Helm
Scale	Roman Helm
Plate	Great Helm

Characters may also increase their EAC through purchase and use of a shield. Basic statistics for shield use are provided below; additional detail on the design and use of shields is provided in **Naked Sword**:

	CDN	REF	Damage Absorbed	Add to AC
Small	0	0	0	1
Large	-1	0	1	1
8-layer leather	-1	0	0	1*
Kite	-2	-1	2	2
Tower	-3	-2	2	3
* +3 to EAC vs. missile attacks				

Recovery from Wounds

After a given battle situation is resolved, several of the characters involved in the combat may be alive but injured (either critically or non-critically). Normal damage may be recovered through a variety of means over time.

1) Any character who has sustained damage during the just concluded combat may receive one (and **only** one) application of First Aid from any one (and **only** one) character trained in that skill. The amount of hits healed is determined by die roll, depending on the level of training the selected character possesses. First Aid must be applied within one hour after the wounds were initially sustained to be effective. Note that a character possessing First Aid cannot heal himself in the above manner.

2) Characters naturally heal non-critical damage at a rate of 1/2 their current STM per day, until fully recovered. Healing ability will therefore be temporarily reduced if the character has suffered damage to his STM rating due to blood loss, effects of poison, etc.

3) Characters may also recover normal damage through the application of magical healing draughts and potions. Potions of this type commonly heal 1D4 or 2D4 of damage; there is theoretically no limit to the number of such potions that can be consumed at one time (save the significant cost and modest availability of such items on the open market).

Players recover lost STM at the rate of 1 point per day until restored to normal. Penalties to MA and Attack frequency described under the STM loss comments in the **Critical Hits** section, continue in effect until the character's STM level increases above 1/2 his normal level.

Minor limb injuries described in the **Fumbles** table take 1D12 days to heal properly. Fractures (Limb Broken) take 2-4 (1D3 + 1) weeks, and broken bones take 4-8 (2D3 + 2) weeks to mend correctly; if a character is forced to strenuously use an injured limb before it has completely healed, there is a 40% chance (-5% for every point of current STM over 12) chance of a refracture. All penalties associated with these injuries remain in effect until the damage has completely healed. A successful emergency save by a character with Master First Aid training (one chance only) can reduce the recuperation times listed above by 1/2.

Additional Combat Tactics for Thieves

The general rules of combat are designed to cover situations in which two or more foes are trading blows in face-to-face combat. In most cases, however, this is precisely the sort of fight a thief wants to avoid, since it gives his opponent such a fair chance to win. A good thief will seldom initiate such actions, seeking instead to evade contact entirely wherever possible and to dispatch those opponents who must be eliminated through stealth and cunning. The following alternative tactics provide several possible means of obtaining these objectives.

Backstabbing and Strangulation

Backstabbing and strangulation attacks are made by sneaking up on a foe from behind, in an effort to incapacitate him/her permanently — the first by landing a single well-placed blow, the second by cutting off their very life's breath. To make either a backstabbing or strangulation attempt, a character must first successfully Move Silently into one of the hexes adjacent to his opponent's 3 rear facings. While attempting to Move Silently, characters may move up to 1/2 their normal MA without penalty; faster speeds add the following adjustments to the D100 Ability Roll result obtained: 1/2 to 3/4 MA, +15; 3/4 to full MA, +30%; and full to 1.5 times normal MA, +50% (movement rates greater than 150% normal rate are not allowed). Note that these adjustments both reduce the thief's chances of successfully Move Silently, and increase the likelihood that he may Fumble his Ability Roll (increasing the



chances of detection). GMs and players should both bear in mind the consequences of the three possible results of a Move Silently roll:

- A) **Successful** — No Hearing or Sense Ambush roll allowed by opponent.
- B) **Neutral** — Opponent is allowed to make Hearing or Sense Ambush rolls at normal success chances.
- C) **Fumble** — Opponent is allowed to make Hearing or Sense Ambush rolls at double normal chances.

GMs may use the table below to determine what Ability Roll (if any) NPC opponents will attempt during their action phase (roll a D10 once every mr):

MOVE SILENTLY RESULT

NPC Status	Action Taken		
	Hearing	Sense Ambush	No Action
Neutral			
Guard Duty/Vigilant	1-3	4-8	9-10
Normal	1-4	5-6	7-10
At Ease	1-3	4	5-10
Sleeping	1-2	3	4-10
Fumble			
Guard Duty/Vigilant	1-4	5-10	-
Normal	1-5	6-9	10
At Ease	1-6	7-8	10
Sleeping	1-7	8	9-10

Once in position, the thief may make a backstabbing attack at -3 to normal HACØ and -4 to normal critical hit chances. (Thus a character who normally hits AC 0 on a 9 and criticals on a 19 would hit on a 6 and critical on a 12 when backstabbing). A successful backstabbing attempt automatically does triple the normal weapon damage, and may receive additional damage multipliers if a critical hit is scored. The only weapons that may be used in making backstabbing attacks are short hand-held bladed weapons: daggers and other knives, hatchets, or hand axes.

If the thief's victim survives the initial attack, the thief loses all hit probability and damage bonuses on all subsequent attacks. His opponent may move and defend normally, but may not attack for at least one additional mr due to surprise (2 mr if the victim did not have a weapon ready at the time of the attack).

Strangling attacks are normally made using bare hands or a length of cord or rope (the lethal, thin wire garrotes used by assassins like the Oriental ninja in later periods of Earth history are known, but exceedingly rare — as there are only a few metalsmiths in the entire world who can draw metal to such a fine diameter without it becoming too brittle and inflexible for use in such a deadly purpose). To make a strangling attack, the character must first make a CDN saving roll (at a +6) to get a hold of his foe's neck or windpipe. For each mr thereafter (including the current mr) that he can sustain this hold, he will do a certain amount of damage to the victim's STM, depending on the attacker's STR rating and the type of weapon being used, as follows:

Attacker STR Rating	Damage per mr	Weapon Used	Additional Damage/mr
8 or less	1D3	Bare hands	None
9 - 12	1D4	Hemp Rope	1D3
13 - 16	1D6	Silk Rope/Thin Cord	1D4
17 - up	1D8	Garrote	2D6

If STM falls to 0, the victim falls unconscious; 1 further mr of pressure will kill him/her. Victims of such an attack may attempt to extricate themselves from the clutches of the strangler in the 2nd and subsequent melee rounds. To make a successful escape, the character must make a successful Saving Roll against 9+ (Victim STR rating - Attacker STR rating). A successful roll means that the victim has broken the strangler's hold, either by wriggling out of or wrenching free of his grip, or loosening that grip by other means (kicking the attacker in the groin, elbowing him in the ribs, stamping on his foot, etc.). The STM loss that the victim has suffered prior to obtaining his release, however, may inhibit his ability to continue defending himself (see the Critical Hit section for details on the combat and movement effects of STM loss). If he survives, the victim will regain his lost STM levels from strangulation in 1D3 minutes (4-12 mr).

Cushing

Cushing is a specialized type of rear attack designed to temporarily render a foe unconscious through a blow to the back of the neck or skull. The technique

is commonly used by muggers, and/or burglars seeking to quickly take out a sentry or guard. The weapon used may be a cudgel, sap or blackjack, or some other relatively soft blunt instrument (such as a sock filled with sand); the Weapon Training skill Cudgel is intended to represent a character's ability with any weapon in this general category. As in backstabbing, a character must first successfully Move Silently to get into position for an attack. A character's chances of success on a cosh attack depend primarily on the type of headgear worn by his target, as indicated on the chart below; additional reductions to these chances may be awarded if the thief receives general CDN hit probability bonuses, or has attained advanced levels of expertise with the cudgel (-1 for each Rank of training attained). If a cosh is successful, the victim receives a saving roll vs 1/3 his current STM; if the save is missed, he is knocked unconscious. For the purposes of most **Thieves' Guild** scenarios, it is assumed that there is a 75% chance that any non-player guard or sentry encountered is wearing a helmet commensurate with the type of armor he wears—Norman helm for chain, Roman helm for scale, great helm for plate. Note, however, that the chances of any character (player or NPC) being helmed (or, for that matter, being heavily armored) decline greatly if the character is not actively on duty or alert status (e.g., an off-duty guardsman in a bar is unlikely to have his head covered, regardless of his usual outfit).

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

Striking from Concealment

In some situations, a thief may be able to wait, weapon ready, for a potential victim in an area that offers him natural concealment—in a dark alleyway, behind a stack of crates or full-length curtain, etc. If the thief successfully makes a Hide in Cover roll, and his presence has not been detected by a successful Spot Hidden or Sense Ambush roll by his intended victim, he gains the advantage of surprise on his **first** melee round of attack. Surprise gives the attacker a -2 to his normal HAC0 for that mr (since the victim is not on his guard and is unprepared to make the proper defensive responses to an assault), and denies the defender any opportunity to make a return strike. If the defender does not already have a weapon drawn when he is attacked, he will be unable to ready that weapon until the 2nd melee round, and unable to use it until the 3rd melee round.

The Use of Poisons

Many thieves (particularly those in the assassin's trade) will have cause during their careers to become acquainted with the properties of various poisons, venoms and narcotic or soporific drugs. These substances can be used to either kill or temporarily incapacitate a victim through their action on the body's tissues, mucous membranes, internal organs, or central nervous system. In **Thieves' Guild**, these effects are resolved as attacks made directly against the STM of the intended target, using the procedures described below.

Poisons and venoms are classified as falling into one of two general categories: **Ingestible** (those substances which must be consumed orally to produce their deadly or debilitating effects) and **Contact** (those substances which can affect a victim through contact with his skin or bloodstream). The former category includes corrosive and irritant poisons such as mineral acids, caustic alkalis, arsenic and antimony compounds, and most systemic poisons. The latter category, also commonly referred to as **weapon poisons**, includes almost all venoms of poisonous creatures such as snakes, scorpions, or spiders, and certain poisonous plants like curare and/or spurge; some systemic poisons can also be used as weapon poisons in dilute form.

All poisons are assigned Potency Ratings between 1 and 36. This rating indicates the effective STM loss that will result from the intake of 1 dose of a given poison. An ounce of poison/venom will usually provide sufficient material for 3-6 (2 + 1D4) doses. Poisons/venoms applied to a dagger blade, blowgun dart, arrow tip, or other weapon are assumed to retain their potency for 4D12 hours; if not utilized in that time, they are considered wasted. The first successful attack made by a poisoned weapon is assumed to discharge 40 + (D6 × 10)% of the dose into its target; subsequent blows are assumed to discharge an additional 10% of the total dose, until none remains.

Very few poisons (especially ingestible poisons) take effect instantaneously; indeed, many commonly used substances take 3-12 hours (or longer) before their presence is fully manifested. The amount of time that a poison takes to build up to its full potency is called its Period of Effect. At the end of this Period, the Potency Level of the dose consumed by the victim is subtracted from his STM. The victim always receives a saving roll against his current STM rating; if successful, damage taken is halved. If the character's STM level falls to exactly 0 as the result of poison damage, he will fall into a coma, and will require successful application of emergency First Aid techniques within 24 hours to be revived. If STM drops below 0, the character is considered to be "fatally poisoned", he will die at the end of the Period of Effect, unless he has been treated with a proper antidote by a character with First Aid training prior to that time. Characters attempting to save a poisoned comrade in this manner must first make a successful Emergency First Aid ability roll to identify the poison used, and then locate and administer an appropriate antidote (a not insignificant task in itself). If successfully identified and administered, an antidote will counteract (D8 × 10%) of the poison's effect; if the victim's STM still stands at less than 0 after treatment has been applied, he is dead.

Player characters with First Aid training may wish to outfit themselves with a supply of herbs and other materials commonly used as antidotes, to prepare for such emergencies; most such supplies can be purchased from a herbalist or alchemist in almost any major village or town. Commonly used antidotes include emetics (substances given to induce vomiting, such as mustard, zinc sulfate, and tannic acid); demulcents (substances used to coat and soothe irritated mucous membranes, such as gum arabic, raw eggs, or milk); stimulants (substances used to prevent collapse or heart failure, such as spirits of ammonia); and other substances such as medicinal charcoal or potassium permanganate.



The table opposite provides summary information on the common availability, Potency Rating, Period of Effect, symptoms, and recommended antidotes for a number of common poisons and venoms that were known and used during the medieval and Renaissance periods. It should be noted that many of these same substances were also used for medicinal purposes by the healers and midwives of the period; the boundary line between a beneficial and fatal dose was often a very hazy subject of conjecture (and of empirical research in which the healer's patients were usually his guinea pigs). Symptoms described in these tables are listed in a more or less ascending order of appearance, and represent the progressive deterioration of the body's defense systems that occurs during the Period of Effect. In the early stages of a poisoning, the victim (though nauseous, dizzy, etc.) will probably be able to take some actions on his own behalf (albeit at a reduced level of effectiveness). As the victim's condition advances, however, he/she may rapidly become incapable of any sort of activity (save for occasional incoherent moans and babblings, or convulsive spasms).

Soporifics: two of the poisons identified in the table (mandragora and ether) are commonly used (for medicinal and/or nefarious purposes) to induce sleepiness

in an individual. When being employed in this manner, GMs should employ the following procedure: double the indicated Potency Rating of the substance given, and subtract the result from the intended victim's normal STM. The victim then makes a saving roll against this adjusted STM figure to determine whether he falls asleep (unsuccessful save = lullaby time for 2D6 hours; a second STM saving roll against normal STM rating reduces the time lost to sleep by 1/2). These soporifics are also assigned poison ratings and effects, since extreme overdoses can be fatal.

Overdosing: Thieves attempting to utilize ingestible poisons to dispatch a foe may be tempted to utilize more than one dose of the substance to ensure the success of their efforts. (GM's Note: it is impossible to put more than one dose of poison on a weapon blade or tip.) Multiple doses do produce additive effects; thus, three doses of a potency 7 poison would have a cumulative Potency Rating of 21. However, there is also a risk to overdosing a victim, particularly in the case of highly potent (low dosage) poisons. For each additional overdose given, there is an increasing chance that the victim will immediately throw up the poison, eliminating all effects. The percentage chances of such an occurrence are as follows: 2 doses given — 20%; 3 doses given — 50%; 4 doses given — 75%; 5 or more doses given — 95%. If the poison used has a Potency Rating of 16 or above, add 25% to the above chances.

Notes for Poisoner's Pharmacopeia Poisons

a. Key for the Antidotes:

- | | |
|----------------------|---------------------------|
| 1. Emetics (general) | 6. Medicinal charcoal |
| 2. Mustard | 7. Potassium permanganate |
| 3. Tannic acid | 8. Stimulants |
| 4. Demulcents (all) | |
| 5. Gum arabic | |

b. First effects do not begin until 1D3 hours after consumption.

c. Causes characteristic yellow staining of tissues — +15% to chances of emergency identification.

s. Has characteristic odor — +25% to victim's chances of detection.

e. Virtually no taste or smell — -35% to victim's chances of detection.

f. Has characteristic odor — +25% to chances of emergency identification.

g. Skin contact produces severe burns (2D6 damage/dose, permanent disfigurement); if on face, victim makes REF SR to avoid blindness.

h. Has peculiar taste — +35% to victim's chances of detection.

Poisonous or Venomous Creatures

i. 5% chance of allergy to insect venom — triple indicated effects.

j. No effect if STM SR is successful.

k. First effects do not begin until 3D4hr after bite.

l. Only 25% poisonous; others have no effect.

m. 25% chance for Potency Rating 10.

n. First effects do not begin until 3D20mn after bite.

o. Creature sprays venom at foe's eyes; REF SR allowed to avoid blindness (STM SR or permanent).

p. Stings cause muscle cramping (almost certain drowning if victim alone — if others present, emergency lifesaving techniques required for rescue).

POISONER'S PHARMACOEPIA

Section I: Poisons (* = contact poison; ** = soporific)		Potency	Effect	Common Symptoms	Recommended Antidotes(#a)
Name	Societal Availability	Rating	Period		
ACONITE * (Wolfsbane, Monkshood)	Fairly common in temperate zones; plant has distinctive helmet-shaped flowers.	26	2D8mn	Acts as paralytic of central nervous system; dilated pupils, stupor.	6, 7, 8
AMANITA	Rare; whitetop, redgill mushroom.	24	2D4hr(#b)	Heart pain, difficulty in breathing.	1, prayer
AQUA FORTIS (Nitric Acid)	Fairly common alchemical formulation by 8th-13th centuries.	6	24hr	Severe pain in throat and stomach; vomiting, convulsions, collapse(#c).	4
ARNICA (Leopard's Bane)	Fairly common; tincture obtained from dried heads of plant with bright yellow-rayed flowers; external use as counter-irritant to muscle pains.	10	2D3hr	Nausea and vomiting; slow, weak pulse; subnormal temperature; pallor(#d).	1, 4, 6
ARSENIC ("Cantarella")	Common; most commonly in form of white powder or white, porcelain-like lumps of substance.	20	5D20hr	Vomiting, diarrhea; acute stomach pains, convulsions, paralysis, internal organ failure(#e).	2, 3, hydrated oxide of iron and magnesia
BELLADONNA ** (Deadly Nightshade)	Common; obtained from dried leaves, tops, roots of plant with purplish-red, bell-shaped leaves and small, black/brown, poisonous berries.	16	2+1D6hr	Dilated pupils, dry mouth, nausea, vomiting; abdominal cramps, skin rash, delirium or stupor; paralysis.	2, 3
DIGITALIS (Foxglove)	Common; obtained from dried leaves of purple plant with white flowers; used as heart stimulant.	9	2D12hr	Nausea, vomiting, stomach pains; irregular pulse; weakness, dizziness, drowsiness; convulsions.	3
ERGOT	Relatively common; obtained from fungus on rye; used to check bleeding, or as abortifacient.	12	2D10hr	Nausea, vomiting, cramping in abdomen; slow, weak pulse, heart pain; shortness of breath, muscle spasms; convulsions, coma.	1, 6
ETHER **	Uncommon; clear, colorless, very flammable liquid with burning taste and characteristic odor(#f).	3	1D4mn	Cyanotic (blue) face, shallow breathing, weak pulse; possible death from respiratory failure.	8
HEMLOCK	Common in natural form; looks like wild carrot (fleshy taproot); most toxic when flowering.	20	3D20mn	Paralyzes central nervous system; muscular weakness, paralysis of limbs, blindness.	1, 8
HYOSCYAMUS (Henbane)	Common; derived from seeds and pods of black henbane.	14	2+1D8hr	Similar to belladonna.	2, 3
MANDRAGORA ** (Mandrake Root)	Common; made from carrot-like plant with forked root and purplish flowers; oldest pain-killer, often in wine decoction ("death-wine").	5	3D20mn	Thirst, drowsiness; slow, thready pulse.	8
OPIUM **	Uncommon; milky liquid from unripe fruit of opium poppy, as narcotic, pain-killer; addictive.	15	1D6hr; 3D12mn if injected	Dry mouth, itching, fast pulse, pupil contraction; nausea, strength loss; deepening stupor, coma.	7
OIL OF VITRIOL (Sulphuric Acid)	Fairly uncommon until 13th century; frequently used as revenge device to scar facial features.	7(#g)	24hr	Heavy damage to mucous membranes, digestive system lining; vomiting, convulsions, collapse.	4, 5
STROPHANTHUS *	Uncommon, except in tropical climates.	14	3D8mn	Vomiting, irregular pulse, blurry vision; delirium, circulatory failure.	
STRYCHNINE	Common, 15th century, rare before; white crystals, made from dried ripe seeds of nux vomica tree(#h).	28	3D6mn	Tightness in chest, convulsions, muscle spasms; death usually occurs from asphyxiation.	6, 7, 8 (for collapse)
Section II: Poisonous/Venomous Creatures		Potency	Effect		
Creature	Habitat	Rating	Period	Creature	Effect Period
INSECTS(#i)				SNAKES, cont.	
Bees	Worldwide non-frigid	1(#j)	24hr	Coral Snakes	Wet tropical 12 2D4hr
Wasps	Temperate areas	4	2D6hr	Copperheads	Dry temperate 10 3D6hr
Fire Ants	Tropical, temperate	1/10	2D12hr	Cottonmouths	Wet temperate 12 2D6hr
Giant Wasps	Wooded tropical	8	1D6hr	Fer-de-Lances	Moist tropical 12 1D4hr
ARACHNIDS				Kraits	Wet tropical 10 2D12hr(#k)
Black Widows	Tropical, temperate	6	4D12hr(#k)	Rattlesnakes	Temperate, desert 8 2D8hr
Brown Spiders	Worldwide non-frigid	4	3D12hr	Spitting Cobras(#o)	Moist tropical 10 2D6hr
Tarantulas	Tropical, temperate	2(#l)	24hr	Taipans	Desert 16 3D20mn
Giant Spiders	Tropical, desert	8	2D12hr	Tiger Snakes	Moist temperate 8 1D6hr(#n)
ARTHROPODS				Vipers	Dry temperate, desert 10 2D4hr
Scorpions	Desert	4(#m)	1D12hr	MARINE CREATURES	
Giant Scorpions	Desert	12	1D6hr	Men-o-War	Tropical waters 4 3D20mn
SNAKES				Sea Wasps	Warm waters 18 3D6mn
Adders	Dry tropical	10	1D6hr(#n)	Spotted Octopi(#p)	Tropical waters 14 3D12mn
Black Mambas	Moist tropical	16	1D4hr	Sea Urchins(#p)	Tropical waters 6 2D12mn
Brown Snakes	Temperate	14	2D12hr(#k)	Stingrays(#p)	Warm waters 5 3D6mn
Bushmasters	Moist tropical	12	3D20mn	Weaver Fish	Temperate waters 9 1D8hr
King Cobras	Wet tropical	14	3D20mn	Scorpion Fish	Warm waters 5 1D6hr
				Stonefish	Tropical waters 8 1D4hr

Saving Rolls and Ability Rolls

During the course of play, player-characters and NPCs alike often face potentially fatal dangers that are not directly related to combat, in the form of sprung traps, magical enchantments, natural phenomena like rockslides, whirlpools, or quicksand, or poisonous plants and animals. In many of these situations, a character may have some opportunity to avoid or reduce the severity of adverse consequences by successfully making a **saving roll** against one of his 10 basic requisite characteristics (Reflexes, Stamina, etc.). Saving rolls are made on 2 (or on occasion more) D12; to be successful, the die roll result obtained must be equal to or lower than the character's rating in the requisite being tested.



Characters may also voluntarily elect to make saving rolls in order to accomplish actions requiring an extraordinary use of one's basic abilities. 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 CDN saves), attempting to batter down or pry open a locked door (STR save), or trying to figure out the purpose of a completely alien substance or device (DSC or IQ save). The GM should assign bonuses or penalties to these rolls as necessary to reflect the relative difficulty of the action being attempted (e.g., a slender, relatively unencumbered elf might normally receive pluses when attempting to leap between rooftops, but might receive substantial minuses when attempting the same action on an icy, windy winter's night).

Player-character thieves will also likely encounter many situations in which they may seek to utilize one of their basic thieving abilities, or other skills (such as emergency First Aid) which have been acquired through non-weapon training. All such **ability rolls** are made on a D100; again the die roll result must be equal to or less than the character's stated ability rating in the skill tested to be successful.

The Role of Magic

The **Fantasy System** rules for designing wizards and arcane artifacts are presented in **Paths of Sorcery**, a companion volume to this one. Although player-characters developed for use with **Thieves Guild** are not designed to be spellcasters, they may still come into contact with magical enchantments or the mages who create them in a number of ways:

- 1) Thieves with a combined IQ + TAL of 24 or better have the capability to learn 1 or 2 magical spells, if they can locate a competent mage willing to train them.
- 2) Thieves may utilize magical scrolls that they acquire through theft or purchase. Thieves of Veteran level or above (6th level up) with a TAL of 9 or more may use such scrolls without threat of user-induced backfire (though there is always a chance that the spell has been improperly transcribed onto the scroll by its copier). For each level of experience or point of TAL rating a thief is lacking, there is a 10% chance of a misfire (thus a 2nd level thief with a TAL of 8 would have a $40 + 10 = 50\%$ chance of misfire).
- 3) Thieves may use enchanted artifacts (rings, potions, etc.) with no restrictions.

Some of the NPC characters described in the scenarios in this book have spellcasting abilities or magical artifacts in their possession. The effects of available spells/items are described in sufficient detail to allow their proper integration into the play of the scenario in progress; GMs are urged to consult **Paths of Sorcery** for further details, or can substitute equivalent spells or artifacts from another magic system if they prefer.

Chapter 3

Other Activities

A thief's work is usually far from over at the point when he hoists his sack of ill-gotten gains over his shoulder and prepares to depart from the scene of the crime. If he has been clever, resourceful, and successful in his endeavors, he will have various loot to dispose of profitably; he may also have hostages or other prisoners to deal with. If good fortune has not smiled on his schemes, he may instead find himself face-to-face with the local defenders of law and order. This chapter outlines procedures for handling the varied activities that may occur after a scenario adventure has been completed.

Fencing Stolen Goods

Remember Damien, the dwarven thief in our disguise example? Let's rejoin Damien on the morning of the following day, as he contemplates the haul from his successful return to Baron Egbert's. In all, his take for the evening's thieving consists of: 100GP in coins; 1,500GP worth of small gems; 2 emerald bracelets worth 1,000GP each; a diamond encrusted tiara, engraved and custom made for the Lady Catherine, valued at 15,000GP; a bundle of tapestries worth 1,200GP total; and a set of crystal glassware worth 2,500GP.

Does this mean that Damien is 22,300GP 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 will likely realize only a fraction of each item's true market value. Furthermore, a personalized, highly recognizable item like the Lady's tiara may be considered so "hot" that few on either side of the law will purchase it at any price.

The disposal of purloined property is further complicated by the fact that the reliability of the thief's own sense of the value of booty he possesses will depend greatly on the nature and extent of non-weapon Skill Trainings he has received. As outlined in **Basic Character Creation**, a character's base chances of accurately judging the value of an item (to + or - 10%) are equal to $(2 \times IQ) + (\text{Experience Level})\%$ on a D100. Knowledge of relevant Skill Trainings (in this case, Jewelry, Carpentry, and Glassblowing) can improve these chances. If a Judge Value roll is missed, a character will believe an item is worth anywhere from 10 to 200% of its actual value (GM rolls a D6 high-low and a D10; if low, multiply the actual value by the D10 result x 10%; if high, also multiply the actual value by the D10 result x

10% and add this result to the actual value. The results in either case represent the thief's own inaccurate estimation of the item's value). GMs should always tell players what their characters **believe** the item to be worth, not its actual value.

To sell stolen goods (or any property, for that matter, including personal possessions or treasure from a dungeon), a character must first locate one or more potential buyers. (Note: Members of a local Thieves Guild can elect to bypass this entire process and fence their goods through the Guild, as described in Chapter 5: **Thieves Guild Membership**). In most cases, unless the thief has journeyed far beyond the political jurisdiction in which his crime was committed, he will not dare risk detection by publicly displaying his ill gotten gains in the local bazaar or marketplace. Consequently, some time will have to be spent making inquiries (hopefully discreet) among the local business community to identify potentially interested parties. A character's % chances of locating one or more appropriate potential buyers will primarily depend on the size of the town in which the thief is attempting to fence his goods, as shown in the Availability table below. If the GM does not have the area surrounding the scene of the crime already mapped and populated, an additional D100 roll can be made on the table to the right to determine the size of nearby towns/cities. If a town lies on a major trade or caravan route, it should be treated as if it were one population size class larger for purposes of the Availability table.

Initial Die Roll	Size of Town (pop.)
01-10	50-100
11-30	101-250
31-60	251-500
61-90	501-1000
91-99	1001-5000
100	>5000

Availability of Traders and Fences

Size of Town (pop.)	Number Available					
	0	1	2	3	4	5+
50-100	01-75	76-95	96-99	00	-	-
101-250	01-20	21-45	46-80	81-95	96-99	00
251-500	01-10	11-20	21-35	36-50	51-70	71-00
501-1000	01-02	03-05	06-10	11-15	16-25	26-00
1001-5000	-	-	-	01-02	03-05	06-00
>5000	-	-	-	-	-	01-00

Each potential buyer can then be further detailed, using the seven step procedure below (it is recommended that GMs setup a certain number of these characters in advance of an encounter; a small number of pregenerated NPCs are provided at the end of this section for the GM's convenience).

1) **Available Purse:** This represents the total amount of funds that the character can currently call upon, in the form of coins, gems, or letters of credit from money-lenders in the community. To determine the size of a given character's purse, first make two D100 rolls to identify the character's background and general financial status, as follows:

Rank	Financial Status		
	Wealthy	Average	Poor
01-10 Noble	01-15	16-85	86-00
11-30 Guild	01-30	31-80	81-00
31-70 Merchant	01-20	21-60	61-00
71-00 Trader	01-10	11-70	71-00

Then roll for purse using the dice indicated in the small chart to the right (Guildsmen receive two rolls).

Wealthy	1000 × D100GP
Average	100 × D100GP
Poor	25 × D100GP

2) **Relevant Training:** The GM must identify the level of Training each NPC possesses in relevant professional skill fields (i.e., those skills that improve the character's chances of accurately judging a trade item's value). First, a D20 is rolled to determine the overall amount of training the character has received:

1-3	GREEN (1st-2nd level)	1D6 levels
4-9	INTERmediate (3rd-5th)	2D4+1 levels
10-16	VETERan (6th-8th)	2D6+2 levels
17-19	ELite (9th-12th)	2D8+3 levels
20	SUPERelite (13th-up)	2D10+5 levels

Then determine the precise training fields in which proficiency has been attained by rolling another D20 and consulting the table below. For each skill rolled, roll a further D6 to determine the number of levels of training achieved: 1 — Novice (1 level); 2-3 — Apprentice (2 levels); 4-5 — Journeyman (3 levels); 6 — Master (4 levels). Continue rolling until all indicated skill levels have been assigned; if a training field is rolled a second time, add 1 to the proficiency level previously indicated (if already Master, simply roll again).

1 Horsemanship	11-12 Tanning
2 Carpentry	13 Blacksmithy
3 Glassblowing	14 Bowry
4-5 Jewelry	15 Carpentry
6-7 Metalsmithing	16 Engineering
8 Papermaking	17 Husbandry
9 Armory	18 Brewery
10 Perfumery	19-20 Clothmaking

3) **Boldness:** This factor indicates the "buyer's" willingness (expressed as a % chance) to deal in items which fall outside his normal areas of expertise (i.e., where he has no training). These chances are calculated from the table to the right — roll D100, then the additional dice as indicated by the original result.

01-15	Cautious	1D6%
16-40	Conservative	2D6%
41-75	Average	3D8%
76-95	Aggressive	4D10%
96-00	Reckless	5D12%

4) **Bargaining Limits:** Determine the size of the opening and maximum offers that the trader will make for an item in which he has an interest. These values are expressed as percentages of the trader's estimate of the item's value (which, of course, may be quite divergent from both the thief's value estimate and/or the item's actual value):

$$\begin{aligned}\text{Initial offer} &= 10\% + (5\% \times 1D4) \\ \text{Maximum offer} &= 15\% + (5\% \times 1D12)\end{aligned}$$

Inconsistent results (maximum less than initial offer) should be adjusted or rerolled. Note that it is possible for the initial and maximum offers to be exactly the same; in that event, the NPC will make one firm offer and will not haggle.

5) **Reactions to "Hot" Merchandise:** Roll a D12 to determine the NPC's reaction to being offered items that are obviously "hot":

- 1 Outraged: Will contact authorities as soon as possible.
- 2 Outraged: Will demand bribe (D6 × 100GP) for silence.
- 3-4 Fearful: Refuses deal.
- 5-7 Concerned: Reduces initial/maximum offer by one-half (1/2).
- 6-7 Concerned: Reduces initial/maximum offer by one-third (1/3).
- 8-11 Neutral: No effect.
- 12 Intrigued: Raises maximum offer by (5 × 1D6)%.

6) **Protection:** Roll D100 to determine the kind of measures the potential buyer possesses to protect his financial assets and continued well-being:

- | | |
|-------|---|
| 01-50 | Nothing. |
| 51-55 | Personal Magical Protection: Missile Repulsor, Ring of Invisibility, Shock Shield, etc. |
| 56-75 | Mechanical Protection of Assets: locks, traps, hidden compartments, and the like. |
| 76-92 | Guards (1D6). |
| 93-97 | Any two of 51-92 above (GM's choice). |
| 98-00 | All three types of protection. |

7) **Trustworthiness:** Determines whether the trader/merchant/fence will attempt to doublecross the thief if he believes he can get away with it. Roll D12; on a 1, the NPC and/or his confederates may attempt to take the item by force; on a 2, the NPC may attempt to steal the merchandise through deception. In both cases, a doublecross will probably only be attempted if the item is of significant value (> 5,000GP), or if the thieves are particularly careless in taking precautions to protect themselves.

Once the characteristics of the available buyers have been determined, and the thieves have selected a target (if more than one is available), the trading process can be simulated, with the GM portraying the buyer. The GM determines the buyer's estimate of the sale item's value by making a Judge Value roll (as outlined earlier in this section). He then makes his initial offer based on this value estimate. The player characters may make any counteroffer they wish, keeping in mind their own value estimations. Bargain-

ing may continue, with the potential buyer raising his offer by 5% increments, until either: a) an agreement on prices is reached; b) the trader's bid reaches his indicated maximum offer, or the size of his total available purse; c) the GM rolls a 90% or more on percentile dice, indicating that the buyer has had a negative response to the players' bargaining tactics (this percentage chance should be increased if the player characters are not making reasonable reductions in their own price quotes).

The player characters then must decide whether to accept or refuse the potential buyer's final offer. The price actually paid to the players is the treasure "value" which should be used in calculating experience awards (see Chapter 4).

GMs should note that with certain rare exceptions, most buyers will tend to take a cautious posture in dealing with strangers, especially when large sums of

money are involved. NPCs may seek to protect themselves from trickery by insisting on inspecting the goods for sale prior to quoting a price, and/or conducting all transactions in a public environment or other locale they feel is safe. In short, thieves who have an idea of attempting to fleece their buyer out of both money and the item offered should be made to realize that this (although not impossible) is not a simple chore. Moreover, a thief who is not sufficiently careful in covering his tracks after such an operation may soon find he has developed an unhealthy reputation with a wide portion of the area's business community.

A small number of pregenerated merchant/trader characters are presented below for the GM's convenience in setting up fencing encounters. Letter codes after training fields represent levels of expertise, as follows: (N) Novice; (A) Apprentice; (J) Journeyman; (M) Master.

1. Avar Isman

Char. type - Wealthy Merchant (VET)
Purse - 38,000GP
Trainings - Jewelry (J), Perfumery (A),
 Metalsmithing (J), Clothmaking (N)
Outside Fields - 16%
Min/Max Offers - 15/55% of est. value
Hot Goods - 10/35% of est. value
Sting Attempt - None
Protection - 4 guards (VET)

2. Barb Weyr

Char. type - Average Merchant (INT)
Purse - 6,000GP
Trainings - Carpentry (J), Jewelry (A),
 Glassblowing (J)
Outside Fields - 10%
Min/Max Offers - 15/60%
Hot Goods - 5/30%
Sting Attempt - Guile (switch of
 fakes attempted if players appear
 unknowledgable about jewelry)
Protection - 2 guards (INT)

3. Briggs

Char. type - Wealthy Guildsman (EL)
Purse - 84,000GP
Trainings - Jewelry (M), Armory (M),
 Tanning (J), Blacksmithy (A),
 Engineering (N), Brewery (N)
Outside Fields - 12%
Min/Max Offers - 20/40%
Hot Goods - Outraged, will contact
 authorities
Sting Attempt - None
Protection - Ring of Invisibility

4. Farnoth

Char. type - Average Trader (VET)
Purse - 8,600GP
Trainings - Perfumery (A),
 Clothmaking (A), Carpentry (N)
Outside Fields - 40%
Min/Max Offers - 20/40%
Hot Goods - Fearful, no deal
Sting Attempt - None
Protection - None

5. Orneda

Char. type - Poor Guildsman (VET)
Purse - 2,500GP
Trainings - Bowry (J), Perfumery (N),
 Glassblowing (J), Husbandry (N)
Outside Fields - 20%
Min/Max Offers - 30/80%
Hot Goods - No Effect
Sting Attempt - None
Protection - None

6. Belwyn

Char. type - Poor Trader (VET)
Purse - 500GP (+25,000GP in fakes)
Trainings - Carpentry (A), Jewelry (N),
 Metalsmithy (J), Blacksmithy (J),
 Engineering (A), Horsemanship (A)
Outside Fields - 8%
Min/Max Offers - 15/35%
Hot Goods - No Effect
Sting Attempt - Guile (scam artist
 using forged letters of credit)
Protection - None

7. Shallmar Syms

Char. type - Wealthy Trader (VET)
Purse - 100,000GP
Trainings - Perfumery (J),
 Papermaking (A), Tanning (A),
 Husbandry (A), Metalsmithy (J)
Outside Fields - 4%
Min/Max Offers - 15%/60%
Hot Goods - Outraged, demands bribe
Sting Attempt - No
Protection - 3 Guards (VET), Missile
 Repulsor

8. Donel of Valheim

Char. type - Average Noble (INT)
Purse - 3,500GP
Trainings - Blacksmithy (A), Bowry (A),
 Metalsmithing (N), Brewery (N)
Outside Fields - 12%
Min/Max Offers - 25%/35%
Hot Goods - 15%/25%
Sting Attempt - No
Protection - 1 Man-at-Arms (INT)

9. Avon

Char. type - Average Merchant (INT)
Purse - 7,100GP
Trainings - Jewelry (A), Tanning (A),
 Blacksmithing (A)
Outside Fields - 15%
Min/Max Offers - 30%/60%
Hot Goods - No Effect
Sting Attempt - Force (60% chance if
 guards outnumber thieves or
 appear much stronger)
Protection - 3 Guards (VET)

10. Thrush

Char. type - Wealthy Guildsman (GR)
Purse - 56,000GP
Trainings - Glassblowing (J),
 Clothmaking (J)
Outside Fields - 1%
Min/Max Offers - 20%/40%
Hot Goods - Interested (30%/60%)
Sting Attempt - None
Protection - Mechanical (Comp 3 trap
 on chest bearing funds and letters
 of credit)

11. Britt Denby

Char. type - Average Trader (VET)
Purse - 7,500GP
Trainings - Horsemanship (M),
 Husbandry (M), Blacksmithy (A)
Outside Fields - 30%
Min/Max Offers - 25%/70%
Hot Goods - No Effect
Sting Attempt - None
Protection - None

12. Craven

Char. type - Average Merchant (INT)
Purse - 2,000GP
Trainings - Armory (J), Jewelry (N),
 Carpentry (A)
Outside Fields - 18%
Min/Max Offers - 30%/30%
Hot Goods - 15%/15%
Sting Attempt - None
Protection - Boots of Haste



Ransoming Prisoners

When the fortunes of battle clearly turn against a character or party, many an adventurer (including hired guards) will elect to surrender himself to the mercies of his opponent rather than fight on to a fairly certain death. Thieves who are successful in plying the highwayman's trade in the adventures presented elsewhere in this package may find themselves in a position to decide the fate of such vanquished foes. Alternatively, the GM may create an adventure situation in which a band of player-thieves are hired to kidnap one or more individuals of apparent wealth and station, seeking to obtain some sort of ransom for their safe return. This section provides a method for determining the ransomability of NPCs, suggestions for moderating ransoming encounters, and summaries other alternatives for dealing with prisoners.

A character's social status and general financial position will determine whether he or she can possibly be ransomed. There are six levels of ransomability defined:

- Level 1 - Victim worth 10-60,000 GP (D6 x 10,000)
- Level 2 - Victim worth 2-20,000 GP (2D10 x 1000)
- Level 3 - Victim worth 1- 6000 GP (D6 x 1000)
- Level 4 - Victim worth 500-2000 GP (D4 x 500)
- Level 5 - Victim worth 100-1000 GP (D10 x 100)
- Level N - Never ransomable

To determine the general ransomability of any given NPC whose social status is known, roll a D100 and consult the chart below (if social status is not known, it may be rolled up on the Family Background table in Basic Character Creation):

RANSOMABILITY LEVEL

Social Class	1	2	3	4	5	N
Nobility	01-15	16-35	36-55	56-75	76-90	91-00
Guildsman	01-05	06-25	26-45	46-75	76-85	86-00
Merchant	-	01-05	06-20	21-40	41-70	71-00
Yeoman	-	-	-	01-10	11-25	26-00
Rabble	-	-	-	-	01-10	11-00

GMs should note, however, that though a captured individual may belong to a class possessing the financial means to pay a ransom, the actual likelihood that his family or associates will part with such a sum will vary on a case-by-case basis. Some characters will be beloved by all, while others will be social outcasts whose loss will be grieved by few (and perhaps welcomed by some). For relevant characters in the scenarios presented in this book, the percentage chances that an appropriate ransom demand will be agreed to are indicated.

A further complicating factor in the question of ransomability is a practical one — whether the NPC victim is a local resident or far-flung foreign traveller.

If large distances must be covered before the thieves can even reach an area where a ransom demand for their prisoner can be delivered, they will have to obtain adequate supplies to make such a journey, select a means of transport and a reasonable cover story, and deal with whatever random encounters occur en route — all of which may quickly convince them of the wisdom of some alternate means of disposal (see below). The scenarios presented herein also indicate whether NPCs are local(L) or long-distance (LD) residents.

Mechanics of Prisoner Ransom

The first step in any ransoming scheme is to get word to the prisoner's family, business or political associates indicating that the victim is in the thieves' possession and specifying the terms of his safe release. Unfortunately, the delivery of such a message is by no means as simple as it is today, when the kidnapper can contact his targets safely from a distance by telephone. The bearer of such tidings in these times must bring them in person, and may often find himself detained and interrogated, imprisoned or tortured — even if the thieves have been wise enough to threaten dire consequences to the prisoner if their agent is harmed. Consequently, the thieves may elect to employ a third party from outside their number to act as a courier or go-between. The use of such outsiders, of course, is not without its own risks — of treachery, cowardice, or just plain incompetence. It is likely that the recipients of a ransom note will demand to receive some kind of definitive proof of the thieves' claims — a letter in the prisoner's hand, a personal keepsake or token, a fact or recollection known to be uniquely in the victim's possession — before they will agree to negotiate. It is also possible that the thieves' messenger may be tailed upon his departure, in the hopes that he will lead his followers to the place where the prisoner is hidden (see Tailing rules in Chapter 1 for details).

Even if the prisoner's potential benefactors do agree to secure his release, the thieves' task is just beginning. They must still concoct a plan for safely collecting the ransom — usually by having it delivered to some secluded, out-of-the-way spot — and attempt to ensure that the local authorities or other potential rescuers do not converge on this area to capture them. This may involve the posting of lookouts, or the trailing of the ransomers by the thieves. During the negotiation period, the thieves must also attempt to keep their prisoner safely hidden, and avoid arousing undue suspicion toward their actions.

Even after a ransom has been safely collected, and the thieves have made good their getaway, there is always some possibility that the victim (or his family) will decide to seek revenge on his captors. To determine whether revenge is sought, roll a D6 and compare the result to the prisoner's ransom level — if the die roll is greater, revenge will be sought. GMs should add 1 to this die roll if the captive was female, 1 for each complete 30-day period that the prisoner was held, and an additional 1D2 if the prisoner was seriously mistreated during his/her captivity. If the prisoner was particularly well cared for (i.e., fed well and regularly exercised, not physically harmed or sexually abused), 1D3 may be subtracted from the die roll.

If the result (after all modifiers) indicates revenge will be sought, roll a D10 to determine the type of action taken:

1-7) 1D4 bounty hunters (60% chance INT, 40% VET) will be hired to bring the captors to justice (dead or alive). Their period of service will be one game month, and their chance of locating the thieves in that period will be as follows: 30% if the thieves remain within a 50 mile radius of the point of the victim's release; 15% if they return to the area in which the victim was taken prisoner, and only 2% if they are operating in an entirely different area or lying low.

8-9) An assassin (40% INT, 50% VET, 10% EL) will be hired to track down and murder the captors. His period of service will be 1D4 game months, and his chances of successfully locating the thieves are 50% if they remain in the same 50 mile area, 25% if they return to the area of the original crime, and 10% if they move to an entirely new location or lay low.

10) The prisoner or a member of his family will embark on a personal vendetta that will continue until the death of the thieves or the vendettist. The character's chances of locating the thieves is 5% per month.

Other Alternatives

It is (sadly) common practice among many parties to kill all captives taken during an adventure, on the theory that "dead men tell no tales!" Nonetheless, there are a number of reasons why it is generally not wise for thieves to leave a widening trail of death in their wake. If rumors begin to circulate that merciless killers stalk the alleyways or highways, the rate of mercantile and other traffic through the threatened area will normally greatly decline. Poses or vigilante groups may be formed to hunt down the villains, and those travellers intrepid enough to venture into such areas will increase the amount of protection they carry (guards, arcane effects, etc.) and will be far more likely to fight to the death if attacked.

For these reasons, thieves should evaluate other options for dealing with unransomable prisoners whenever possible. In most cases, the only real option is to turn the captives loose after relieving them of their valuables (though players may want to take precautions to prevent these victims from organizing a pursuit before the thieves can make escape from an area, by leaving them tied up, knocked unconscious, or clad au naturel. In certain parts of the world, however, the thieves may also have an option of selling captives into slavery, either independently or through the auspices of a professional slave trader. The base price for a human slave without special attributes is 10-200 GP (1D20 x 10). An additional D20 roll is then added for each of the following outstanding requisite abilities that a captive possesses:

STR > 14 STM > 15 DSC > 7 MAG > 7 APP > 14

A character fulfilling all of these requirements would thus have a price on the slaver's block of 60-1200 GP (6D20 x 10). Exotic races (such as elves or avanthari) may bring an additional premium. If thieves employ the services of a slave trader, they will normally receive 50% of the final sales price (or less, if the trader is dishonest or particularly influential in area politics).

Gotcha, Thief!

Simulating the Medieval Justice System

Justice during the medieval period was a simpler affair than it is today, and while the knowledge and practice of the law was more obscure and far less widespread, the hand of judgment was still both swift and heavy. Unlike modern times, society was less inclined to support or rehabilitate its convicted felons, preferring to exact its penalties directly and firmly on those before its bar (guilty or not). An examination of the penalties proscribed by the judges of this period is most likely to convey to today's reader a sense of astonishment at the number and variety of unique ways a death sentence can be meted out; to those of that era, however, the punishments rendered surely had the effect of keeping many citizens toeing the straight and narrow line. For those daring enough to engage in a life of crime (like yourselves), the only sure defense a thief had against the depredations of the law was to "not get caught".

Nonetheless, there are times when the best laid plans of even the best of thieves go astray, such that player-characters may find themselves face to face with the local defenders of law and order. If there is little hope of fighting one's way to freedom, and no room to make a "run for it", characters may elect (albeit reluctantly) to place their fate in the hands of the justice system, rather than face certain death in combat or futile flight. This section presents rules for simulating the workings of medieval justice, and summarizes the ways in which player-characters may attempt to influence this process in their favor.

Player-characters who have been arrested by the local constabulary or City guard, or apprehended by a posse or bounty hunter, may often have the option of attempting to purchase their release from their immediate captors, through bribes or promises of treasure or other kinds of service. If such attempts are made, the GM should use his own discretion in determining their chances for success, taking into account such diverse factors as the basic greed of the captors and their sense of responsibility toward their jobs, the amount and type of payment offered, the severity of the crime involved, and the potential for third party witnesses to the transaction. In general, chances that such a bribe will work are fairly low (25% or less), unless a combination of favorable circumstances exist (a venal or financially needy guardsman, in a situation where his actions are not likely to be known). Thieves who are caught in their normal base of operations should be given some general idea of their chances for success (+ or -20%) if they request such information from the GM. GMs should also remember that a quick-thinking corrupt guardsman may negotiate and pocket a bribe and then continue straight on to the dungeon with his captives.

If such preliminary efforts fail or seem too imprudent to attempt, the character is constrained to

plead his case (either on his own or through a lawyer) before a judge. His chances of escaping unscathed from this experience can vary considerably, depending on the thief's or lawyer's skills in legal pleading, the judge's prevailing attitudes about appropriate punishments, and the latter's susceptibility to bribes or Thieves Guild influence. The effects of these various factors are described in detail below.

Basic Judicial Procedures

All trials are resolved by the roll of a D100, which is compared to the Decision table of the judge hearing the case. Each judge is provided with two Decision tables: one for Major, and one for Minor crimes. Major offenses include such traditional "high" crimes as fomenting rebellion or treason, disloyalty to a liege, murder, assault (of an upper-class person by a lower-class person), public blasphemy, and grand larceny. Certain other crimes may also be viewed as Major offenses in particular regions of the GM's world; for instance, the theft of pepper in medieval Europe was held to be cause for execution, because pepper was extremely rare and its use was reserved for the nobility. Anything not classed as a Major crime is by default a Minor crime.

There are five possible Decision table results, listed in ascending order of preference (the higher the roll, the better the outcome from the thief's perspective):

- 1) **Death**—To be carried out within three days of sentencing, method of execution according to the prevailing custom of the country. Hanging, cutting the throat, drawing and quartering, are all possi-



bilities. Beheading was reserved for the high-born, since it was quick and relatively painless; commoners sentenced to death would sometimes have their executions prolonged, as torture was a popular spectator sport.

- 2) **Mutilation** — Usually an appendage appropriate to the crime: a pickpocket might lose a finger or hand, a perjurer his tongue, . . . etc. (fill in your own blank — this is a family oriented book). Branding is sometimes employed as an alternative.
- 3) **Imprisonment** — Depending on the severity of the crime, a term could be a number of days or a number of years. Prisons, where they even existed, were "cruel, harsh punishment", for the prisoner had to purchase his own food or starve, and disease was rampant. A sentence of more than 90 days was frequently the equivalent of a death warrant, without the entertainment value.
- 4) **Fine** — In less bloodthirsty cultures, by far the most popular sentence, as judges were generally paid out of the fines they collected. In Minor crimes, a judge could also assess a penalty of a number of lashes (public floggings, of course) in lieu of a fine. Those who could not pay were doomed to seek out a Shylock or be sentenced to a debtor's prison from which there was often no escape without outside aid.
- 5) **Acquittal** — Complete exoneration. Despite all efforts to the contrary, this verdict was sometimes actually rendered (occasionally even to the innocent).

Judges

12 pregenerated judges are provided at the end of this section as an aid to GMs. GMs wishing to develop their own judges should follow the procedures outlined below. Beside the Decision tables, judges are also rated for their reactions toward the local Thieves Guild, their willingness to accept bribes (and the cost of same), and the amount of benefit that can be gained from bribery.

Decision Tables — GMs can distribute a Judge's results in any manner they see fit. Some sample character types are presented below as examples.

	DEATH MUTIL. PRIS. FINE ACQU.					
<u>The Strict Judge</u>						
Minor	01-05	06-30	31-45	46-75	76-00	
Major	01-20	21-45	46-60	61-80	81-00	
<u>The Fair Judge</u>						
Minor	01-05	06-15	16-35	36-60	61-00	
Major	01-15	16-30	31-45	46-60	61-00	
<u>The Bleeding-Heart Judge</u>						
Minor	-	-	01-05	06-30	31-00	
Major	01	02-05	06-20	21-35	36-00	
<u>The Hanging Judge</u>						
Minor	01-05	06-25	26-35	36-60	61-00	
Major	01-50	51-55	56-60	61-65	66-00	
<u>The Sadistic Judge</u>						
Minor	01-15	16-40	-	41-60	61-00	
Major	01-25	26-65	-	66-75	76-00	
<u>The Greedy Judge</u>						
Minor	01	02-05	06-10	11-65	66-00	
Major	01-07	08-15	16-20	21-70	71-00	

Bribes — It is said that every man has his price; to find out what the minimum amount that a judge will accept to slant his decision in a case toward leniency, roll a D100 and consult the table below:

DIE ROLL	MIN. BRIBE	DIE ROLL	MIN. BRIBE
01-15	U	81-85	1500
16-35	200	86-89	2000
36-45	300	90-92	3000
46-55	500	93-95	5000A
56-65	700	96-98	8000A
66-75	1000	99-00	10000A
76-80	1200		
Notes:			
U - Judge is considered unbribeable.			
A - Judge gives automatic acquittal for amount.			

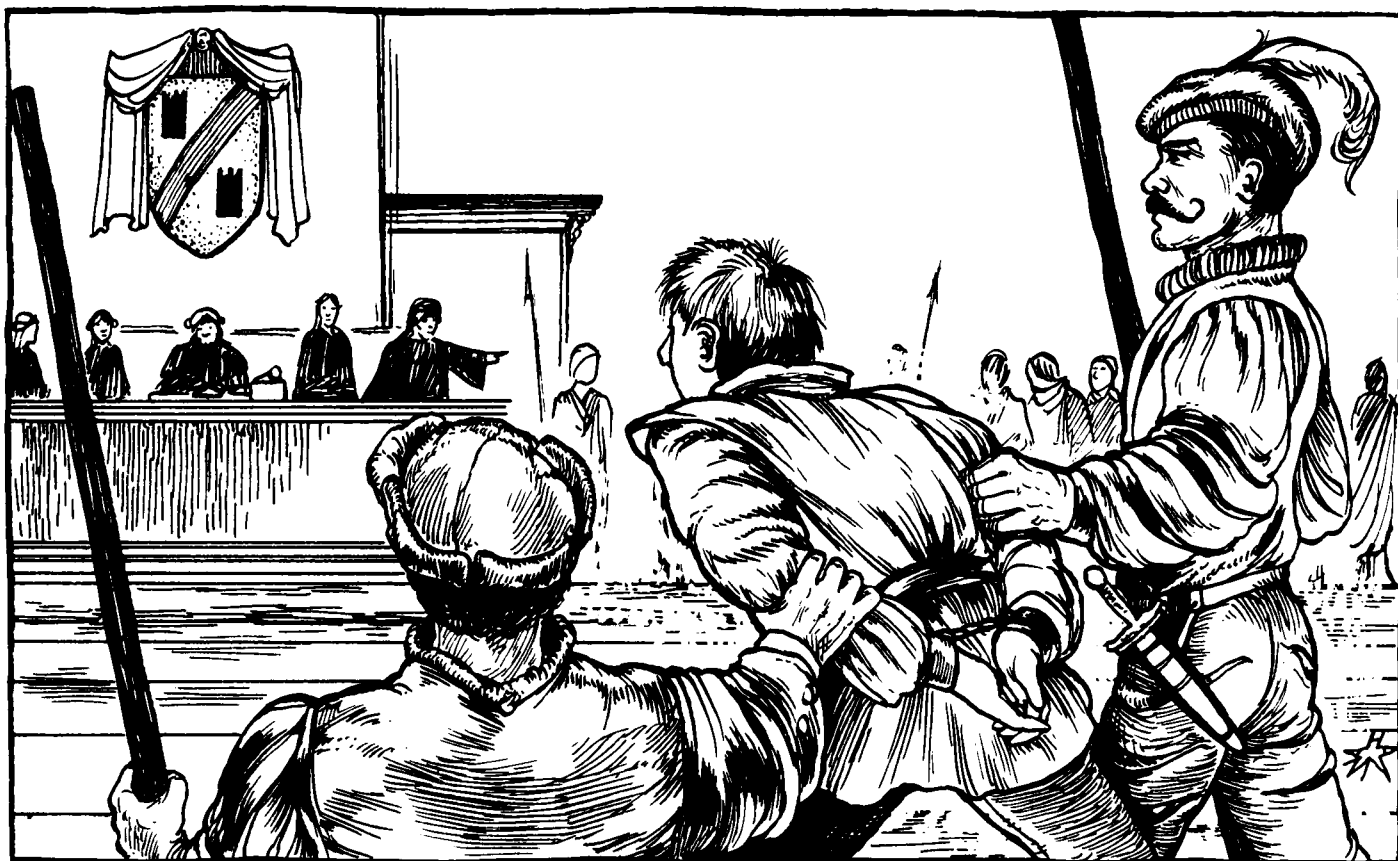
If the minimum bribe required by a judge is paid, the player may add (D4 x 5) to his Trial Result die roll. For each complete additional increment of the initial bribe paid, the player may add an additional 5 points to the Trial Result roll, up to the limit of the judge's Maximum Benefit. The maximum benefit that any judge will give to a defendant is (3D4 - 2) x 5 points (i.e., 5 to 50 points).

Unfortunately, there are also times when a bribery effort can go awry, and actually do harm to the player's chances of a favorable decision. Judges who accept bribes will subtract (D10 - 5) x 5 points (0-25 points) from the Trial Result roll if they are not offered a bribe of any kind. They will subtract (D8 - 5) x 5 points (0-15 points) from the roll if the bribe offered is less than the minimum required. There is also a 40% chance that an Unbribeable judge will take offense if a bribe offer is made, and will subtract D6 x 5 points (5-30) from his decision. To avoid such costly errors, the player must attempt to obtain reliable intelligence (through his unimprisoned comrades) about the judge's attitudes (often a difficult task, given the possibly scandalous nature of this information). Players have only about a 30% base chance of obtaining this information on their own (though GMs may award bonuses to these chances for creativity or good role-playing). They may be able to receive more accurate information from a lawyer however, or from the local Thieves Guild (see below).

Attitude toward Guild — Some judges will have a bad reaction to any defendant who appears to be a member of the local Thieves Guild; more frequently, the Guild will have made its own payments to ensure that its members are treated as favorably as possible. To determine a given judge's attitude toward the Guild, roll D100 and consult the column in the table below that most closely corresponds to the local Guild's structure (Favorable = add D4 x 5 points to the Trial Result for any Guild member; Neutral = no effect; Negative = subtract D4 x 5 points from Trial Result of any Guild member).

GUILD STRUCTURE

REACTION	Strong	Weak	Rival	Splintered
Favorable	01-55	01-25	01-45	01-15
Neutral	56-85	26-85	46-70	16-90
Negative	86-00	86-00	71-00	91-00



JUDGES AND JUSTICE

(GM's Note: To determine the magistrate presiding, roll D12; Guild defendants roll D10+2.)

Name	Min. Bribe	Max Benefit	Guild	Type	DECISION RESULTS				
					Death	Mutilation	Prison	Fine	Acquittal
1. Heydrich "the Hangman"	U (1)	-30	-20	MAJOR	01-35	36-65	66-80	81-85	86-00
				MINOR	01-10	11-40	41-60	61-80	81-00
2. "Maximum" Jon Srycah	U	-20	0	MAJOR	01-25	26-40	41-70	71-85	86-00
				MINOR	-	01-35	36-50	51-75	76-00
3. Agon Stern	700	+10	0	MAJOR	01-15	16-40	41-50	51-80	81-00
				MINOR	-	-	01-25	26-70	71-00
4. Onnesaab	3000	+20	-10	MAJOR	01-20	21-40	41-60	61-80	81-00
				MINOR	-	01-25	26-40	41-70	71-00
5. Harddelyn	1200 (2)	+20	-20	MAJOR	01-15	16-50	51-65	66-90	91-00
				MINOR	-	01-45	46-60	61-80	81-00
6. Bertrand Fairweather	400 (3)	+35	+15	MAJOR	01-15	16-30	31-45	46-75	76-00
				MINOR	-	01-15	16-35	36-70	71-00
7. De Scayls	1000	+40	+5	MAJOR	01-20	21-40	41-60	61-80	81-00
				MINOR	-	01-25	26-50	51-75	76-00
8. Evridai	500	+25	0	MAJOR	01-15	16-30	31-45	46-75	76-00
				MINOR	-	01-20	21-35	36-70	71-00
9. Oannd	5000 (4)	A	+20	MAJOR	01-10	11-35	36-50	51-70	71-00
				MINOR	-	01-25	26-40	41-70	71-00
10. Kraatr	1500 (3)	+70	-10	MAJOR	01-15	16-25	26-35	36-70	71-00
				MINOR	-	01-15	16-25	26-65	66-00
11. Roibien	500 (2)	+35	+20	MAJOR	01-20	21-35	36-40	41-75	76-00
				MINOR	-	01-20	21-30	31-65	66-00
12. Travis Tee	200 (4)	+45	+10	MAJOR	01-10	11-20	21-25	26-65	66-00
				MINOR	-	-	01-15	16-50	51-00

Notes: (1) If bribe attempt made, -25

(2) If bribe offer below minimum, -10

(3) If not bribed, -20 to Decision Roll

(4) If bribed amount indicated, Automatic Acquittal

U Unbriable

A Automatic acquittal if bribe paid

Lawyers

Characters before the court have the choice of either acting in their own defense, or retaining a barrister to act in their behalf. Some brave and honest defendants have right on their side, but those with a silvery-tongued devil in their corner have better assurance that victory will be theirs. Characters functioning as their own defenders who have training in Magistracy or Oratory can positively influence their Trial Result as follows:

Magistracy — Novice, +5; Apprentice, +15; Journeyman, +25; Master, +35.

Oratory — Novice, +5; Apprentice, Journeyman, or Master, +10.

Those without such skills who have the wherewithal to pay for outside help, may elect to hire a lawyer. Hired lawyers are rated in two basic categories: Reputation and Effectiveness. Reputation ratings range from 0 to 10, with 10 representing the F. Lee Baileys and Louis Nizers of the medieval world, and 0 the Middle Ages equivalent of ambulance chasers. A lawyer's reputation determines the fees that he can charge, and the demand for his services. The table below indicates these rates, and the chances that a character can locate a lawyer of that rank to take his case:

Reputation	Fee Charged	Availability
0	2 x 1D10 GP	99%
1	5 x 1D10 GP	97%
2	10 x 1D10 GP	95%
3	20 x 1D10 GP	90%
4	20 x 2D10 GP	80%
5	40 x 2D10 GP	65%
6	60 x 2D10 GP	50%
7	100 x 2D10 GP	40%
8	200 x 2D10 GP	30%
9	500 x 1D12 GP	25%
10	1000 x 1D10 GP	20%

Characters make a decision as to the caliber of lawyer they wish to retain, and then make a roll against the availability percentage indicated above to determine whether they have been successful. Each unsuccessful attempt will reduce the Effectiveness rating of the lawyer finally retained by 5% (reflecting the reduced amount of time that second, third and later choices will have to prepare for a trial).

Once a lawyer has been hired, his Effectiveness rating may be determined. Although Reputation is usually a fairly accurate guide to what a given lawyer can do (and indeed, the only guide available to players), there are always some discrepancies. To determine actual Effectiveness, roll D100 and consult the appropriate column in the table at page bottom. Lawyers also have a (45 + Effectiveness rating)% chance of knowing what the presiding judge's attitudes toward bribery are.

Thieves Guild Influence

The discussion of Judges above has already mentioned one way in which the local Thieves Guild influences the dispensation of justice for its members. In addition to the inherent influence that the Guild has (both good and bad) with various judges, it also has an 80% chance of knowing what an individual judge's attitudes toward bribery are. If the player-character is in reasonably good standing with his Guild, the latter will generally pay at least the minimum bribe required (expecting the thief to repay this largesse in any number of unpleasant ways). A Guild with strong political connections may also be able to keep its members off the dockets of the most stringent judges.

Most Guilds will also have working relationships with one or more competent attorneys. Guild attorneys may add 20 to their Effectiveness Rating die rolls, which will usually make them a pretty good bargain for a man in desperate straits. The Reputation of the lawyers available to the Guild will vary according to the Guild's power structure, as follows: Strong - Level 8 or less; Weak - Level 6 or less; Rival - Level 7 or less; Splintered - Level 5 or less.

LAWYER EFFECTIVENESS RATINGS

% Effect on Verdict	Reputation Level										
	0	1	2	3	4	5	6	7	8	9	10
-25	01-05	01-02	-	-	-	-	-	-	-	-	-
-20	06-12	03-07	01-04	01-02	-	-	-	-	-	-	-
-15	13-25	08-15	05-10	03-07	01-03	-	-	-	-	-	-
-10	26-40	16-25	11-20	08-12	04-08	01-04	01-02	-	-	-	-
-5	41-55	26-40	21-33	13-22	09-15	05-10	03-05	01-03	01-02	-	-
0	56-70	41-65	34-50	23-35	16-25	11-17	06-10	04-08	03-06	01-04	01-02
+5	71-85	66-80	51-67	36-55	26-38	18-27	11-18	09-13	07-10	05-08	03-06
+10	86-92	81-90	68-83	56-70	39-58	28-40	19-30	14-20	11-18	09-15	07-12
+15	93-98	91-95	84-90	71-82	59-72	41-60	31-45	21-32	19-25	16-21	13-18
+20	99-00	96-98	91-96	83-91	73-85	61-75	46-63	33-48	26-35	22-28	19-24
+25	-	99-00	97-00	92-97	86-95	76-87	64-80	49-65	36-48	29-36	25-30
+30	-	-	-	98-00	96-00	88-97	81-92	66-83	49-65	37-52	31-40
+35	-	-	-	-	-	98-00	93-98	84-93	66-82	53-72	41-60
+40	-	-	-	-	-	-	99-00	94-00	83-95	73-88	61-80
+45	-	-	-	-	-	-	-	-	96-00	89-98	81-94
+50	-	-	-	-	-	-	-	-	-	99-00	95-00

Chapter 4

Experience and Character Advancement

Although the scenarios presented in this book and in other volumes of the **Thieves' Guild** series provide player-characters with immediate objectives to accomplish and (if they are successful) immediate rewards in the form of loot or other useful items, the long-term "campaign" goals of the players revolve around the accumulation of Experience Points (EP). When a character earns a sufficient amount of EP (see below), he advances to a new level of thievery skill (experience levels are denoted in ascending numerical order, with 1st level representing a character just beginning his/her adventuring career). Upon attaining a new experience level, a player-character receives increases to his/her thieving abilities, skills in weapons use and combat, and non-weapon training competence. Procedures for calculating EP awards and determining the benefits of character advancement are detailed below.

Acquisition of Experience

Thieves earn EP from four basic types of game activity:

- 1) Participation in combat situations;
- 2) Resale of loot obtained from criminal activities;
- 3) Successful accomplishment of Ability rolls; and
- 4) Successful encounters with NPCs or creatures.

The EP awards given for each of these activities are elaborated below.

1) Combat Awards: In the **Fantasy System**, characters receive EP for each wound they personally inflict on foes during combat. Wounds in this case refer either to damage inflicted against a foe's HTK, or damage to STM due to blood loss, strangulation, or the effects of poison. The amount of EP awarded for each hit will differ according to the general rating of the characters/creatures damaged, as follows:

EP/Hit	NPC Experience Class	Monster Total HTK
6	Green	1-20
9	INTERmediate	21-50
14	VETERan	51-90
21	ELite	91-175
30	SUPERelite	>175

Damage inflicted by missile weapons or poison earns EP at half (1/2) the above rates. Damage inflicted on unconscious, or otherwise helpless foes earns no EP.

Thieves receive some special bonuses and penalties to normal combat experience awards. Because thieving activities normally place a high premium on

stealth and the avoidance of conflict, thieves usually receive only 1/2 normal EP for combat damage inflicted during the commission of a crime (exceptions to this general rule include highwayman adventures, assassinations, muggings, or any crime in which mayhem can reasonably be expected to play an integral part). Conversely, thieves receive double normal EP for damage inflicted by a successful backstabbing, strangling, or attack from concealment. Thieves also receive 1/2 the normal combat value of any NPC foe whom they can convince to surrender, or otherwise remove from a potential fray by techniques such as coshing, diversion, etc. (thus, an INT fighter with 32 hit points removed in this fashion would be worth $32 \times 9 = 288 \times 1/2 = 144$ EP, to be distributed among the thieving party's members evenly).

2) EP Awards for Stolen Goods: Thieves receive EP from the successful sale of goods acquired via theft. EP awarded is equal to 1/4 of the price actually paid for an item by its purchaser. Note that this amount will usually not be the same as the item's stated market value; thus, if four players steal a bracelet worth 2000 GP, and eventually sell it for 1200 GP, the party would receive $1200 \times 1/4$ or 300 EP to distribute among themselves. EP for stolen goods is collected at the moment of sale, rather than at the time the item is stolen. EP for loot that does not require resale (i.e., coins and small gems) is awarded at the time of its successful theft and is equal to 1/4 the face value of the cash stolen.

3) EP for Ability Rolls: During the course of play, characters will attempt to employ their thieving abilities, sensory abilities, or other skills acquired as a result of non-weapon training (e.g., Judge Value, Emergency Save, Know Woodland Lore). EP is awarded for successful attempts, based on the player's percentage chances of success (after all die roll adjustments have been made), according to the formula:

$$105 - \text{success \%} = \text{EP awarded}$$

Any character will receive a minimum of 5 EP for a successful Ability Roll, even if his adjusted success percentage is >105. A character may earn experience for up to 5 ability rolls per day in any given skill category (e.g., he may receive credit for up to five Hearing rolls, five Lock Picking rolls, five applications of emergency First Aid skills, and so on, but would not get EP for making additional Hearing rolls later in the same day). Players should not receive EP for attempting to use their abilities in unnecessary situations (such as Moving Silently in one's own bedroom); indeed, GMs may elect to apply EP penalties to players who continually try to abuse the rules in this fashion.

Players do not normally receive EP for making successful Saving Rolls against personal characteristics (REF, STM, or the like), because the immediate benefits that a character obtains from making such rolls usually constitute sufficient personal reward. If, however, a player's Saving Roll proves pivotal in saving the lives of his fellow party members, or averting the utter failure of their mission, the GM may elect to make a discretionary EP award, at a rate of (24 - adjusted characteristic value against which the save was made) x 5 EP (additional bonuses can be added if the Saving Roll was made on more than 2 dice, at 50 EP per additional die rolled).

4) Encounter EP: The concept of encounter EP has been developed to reflect the fact that sometimes a player's decision to not attack or attempt to rob a group of encountered NPCs or creatures may be the wisest decision he can make. It can also be employed to reward a player-character who uses his role-playing abilities to interact with NPCs and obtain useful information, conduct business negotiations, or discourage unwanted interest in a party's activities. In such cases, GMs may elect to award one or all players in the party with "encounter EP" equal to the total HTK of the NPCs/creatures that have been successfully encountered.

GMs should also feel free to make discretionary EP awards to reward players who show particular initiative, solve a difficult problem, or generally manage to confuse, bemuse, or utterly befuddle the GM's best laid plans with a creative master stroke. These awards should be given in moderation, but provide a means by which the GM can ensure that his/her campaign rewards the interests of its players.

Benefits of Character Advancement

The table below summarizes the EP totals needed for each level of character advancement, and indicates the benefits received at each level. The nature of each of these benefits is described below:

- 1) **Hit Die:** — At those levels marked by asterisks, the player may make a roll of his character's Hit Die (as specified during **Basic Character Creation**), and add the result to his existing HTK total.
- 2) **Dodge Bonus:** — At each indicated level, characters may add +1 to their Effective Armor Class (EAC), to reflect the influence of experience on their ability to anticipate and dodge an opponent's blows.
- 3) **Weapon Points:** — Weapon points (WP) may be spent or saved to purchase additional levels of expertise in various weapon skills. As described in the **Basic Character Creation** rules, the first rank of competence in a normal (non-exotic) weapon costs 1 weapon point, the 2nd rank 2 additional points, and so on, up to a maximum rank (and cost) of 6.
- 4) **Ability Points:** — AP are used by the player to purchase improvements in his character's thieving abilities. Costs of improvements are summarized earlier in Chapter 1 this book under the section **Improving Thieving Abilities**.
- 5) **Training Points:** — These points may be spent or saved to purchase additional training in non-weapon skills. These skills, and the precise costs of Novice,

Apprentice, Journeyman, and Master training in each, are summarized in the **Basic Character Creation** rules. Training points can also be converted into weapon points on a 5 TP = 1 WP basis.

Limits to Advancement

The **Fantasy System** rules do not restrict the number of experience points that a player-character can earn during the course of any given adventure or set of adventures; however, a character is not allowed to advance more than one experience level per adventure. As an example, let's assume that a 2nd level thief with 2,000 EP goes out on an adventure and accomplishes acts worth 8,000 additional EP (an impressive but by no means impossible achievement). His new total of 10,000 EP is sufficient to qualify him for 4th level status; nonetheless, he may only rise to 3rd level at the end of this adventure. To attain 4th level, the thief must go out on another adventure containing at least one potentially hostile encounter, and return alive to a city or town. Although the character is not required to collect any additional EP on this adventure, he will usually earn some points, setting him on the road to the next higher level at the same time.

THIEVING EXPERIENCE

Level	EP Needed	Hit Die	Dodge Bonus	Weapon Points	Ability Points	Training Points
1	0					
2	1,500			2	60	3
3	3,000	*	+1	2	60	4
4	6,000			2	60	4
5	12,000	*		2	60	4
6	25,000		+1	2	60	5
7	50,000	*		2	60	5
8	100,000			2	60	5
9	200,000		+1	2	70	5
10	300,000	*		2	70	5
11	400,000			2	70	5
12	500,000	*	+1	3	70	6
13	600,000			3	75	6
14	700,000			3	75	6
15	800,000		+1	3	75	6



Chapter 5

Thieving Guilds: Membership, Organization, and Advantages

The Thieves Guild

In almost any sizable city or town (population >500), a community's underworld is likely to band together into some kind of hierarchical structure. The precise nature of this structure will depend on the prevailing political climate of the area and the personalities of the city's leading criminals, but will often take the form of an informal Guild or secret society. This Guild will seek to control all illicit activities conducted in its jurisdiction, and will tend to view those who operate outside its control as targets for its wrath. Consequently, player-character thieves who spend any significant amount of time practicing their trade in a given city are likely to run afoul of the local Guild, and may elect (or be compelled) to become members.

Advantages and Disadvantages of Guild Membership

Thieves who become members of a Guild will find that membership will cost them some of their freedom of action, and quite a lot of money. Most Guilds will demand that new entrants pay some sort of initiation fee, which will normally be in the form of a lump sum payment (but might alternatively entail the successful completion of a specified task). Thereafter, the thief must agree to pay the Guild a certain percentage (usually 10-30%) of the take from any crime he/she commits within the city. Members may also be "requested" to undertake specific jobs for the Guild on an occasional basis (with no real option to refuse such requests, regardless of the potential risks involved).

Against these disadvantages, the local Guild can usually offer a number of tangible benefits, however:

- 1) The Guild will normally have a network of connections established for the disposal of stolen goods. A thief may pass his booty from a crime to the Guild for re-sale, rather than taking his chances on the open market. The Guild will almost always (70-90% base chance, -20% for items valued at >10,000GP,

-15% for obviously "hot" items) be able to locate a buyer for any given item, and get a good price for that item.

- 2) The Guild may have access to certain of the city's law officials (constables, magistrates, etc.), who it will regularly pay off to ensure that the law is applied as leniently as possible in situations involving Guild members. Most Guilds will also be able to retain proper counsel to defend its members who must face trial.
- 3) The Guild will usually be able to provide its members with a safe hiding place or safe passage out of town in times when they need to escape pursuit.
- 4) The Guild may have a central repository of useful information and/or equipment that can be used by its more favored members.
- 5) The Guild can be a source of instruction in the finer techniques of the criminal art (though its charges for this training are likely to keep the learner active in his trade), or in weapon or non-weapon skills.
- 6) Finally, Guild membership normally eliminates the very real possibility that a thief may find himself harassed by both sides of the law for his felonious acts. Although a clever criminal may be able to operate independently in a city for a long time without attracting attention, there is always a chance (base 5-25% chance per job, higher if the spoils of the crime are particularly valuable or notorious) that the Guild will become aware of his activities. The Guild's response, depending on the amount of revenue it believes it has lost and its estimation of the interloper's talents (and hence his potential worth to the organization), can range from threats to beatings to outright assassination attempts. Player-characters may wish to avoid these risks through membership.

Guild Structure

GMs should develop some conception of the nature of the local Thieves Guild in the town/city in which their campaign is based, for its workings can often form the basis for adventure situations (as the players try to move up the ranks into positions of importance or are

sent on missions for the Guild). The structure of each local Guild may vary significantly, as discussed below; all Guilds, however, tend to share some common bonds. Almost all Guilds are presided over in autocratic fashion by a single Master or (more rarely) a Council of Masters. The Master(s), plus an inner circle of one or more trusted lieutenants, conduct all the Guild's major decision-making and planning. They will set down the regulations that their subordinates must follow, decide and mete out punishment to those who oppose or betray the Guild, make and maintain (through friendship, or less subtle means like bribery or blackmail) relationships with influential figures in the community, and plan thefts and other activities to enrich the Guild's coffers. The location of the Guild's treasury will be the Master's personal well-guarded secret, and its contents will usually be both well-concealed and well-protected. Nonetheless, conspiracies and coups are commonplace in the underworld (even more so than in regular politics), and there are almost always certain to be power-hungry and/or discontented Guild members (or organized factions) who are interested in challenging and overthrowing the existing leadership. The Master and his minions must be ever vigilant if they hope to defuse these challenges and retain their status (and their lives!).

A local Guild's actual power — and its ability to maintain control of its membership and bestow the afore-

mentioned benefits — may also greatly vary. Four general sorts of power structure — and the consequences of this structure on membership benefits/duties — are outlined below, to provide the GM with some hints for developing his own Guild organization.

1) **Strong Guild:** — A Guild of this type is a firmly entrenched power elite of its city. It will normally have achieved some sort of long-term arrangement with the city's authorities, in which the Guild agrees to restrain its membership's activities within acceptable limits in exchange for a certain laxity in the community's law enforcement efforts (i.e., no serious crackdowns on crime or persecutions of Guild members). Normally, the locale in which such a group operates will be relatively prosperous, so that there are a sufficient number of criminal opportunities to spread around the thieving community. Discontent among the Guild's members will commonly be at a fairly low ebb; and its Masters will likely have a bounty of useful benefits (information, magic items, contacts, etc.) to bestow to its favorites. It should be noted, however, that any Guild leadership possessing such entrenched influence will tend to be rather conservative and hidebound in its policies and methods, and slow to allow new blood into its inner circles; it may deal harshly with failure, and occasionally act out of capricious personal whim (though such actions may ultimately sow the seeds of revolt).



2) Weak Guild: — A weak Thieves Guild power structure can result from a period of inept Guild leadership, poor local economic conditions, the presence of a repressive ruling regime, or a combination of these factors. A weak Guild will be able to provide its members with little other than a sense of fellowship, shared information, and an occasional bit of assistance. The Guild may seek only a very small cut of its members' loot, or may go to the other extreme and tax its members fiercely to try and revive its flagging fortunes; either way, it will have difficulty collecting its toll, and will be much less effective in locating and enforcing its will on freelancers operating within the city. The level of discontent among the Guild's ranks will often (though not necessarily) be high. A weak Guild will still have contacts with fences, judges, lawyers, and the like, but these individuals may provide less aid than is usually expected, or even renege on their promises entirely if pressured by government officials.

3) Rival Guilds: — In this set-up, the city's thieves are divided among two or more major factions, each seeking to gain supremacy. At least one of the rival Guilds will have significant resources (both connections and funds) at its disposal; the resources available to its rivals will usually depend on the amount of longevity they have been able to attain (the longer the upstarts have been around, the closer they will generally be to parity). Each faction will assemble its own cadre of fences, judges and lawyers, and safe houses (and indeed will tend to have many more safe houses than usual); during times of peak tensions, however, these persons and places may become targets for destruction by the opposing Guild(s). Independents will find it difficult to conduct any sort of significant criminal activity in the city without attracting the attention of one or more of the factions (who are likely to be very adamant about ensuring that the thieves either join their faction or pay some severe consequences). Guild members are likely to spend a significant portion of their time carrying out Guild assignments, and may become potential targets for a rival faction. The above

situation is the one that prevails today in the city of Haven, the locale of many **Thieves Guild** adventures.

4) Splintered Guild: — In this structure, the city's leading thieves have been unable to attain any sort of significant cohesion, and have arrayed themselves into a chaotic pattern of rival "gangs". Each gang will normally have a limited amount of territory over which its influence extends; activities outside its home turf are likely to draw the vengeful attention of a rival gang. A successful gang may have a few city-wide connections, but its fences, lawyers, and safe houses will normally be located in its home area. Inter-gang warfare (usually extremely bloody) is a common occurrence, as gangs try to extend their territory, or avenge real (or perceived) invasions of their turf. A gang will tend to function as a sort of extended family of thieves, with its leader acting as the family patriarch; members will spend the bulk of their time engaged in gang-ordered assignments, and the chances of an independent thief operating without detection in family territory is very slight. It is almost a certainty that the combined coffers of all the gangs in a "splintered" city will be far less well endowed than those of a single strong Guild, because each gang must squander an enormous amount of time and resources protecting what is theirs.

A table summarizing the effects of each of these structures on Guild requirements and benefits is provided below. A second table is also provided to enable the GM to randomly determine what type of Guild structure exists in a town/city he has not fully designed.

GUILD ORGANIZATION

City population	Strong	Weak	Rival	Splintered
500-2000	01-35	36-97	98-99	00
2001-5000	01-40	41-90	91-97	98-00
5001-10,000	01-45	46-80	81-95	96-00
10,001-50,000	01-40	41-60	61-85	86-00
50,001 and up	01-35	36-45	46-75	76-00

EFFECTS OF GUILD STRUCTURE

	Strong	Weak	Rival	Splintered	Notes:
Initiation Fee (GP)	2500	500	1500	500	a 20% chance that cut taken is 30%.
Guild Cut	20%	10% (a)	25%	15% (a)	b Add 10% if total haul is greater than 20,000 GP, or notorious item is stolen.
Chance of Guild Assignment per month	25%	10%	50%	75%	c These items will be available on a fairly restricted basis, only to those who have attained a high rank in the Guild, have successfully carried the favor of the Master or his lieutenants, or are engaged in an important Guild assignment. Items are provided for temporary (not permanent) use.
Chance of Detecting Independent per crime (b)	15%	5%	20%	25%	d All values should be compared to total population of city, and rounded off to the nearest whole number. For Rival and Splintered cities, population figures used should be the percentage of the city under a given group's control.
% Chance of Fencing Item	90%	80%	75%	70%	
Price Guaranteed (%)	40+(2D4x5)	20+(2D6x5)	30+(2D4x5)	20+(2D4x5)	
Number of Judges (d)	1/5000	1/20,000	1/10,000	1/5000	
Number of Lawyers (d)	1/1500	1/3000	1/2500	1/2000	
% Effect on Verdict	2D4x5	1D4x5	1D6x5	1D4x5	
Library Available? (c)	80%	60%	50%	25%	
Equipment Available? (c)	100%	80%	80%	60%	
Magic Items Available? (c)	60%	20%	40%	10%	
Thief Training Available?	95%	70%	80%	85%	
Weapon Training Available?	30%	10%	50%	30%	
Number of Safe Houses (d)	1/1500	1/2500	1/750	1/1000	

Using the Scenario Adventures

General Information

All adventure scenarios presented in this and subsequent **Thieves Guild** books are organized under a common format. Chapter headings denote various categories of criminal activity; individual adventures within each category are alphabetically keyed. Three dramatically different types of criminal venture are presented in this volume — a set of 15 detailed highwayman encounters with various mercantile and traveling groups (Chapter 6); a burglary attempt on a well-to-do merchant whose shop/home is located in the heart of the city's teeming "red light district" (Chapter 7); and the armed robbery of a trio of jewel couriers, in which the thieves must first identify the couriers' route, and the point at which their potential booty is at its most lucrative value (Chapter 8). Later volumes of the TG series (nine in all as of the end of 1983, with new issues every 3-6 months) have added further adventures in the above categories, and also present other types of thieving activity (such as, Tomb Robbing, Assassination, Piracy, and more) for a campaign group's enjoyment.

The scenarios in this book are primarily designed to satisfy the needs of beginning or intermediate Level player-characters, and provide both ample illustrations of basic game mechanics and opportunities for the players to utilize the special skills (thieving abilities, disguise, tailing) their larcenous counterparts possess. However, these adventures should also provide a reasonable challenge for experienced players with high-level characters from other FRP systems, provided that the number of player-characters involved is held at or near the minimum party size recommended at the beginning of each scenario. Ideally, characters should be able to progress through the course of these adventures to higher levels of experience, expanding their abilities to face the even more difficult challenges posed by some of the scenarios in later TGs. GMs may, however, elect to permit their players to set up experienced characters, if they wish to undertake a difficult scenario before their other characters have

accumulated sufficient experience to have a reasonable chance of success.

In preparing to use the materials in this book, GMs should take special note of some of the more unique features of the presentation format used. All maps used in these scenarios are provided in a separate 4-page section for easy reference during play. All room and NPC encounter descriptions are provided in two separate formats: What the Players See, and GM's Description. The first format details everything that would be initially seen or sensed by a character entering a situation, and can be read directly to the players; the second provides a more complete description of the situation, and is to be used by the GM in refereeing the course of play. It is also recommended that the GM carefully read all background material provided for an adventure **before** beginning play, to familiarize him- or herself with the locale in which the scenario is set, the personalities of major NPCs and their relationships with one another, and the types of unexpected events which may occur to thwart or aid the thieves in their efforts. Both the burglary and armed robbery scenarios are set in the city of Haven, a bustling trade metropolis of 80,000 people filled with mercantile activities of all types, political intrigue between the masters of the major trade guilds and the traditional nobility, and the machinations of two strong rival underworld organizations. GMs interested in learning more about the faces, places, and adventure opportunities in Haven may want to purchase **Haven: The Free City**, the boxed campaign starter set on the city, or the sequel **Haven: Secrets of the Labyrinth** (both available from Gamelords, or from fine stores everywhere).

GMs should also familiarize themselves with the contents of the **CHARACTER DESCRIPTION** tables that are provided at the end of each scenario. These tables provide all relevant statistical information about the NPC characters who may play an active role in the course of an adventure. A sample Character Description is shown below. The various sections of this table are described below:

Character Description for TORBAN THE TURBULENT

ID#	Name	Character Notes	Character Code	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
	Torban	rW	VET HU FTR	2D10GP	18	16	16	17	12	4	8	11	10	9	BDSWDe LBOWe SPEAR	4 -2/2/6 3/6	5D6 1D6 3D6	C/S 9	44
		(1)	(2)	(3)	(4)										(5)	(6)	(7)	(8)	(9)

1) The Character Notes section is used to present special information about a character's abilities, weapons or other possessions. Notes are identified by number or letter, and explained at the bottom of the table. If the character is normally encountered while mounted, his mount will be noted in this column. Several general character notes are commonly used:

- * - Character is female
- a - Character is wearing valuable or ostentatious personal jewelry
- j - Character is wearing some jewelry
- m - NPC has useful (non-combat) magic item on person
- o - NPC has offensive magic item on person
- p - NPC has protective magic item on person

2) The Character Code summarizes three basic pieces of descriptive information: a) the NPC's general experience level; b) his/her race; and c) his/her character class. The abbreviations used in the Character Code are detailed in the table below. The character's experience level is used in calculating the amount of Experience Points (EP) that should be awarded for wounding, killing, or otherwise vanquishing this foe.

3) This column indicates the total amount of cash (in coins and small gems) the NPC is currently carrying on his person. If the character is indicated as carrying more than 250GP, there is a 30% chance (+5% for each additional 250GP) that 75% of this money will be in the form of a letter of credit rather than cash.

4) These columns summarize Torban's 10 basic Requisite characteristics: Strength (ST), Coordination (CO), Reflexes (RF), Stamina (SM), Discretion (DN), Intelligence (IQ), Talent (TL), Magic Resistance (MR), Magnetism (MG), and Appearance (AP). The subject of our example is shown by these values to be a classic case of pituitary overload, an awesome physical specimen whose cranium couldn't quite keep pace. GMs should use these values in making any Saving Rolls required for the NPC, or in other situations (like Disguise) in which character attributes have an influence on an encounter outcome.

5) This column lists the major weapons carried by an NPC; if not otherwise listed, there is an 80% chance that a Warrior or other Fighter will also be carrying a dagger (HACØ 9, damage of 1D6). The 1st weapon listed will be the character's primary weapon; if he is identified as having a weapon ready, it will normally be this one. Abbreviations used for identifying weapons are presented in the table below. If an 'e' is listed after a weapon, the character is considered an expert (Rank 4

or better) in its use; if a 'u' is listed, the character is untrained in its use.

6) Values in this column represent the D20 result that must be equalled or exceeded for the NPC to successfully hit an unarmored foe (HACØ); the effective armor class (EAC) of his opponent is then added to determine the D20 roll needed during a given combat situation. All requisite/racial bonuses, weapon skill modifiers, or weapon quality/enchantment bonuses to hit probability are **already** included in these values. If the weapon is used in missile combat (like Torban's long bow), three HACØ values are presented, indicating weapon accuracy at short, medium, and long range, respectively. Pole weapons (like Torban's spear) receive two HACØ values, one used for initial contact and the second used for all subsequent attacks.

7) This column indicates the dice that should be rolled after a successful attack to determine damage done. The values presented include any damage bonuses that the character receives from character attributes, weapon expertise, or weapon quality/enchantment bonuses.

8) This column indicates both the type of armor worn by the character and his/her overall effective armor class (EAC), which includes both the protective ability of armor and the effects of a character's Dodge or Parry skills. The EAC is added to an opponent's HACØ to determine the D20 roll that the opponent will need to successfully hit this character (in this case, a +9, so that an opponent with a HACØ of 7 would need a 16 or better to hit). Abbreviations used to describe armor are presented in the table below.

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

CODES AND ABBREVIATIONS FOR CHARACTER DESCRIPTIONS

<u>Experience Level</u>	<u>Class, cont.</u>	<u>Weapon Types, cont.</u>	<u>Armor Types</u>
GR — Green (1st-2nd)	FOR — Forester (ranger)	DGR — Dagger	NON — None, clothing (N)
INT — Intermed. (3rd-5th)	MAG — Mage, wizard	GRAX — 2-hand axe, 2-bit	CLO — Quilted cloth (Q)
VET — Veteran (6th-8th)	ILL — Illusionist	GTMC — 2-hand mace	SFT — Soft leather (Ls)
EL — Elite (9th-12th)	ENC — Enchanter, artificer	GTSWD — 2-hand sword	LTH — Hard leather (Lh)
SUP — Superelite (13th+)	PRT — Priest	HBOW — Horse bow	CHN — Chain (C)
	PRM — Priestly mage	HFSWD — Bastard sword	SCA — Scale (S)
	HLR — Healer	HLBRD — Halberd	PLT — Plate (P)
<u>Races</u>	SCH — Scholar	2HHMR — 2-hand warhammer	/S — with small shield
HU — Human	THF — Thief	HMR — Warhammer	/L — with large shield
EL — Elf	ASS — Assassin	HXBOW — Heavy crossbow	/K — with kite shield
/E — Half-elf	BRD — Bard, troubador	JAVLN — Javelin	/T — with tower shield
HO — Hobbit	CSN — Courtesan	LBOW — Longbow	SKN — Animal skin (A)
DW — Dwarf	TRD — Trader	LGAX — 2-hand axe, 1-bit	FUR — Animal fur (F)
CE — Centaur	MER — Merchant	LXBOW — Light crossbow	ANH — Animal hide (H)
PX — Pixie	ART — Artisan	MSTAR — Morningstar	
UH — Uruk-Hai	NON — Non-combatant	MNGCH — Main gauche	<u>Riding Animals (Note "r")</u>
OR — Orc	NOB — Noble	QSTF — Quarterstaff	S — Superheavy horse
/O — Half-orc		RAPR — Rapier	D — Destrier (combat S)
GO — Goblin		SBOW — Short bow	H — Heavy horse
KO — Kobold	<u>Weapon Types</u>	SHSWD — Shortsword	W — Warhorse (combat H)
AV — Avanthar	1BBAX — Battleaxe, 1-bit	SMAX — Hatchet, tomahawk	M — Medium horse
KR — Krindorean	2BBAX — Battleaxe, 2-bit	THRKN — Throwing knife	C — Charger (combat M)
	BDSWD — Broadsword	THR — Previous, thrown	L — Light horse
<u>Class</u>	BLWGN — Blowgun	WDSAX — Woodsman's axe	P — Pony
FTR — Fighter, warrior	BMRNG — Boomerang	e — Weapon expertise	J — Jughead mule
ARC — Archer, bowman	CPBOW — Compound bow	+S — Spiked weapon	B — Burro, donkey
CHM — Champion (paladin)	CTLSS — Cutlass		

Chapter 6

Bandit Scenarios and Highwaymen Adventures

General Instructions and Initial Set-up

This section simulates outdoor encounters between thieves and the common sorts of merchant and other traffic travelling the roads and trails of the medieval landscape. The thieves' party (ideally a group of 4-10 characters) will attempt to devise assaults on these groups that will produce the maximum profit while running the lowest risk to their own outlaw band. 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, to develop good judgment about which traveling groups to attack and which ones to carefully avoid.

To begin the scenario, the players should select the type of terrain in which they will attempt to operate. GMs may design their own maps; a sample terrain map is also provided for the sake of convenience. In seeking a locale, the thieves will be looking for an area that provides them with 1) maximum cover for maneuvering and preparing ambushes, 2) a good vantage point of the road in both directions, and 3) some means of halting or slowing traffic through the area — such as a bridge or ford that can be blocked, overhanging trees that can be cut down, etc. It is, of course, up to the GM to decide exactly how successful the players are in achieving their desires (which he may elect to make at least partially a function of the group's wilderness skills). Furthermore, the area selected for set-up may also have disadvantages not immediately noticeable to the untrained eye — such as the existence of impassable areas like bogs or swamps, brambles, or quicksand; or the presence of predatory animals in the area. The thieves may or may not notice such potential problems before the action starts, depending on the degree to which they investigate their surroundings after arriving on the scene.

The map provided herein illustrates a portion of the Long Road, the principal trade and travel route of the region. The spot depicted lies about 30 miles north of the Free City of Haven; the Long Road winds westward from here through a small village about 10 miles distant to another major city, Kandai. To the northeast, a cruder corduroy road leads to a large 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 flows rapidly toward the east. The bridge across the stream has a base of wooden planks and stone sides (about 3.5' high). Characters may move beneath the bridge on the muddy (and slippery) strips of land that lie along each side. The woods surrounding the road are quite dense. Any thief concealed more than 2 hexes deep into the forest will be almost invisible from the roadway; conversely, he/she will also find it very difficult to sight and successfully fire at travellers from within this thick cover (50% chance of clean shot, +6 to normal HACØ).

Players then make any initial preparations they wish, including an identification of the time of day they will arrive in the area to 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 (6pm - 6am). The percentage chances of an encounter will vary according to the general terrain and the time of day (roll D100, treat the sample terrain presented as clear):

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

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 encounters from each type will be used. Where possible, avoid duplicating the same encounter twice in a reasonably short period (a week or less).

These sample encounters obviously represent only a cross-section of the traffic moving along the thoroughfares of the kingdom. To increase the realism of these highwayman adventures, the GM can also make die rolls for other random encounters (with local animal life, wandering monsters, or other player and non-player characters from his 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 Sense Ambush abilities of groups entering known dangerous areas (if parties do not normally have an Sense Ambush ability, use 25% as their success chance in such a situation). Travelers of means (such as parties B-1 or C-5) may also hire on additional guards for protection.

Character Description and Special Information tables for each caravan are presented at the end of each major section (Merchants, Travelers, Warriors). These tables should provide all information needed to conduct combat and/or ransom attempts on captured foes.

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 procedure to determine the composition of any passing group.

- 1) Roll D10 to determine the number of farmers.
- 2) Roll D100 to determine the race of the party (the entire party will be of 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 D100 to determine weapons training, if any:
 - 35% know spear (HACØ 7) — if know spear: 25% also know short bow (HACØ 5/9/13); 10% also know broadsword (HACØ 8) — if spear not known: 30% know sling (HACØ 3/8/13); 60% know club (HACØ 9).
 - 70% know quarterstaff (HACØ 8, defense +2 to AC against Close) — if know quarterstaff: 50% are expert (HACØ 4, defense +4 to AC against Close).

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 at all (80% chance of immediate panic if weaponless; 15% chance if armed).

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 DSC (assume racial average value: human = 11, hobbit = 13, etc.) after being wounded for the first time, or panic and run.

- 4) Roll D100 to determine the mode of transport used:

01-60	Foot Only.
61-75	Foot & Handcarts (cap 800lbs.).
76-95	Open Wagon w/2 Mules (cap 8,000lbs.), rest of party on foot.
96-00	Open Wagon w/4 Horses (cap 10,000lbs), 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 caravan is traveling (1-3 TO town, 4-6 FROM town), then cross-reference with the result of Step 4 above to find the actual quantity of goods carried.

POSSESSIONS OF FARMERS' GROUPS

Type of Cargo Carried	Direction	MEANS OF TRANSPORT		
		FOOT	HANDCART	WAGON
GRAIN	TO	1 50lb. sack of barley per farmer. Value: 8SP/sack.	1 500lb. cart of oats per each 3 farmers. Value: 6GP/cart.	2.5 tons of wheat. Value: 35GP.
	FROM	10% of value in cash, 40% in goods from Basket A.	20% of value in cash, 30% in goods from Basket A.	30% of value in cash, 30% in goods from Basket B.
VEGETABLES	TO	1 50lb. sack of onions per farmer. Value: 1GP/sack.	1 150lb. cart of beans per each 2 farmers. Value: 25GP/cart.	3.0 tons of corn. Value: 35GP.
	FROM	10% of value in cash, 40% in goods from Basket A.	20% of value in cash, 30% in goods from Basket A.	30% of value in cash, 30% in goods from Basket B.
ANIMAL PRODUCTS	TO	1 50lb. sack of cheese per farmer. Value: 8GP/sack.	1 250lb. cart of wool per each 2 farmers. Value: 20GP/cart.	Wagonload of cream (in metal cans). Value: 105GP.
	FROM	10% of value in cash, 40% in goods from Basket A.	20% of value in cash, 30% in goods from Basket B.	30% of value in cash, 30% in goods from Basket C.
LIVESTOCK	TO	1 goat per farmer. Value: 5GP/goat.	3 sheep/farmer (no carts). Value: 12GP/sheep.	Wagonload of fish. Value: 150GP
	FROM	10% of value in cash, 40% in goods from Basket A.	20% of value in cash, 30% in goods from Basket C.	30% of value in cash, 30% in goods from Basket C.
PURCHASING TRIP TO TOWN	TO	3GP per farmer.	10GP per farmer.	50GP per farmer.
	FROM	1 sack mixed food supplies per farmer. Value: 25GP/sack.	2 sheep per farmer. Value: 25GP/cart	Large farm implement. Value: 175GP
<u>Market Basket A</u>		<u>Market Basket B</u>		<u>Market Basket C</u>
Foods (60% of total), simple wool clothing, candle-making materials, simple tools (hoes, picks).		Foods (40% of total), wool clothing, bolts of cotton cloth, simple tools, lanterns, flasks of oil, pots, pans, small leather goods.		Foods (20% of total), dress clothing (silks), bolts of cloth, quality kitchen tools, small jewelry items, spices, leather goods.

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 in front and rear, and one human driver. No cargo or mercantile emblems are plainly 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 who have been in the merchant's service for several years (the other elite guard covers the rear of the caravan). These two men have a 35% Sense Ambush chance 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.

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 ordered to engage the attackers using any available cover to shield their approach, while the elite guards take up positions in the entranceways of the wagons and provide covering missile fire. There is a 20% chance that these green guards will attempt to flee if seriously wounded.

Possessions: The first wagon contains a large number of bolts of cloth — 50 woolen (worth 6GP each, each weighing 40lb.), 25 cotton (10GP, 5lb.), 5 silk (350GP, 7lb.), 5 velvet (200GP, 20lb.), and 2 cloth of gold (1,000GP, 10lb.). It also holds a number of finished items of dress wear, as follows — 5 sets fur-lined boots (20GP per pair, 6lb.), 10 fur-trimmed velvet cloaks (200GP, 3lb.), and 10 silk gowns (200GP, 5lb.) — and a large selection of workmen's garb (worth 300GP total, total weight 100 lb.).

The second wagon contains living quarters for the party. Equipment includes 6 wool sleeping bags (10GP and 10lb.), 1 folding cot with cotton blankets (75GP, 8lb.), 60lb. of assorted foodstuffs (300GP worth), and 2 candle lanterns (25GP, 1lb.). There is a 9 cubic foot brassbound chest in the rear corner of this wagon. It appears well-crafted, has a level 1 lock, and is very heavy to lift. The chest is a ruse, containing 2 lead



bars and 50 copper pieces (50lb.). 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 5,500GP. Players must make a successful Spot Hidden roll, or they have only a 10% chance of noticing the hiding place during a search of the wagon.

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 astride light horses 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 nearest city, and is carrying his equipment and unfinished hides so that he can do additional work while there. The guards are half-orc fighters; they are not experienced guards, and have not worked for the tanner before. Because of this, their morale should be checked if things are going badly for the party (30% chance they will become demoralized and attempt to flee). The half-orcs will frenzy, however (-2 to HAC0, no demoralization), if the attacking party contains orcs or uruk-hai. The guards will not dismount and will attempt to move directly toward the source of the attack, since they can only engage in Close Range combat. They have Level 2 skill in Horsemanship and Level 1 rank in Mounted Combat; they will strike at a +1 to HAC0 while attacking from horseback, while their foes must add +3 to their own HAC0. The Tanner will not fight except as a last resort, he will conceal himself within the wagon until the fighting is over if possible.

Possessions: (GM's Note — Most of the cargo in this wagon is bulky, and it will take a substantial amount of time [120 minutes divided by the number of party members engaged in unloading] to remove all its contents.)

Cargo includes 90 assorted untanned hides (worth 10GP each, weigh 30lb. each), and 50 tanned hides (25GP, 30lb.). He carries the following finished goods — 8 suits of leather armor (6 human-sized, 2 hobbit-sized, worth 60GP and 12lb each), 10 sets of bowman's leathers (5GP, 1/2lb.), and an assortment of miscellaneous leather goods (flacons, belts, sholder straps, etc., worth 250GP and 15lb. total). A set of tanning equipment (stretching racks, sharp cutting knives) is also present. There are also four small leather sacks filled with gold and silver pieces (500GP total, weighing 10lb.).

Party B-3

The Silversmith and Family

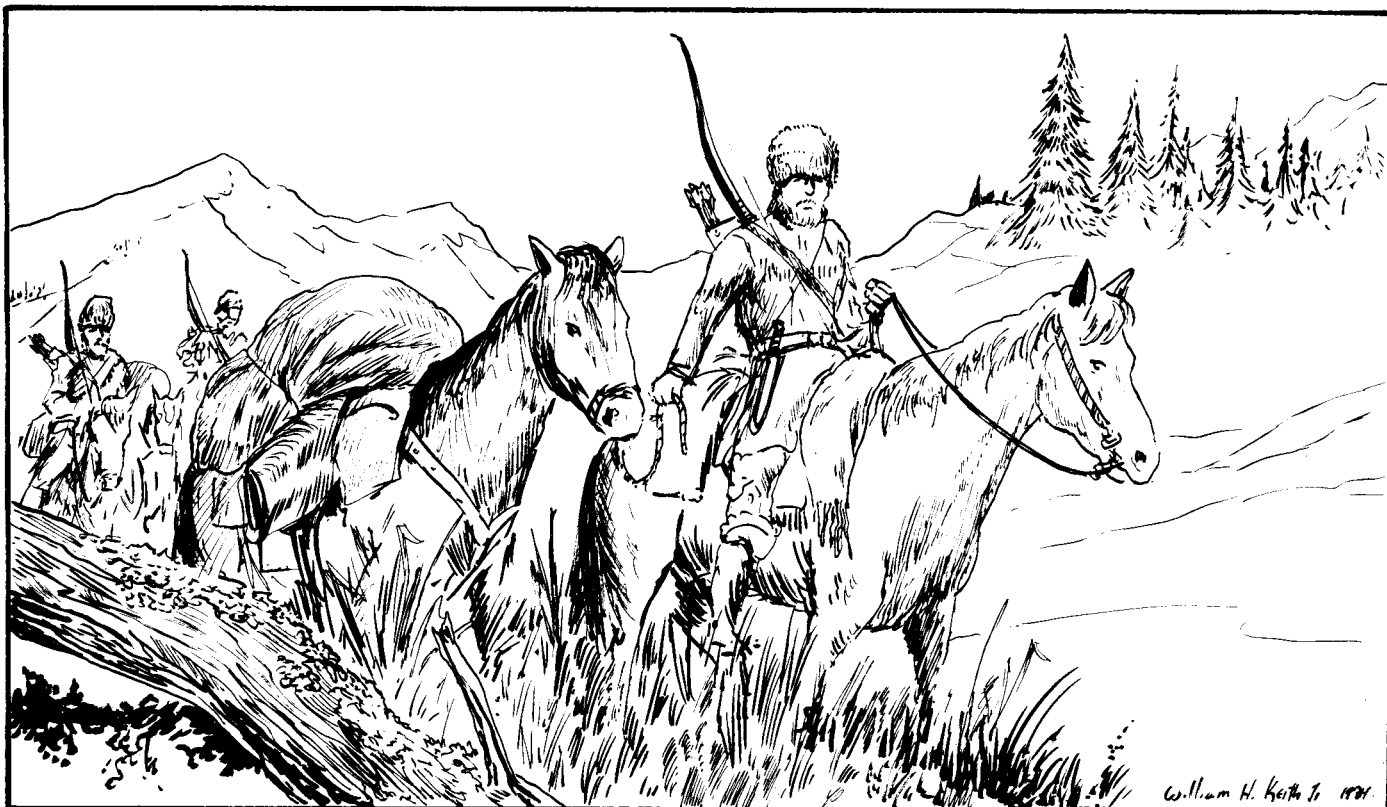
What the Players See: Two mule-drawn closed wagons move slowly along the road, followed by four walking dwarven guards in chainmail. A grey-haired man and a young lad sit behind the reins of the two wagons and appear unarmed. The dwarves carry axes and swords, and two also have large sacks slung over 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 abandoned ruins. They have some special skills (30% sense ambush, 20% 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 (if none is apparent, they will wait until the thieves come to them); otherwise, they will immediately try to confront their foes and melee.

Possessions: 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 400GP total, each weighing 10lb.), several small anvils (200GP total, 15lb. each), a large assortment of hammers and mallets (100GP), and 200lb. of wax used in creating molds for casting items. There are 28 coffers partially filled with various metal ingots — 6 gold (1,500GP per ingot, 15lb.), 10 silver (500GP, 50lb.), 8 bronze (600GP, 20lb.), 3 brass (400GP, 20lb.), and 1 of platinum (800GP, 4lb.).

The second wagon contains household items, including a rough-hewn dining table with 2 benches (250GP, 30lb.), a set of cast iron pots and pans (300GP, 25lb.) 8 wooden serving bowls (25GP, 5lb.), 1 double bed, with frame, straw ticking, a goose-down mattress, and cloth canopy (500GP, 30lb.), 3 folding cots (90GP), 2 matching chairs of fine quality with inlaid designs and upholstery (1,500GP, 40lb.), and 3 large brassbound chests filled with clothing (1 each for father, mother, and children, total value of clothing 250GP, mother's chest also contains a small jewelry box with small gold and silver items worth 700GP). A cashbox holds 500GP 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 3D8 hours +2D6 damage from system shock. When the lid is lifted, a pinkish dust is released — if inhaled, does 4D8 burn damage to respiratory system (no damage if character successfully holds breath, make REF saving roll -2). The casquet contains 3,500GP 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).

Party B-4

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 normal HACØ). 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. They have 30% Move Silently and 25% Hide in Cover chances. 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 seek to find a strategic position and then attempt to drive their attackers into open ground.

All the trappers carry non-enchanted bows which improve HACØ by 1 or 2 due to superior craftsmanship. Any character with Novice Bowry skill or Rank 3+ Bow skill will recognize the quality of these weapons if he picks them up.

Possessions: The trappers lead 14 pack horses (worth 100GP each), and each carries 800GP worth of pelts (50lb.). Each trapper carries a canvas backpack filled with a 2 quart canteen, a belt knife, 20lb. 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 200GP.) 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 (16GP 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 act in an Outraged manner (see Fencing Stolen Goods for details).

Party B-5

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 nearby area. 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 wooden sheath beneath his seat, but he is quite unwilling to use it. There is a 50% chance that he will either immediately surrender or try to ride off at top speed if attacked; he will definitely surrender without a fight if his escape route is clearly blocked.

Possessions: Hung from spikes on the center rack are 20+2D20 bronze pots and pans (each worth 20GP, 2lb.). On the floor of the wagon are 1-100 (roll D100) sets of pewter utensils (2GP each, 10 sets = 1lb.), 100GP in coins and gems, and 50GP worth of barter goods (wool, milk, eggs, a stool, etc.). He carries a partially filled 5 quart container of cheap ale, and a loaf of wheat bread.

Party B-6

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 (and not overly bright) 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 they may leave the horses and cargo unprotected in their haste 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 (i.e., outnumbered or seriously wounded). If his guards have left him and he sees an opportunity, he will attempt to take the pack horse and flee.

Possessions: The saddlebags and pack contain an assortment of camping equipment and provisions, including 1 tent (40GP, 5lb.), 4 fur-lined sleeping bags (15GP each, 5lb.), 1 week of food supplies for four people (100GP), cooking gear (25GP, 10lb.), and an oil

lantern with a full 5 quart flask of oil (15GP). 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 1,400GP 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 5,000 and 2,400GP each) will be discovered if the coffer is searched carefully by touch; however, there is only a 10% chance that they will be noticed without a careful search.

SPECIAL MERCHANT RANSOM INFORMATION

Party #	Ransomable Characters	Ransom Level	% Chance of Ransom	Place of Residence
B-1	Textile Merchant	2	80	not local
	Guards 1-2	4	60	not local
B-2	Master Tanner	4	60	local
B-3	Silversmith	3	20	not local
	Guard 2	2	10	not local
	Guard 3	5	20	not local
B-6	Gem Trader	4	60	not local

Character Descriptions for MERCHANTS AND GUARDS

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
B-1. The Textile Merchant																			
	Guard #1	x1	EL HU FTR	150GP	11	13	9	15	9	12	7	13	10	11	BDSWDe	5	2D6+2	LTH 6	34
	Guard #2	†2,x2,2	EL HU FTR	180GP	16	10	8	10	10	13	9	13	13	14	GRSWDe	1/5/8	1D6+1	LTH 8	33
	Guard #3-4		GR HU FTR	20GP	8	11	10	16	8	9	7	10	10	10	LXBOWe	0/4/10	1D8+1	C/L 7	18
	Guard #5-6		GR HU FTR	20GP	11	13	9	12	13	10	12	8	12	11	BDSWDe	8	2D4	CHN 6	22
	Merchant	j,†f	VET HU TRD	75GP	8	10	13	12	16	14	10	10	13	10	DGR	11	1D4	NON 1	19
															SPEAR	7/10	1D8		
															THRSP	5/10/15	1D10		
															FISTS	13	1D5-4		
B-2. The Master Tanner																			
	Guard #1	rL	INT /O FTR	150GP	7	15	8	8	12	13	12	15	10	8	SHSWD	6	2D4+1	L/S 5	15
	Guard #2-3	rL	INT /O FTR	10SP	15	14	11	12	9	8	7	15	9	10	SLING	2/7/12	1D4	LTH 4	20
	Merchant	†S	INT HU FTR	25GP	13	9	12	8	10	10	9	7	14	10	GTM+S	6	1D8+1	LTH 4	18
																	+1D6		
																	2D4+1		
B-3. The Silversmith and family																			
	Guards #1-2	\$1,v	VET DW FTR		14	15	9	9	9	10	12	13	9	8	LGAXe	4	3D6+2	CHN 7	33
	Guards #3-4	\$1,v	VET DW FTR		13	10	8	18	11	10	11	17	7	11	HFSWDe	5	2D8+2	CHN 7	40
	Merchant	j,†C	VET HU TRD	10GP	10	13	13	11	14	16	12	10	15	11	RAPR	6	1D8+1	CLO 2	22
B-4. The Trappers																			
	Trapper #1	rM,wE,x3	VET HU ARC	7GP	13	13	15	12	14	10	10	15	14	11	CPBOWe	-2/3/7	1D6+2	SFT 12	32
	Trapper #2	\$3,rM,wE	VET HU ARC	15GP	16	16	9	17	9	7	9	12	9	10	SHSWD	7	1D6+1D4+1		
	Trapper #3	\$2,rM,wE	VET HU ARC	10GP	13	14	14	8	12	13	13	9	10	9	CPBOWe	-3/2/6	1D6+2	CLO 3	43
	Trapper #4	\$1,rM,wD,x3	VET HU ARC	10GP	12	19	11	11	8	9	7	13	7	5	CLUB	6	2D6+1		
	Trapper #5	\$2,rM,wD,x3	VET HU ARC	25GP	14	17	14	13	9	9	14	8	9	11	CPBOWe	-3/2/6	1D6+2	CLO 3	29
		†3													SHSWD	6	1D6+1D4+1		
															LBOWe	-3/2/6	1D6+2	SFT 11	34
															BOLO	-1/5/11	1D4		
															CPBOWe	-4/1/5	1D6+2	SFT 11	43
															RAPR	3	1D10+1		
B-5. The Coppersmith																			
	Merchant	†C	INT HU NON	40CP	9	11	11	11	17	9	13	9	14	12	BDSWD	8	2D4	NON 0	17
B-6. The Gem Trader																			
	Guard #1	rJ	GR HU FTR	50GP	15	10	10	9	13	10	10	15	13	10	1BBAX	8	1D10	SCA 8	16
	Guard #2	rJ	GR HU FTR	50GP	11	9	7	13	15	12	10	13	7	10	1BBAX	8	1D10	SCA 8	15
	Guard #3	rJ	GR HU FTR	50GP	10	8	7	8	4	6	14	8	6	8	SPEAR	7/10	1D8	SCA 8	11
	Merchant	j,rJ	VET HU TDR	250GP	8	11	14	16	14	12	10	8	13	9	DGR	10	1D4	LTH 4	26
															THROW	5/9/14	1D4		

Notes:

- * Female
- † Magically enchanted weapon or armor (value given)
- \$ Workmanship enhanced weapon or armor (value given)
- e Expert (Rank 4 or better) with weapon
- j NPC wearing some jewelry
- r Riding animal; definition in Codes List
- † Transport (wagon or cart): H, Handcart (2 spaces); D, Dog cart (3sp); P, Pony cart (5sp); W, Farmwagon (8sp); C, Caravan (12sp); F, Freightier (16sp); S, Freightier (24sp)
- v Valuable possessions, listed in text
- w Multiple blows allowed: A, 5 per 4mr; B, 3 per 2mr; C, 7 per 4mr; D, 2 per mr; E, 5 per 2mr; F, 3 per mr; extra blows on last mrs
- x1 60% 1D10+1 balance arrows (non-magical), 25% 1D4+2 balance arrows (non-magical)
- x2 80% 1D6+1 sharpness quarrels (non-magical), 20% 1D3+2 sharpness quarrels (non-magical)
- x3 SFT armor is made from tanned skin of griffin
- 2 Attacks once every 2 mr
- 8 Striking for damage allowed at HACO+4 (penalty)
- 9 May be used to tangle target's legs; if successful, foe unable to rise for 1D6 mr

Travellers

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 appear to be looking 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

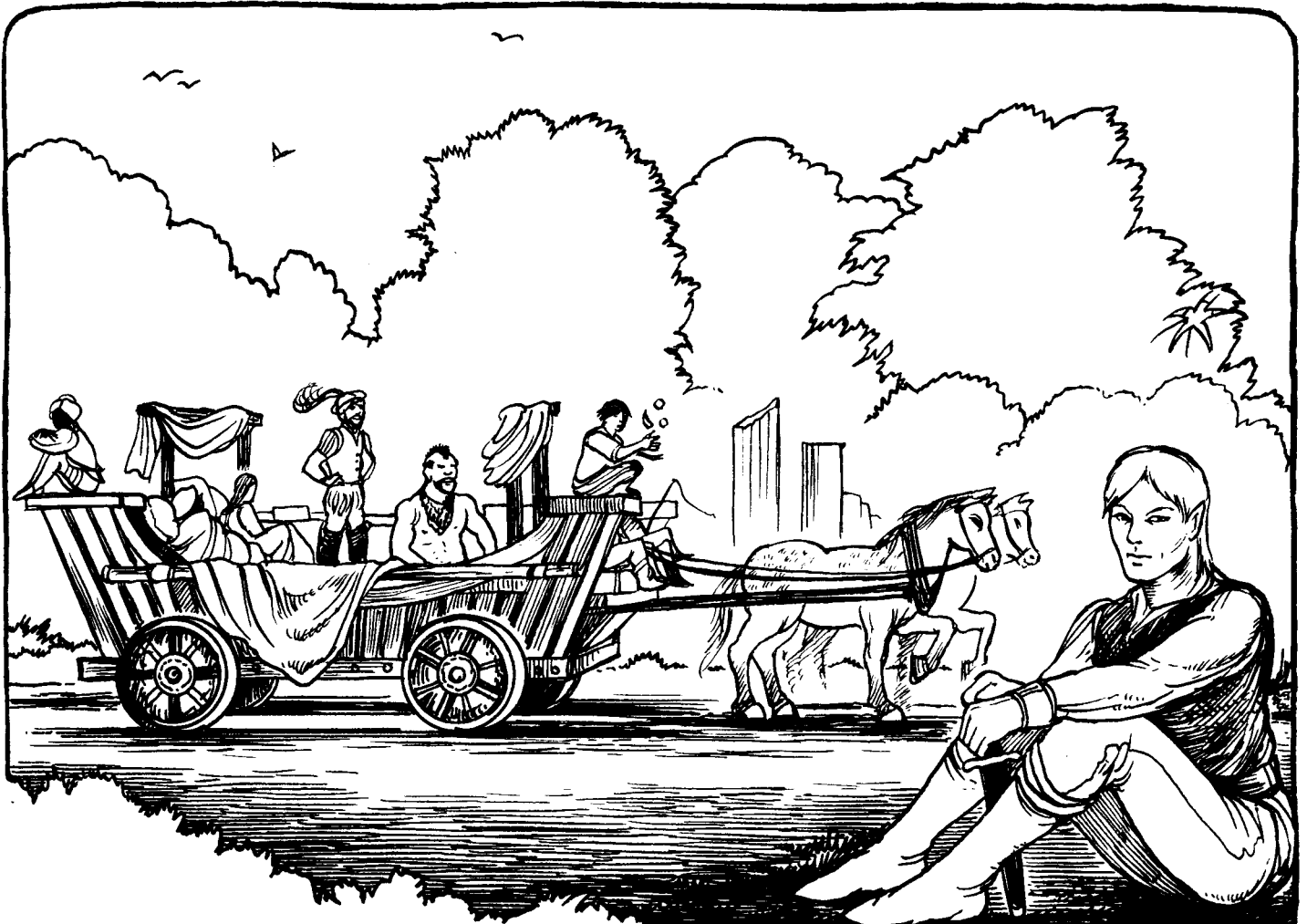
young deputy will be crudely armed, inexperienced fighters. The posse will stop and investigate if there are any obvious visual signs of the kobolds or the highwaymen (people in the roadway, bodies, dropped items). There is only a 30% chance that they will notice less obvious signs (like footprints, 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 all attempt to flee after one posse member has been killed.

Possessions: The kobolds have nothing but the ragged clothes on their backs and a concealed knife strapped to their legs. The posse members carry a few scattered coins in their purses and very little other gear. With the exception of the sheriff's riding horse (150GP), the other animals are of poor quality (worth about 30GP each on the open market).

Party C-2

The Travelling Players

What the Players See: A human, astride a grey riding horse, rides alone, holding a 3' long wooden pole in his right hand and carefully scanning his surroundings. About 50 yards behind him roll



two open wagons, garishly painted and each driven by a team of four medium horses. A mixed group of four male humans, two 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 a thespian (the group's leader), who is also a marksman and trick shot artist. Most have excellent coordination and reflexes, which are reflected in bonuses to their hit probability and/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 HACØ while maneuvering thus; acrobat must make REF saving roll to successfully accomplish this move). He has 20% Sense Ambush skills. 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 HACØ) 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 receive an additional melee round of uncontested fire due to surprise. Similar combat tactics are used, except that the lead rider will seek to find cover, then dismount and attempt to circle around behind to the source of attack by Moving Silently (40% chance).

If the thieves send one or more player characters down to the road to talk to the main 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 (60% and 65% chance, respectively, MGR roll -3 to resist). If successful, they will attempt to subdue and rob their victim(s), and leave them tied up by the roadside.

Possessions: The wagons are well-stocked with both theatrical paraphernalia 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 as follows:

- 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 within 4 mr; if made, take 2D6 damage — armor does not absorb) and a bronze medallion that emits a bright greenish glow when worn (no significance, worth 10GP).

2) The strongbox has a Level 1 lock on it. The box is trapped, in the form of a Potency 12 poison applied to a pin on the hasp of the lid. Inside are an assortment of coins (440GP in gold, silver, and copper pieces) and seven small pieces of jewelry (collectively worth 2D20 x 100GP).

3) The box of puppets contains eight puppets, six of which are completely normal facsimiles of a constable, a king and queen, and three wizards. The 7th is a jester, whose head can be removed to reveal an emerald worth 5,000GP. 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).

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 HACØ for target shooting but is enchanted to never hit living flesh of any kind).

Party C-3

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, who carry a large club and a woodsman's axe, respectively.

GM's Description: A bunch of beggars, just driven out of the nearest town. As the player's 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 will openly demand money from any 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: Each beggar 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:

All other items the beggars carry are of little value — battered plates and utensils, a threadbare blanket or a ragged cloak, some cheap trinkets and gewgaws, or a few moldy crusts of bread and some rinds of cheese.

Die Roll	Money
01-50	1D10CP
51-65	3D10CP
66-80	2D10SP
81-95	3D10SP
96-00	1D10GP

Party C-4

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 in 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; thus, few others will ever be able to use it.

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 some warning of the staff's destructive capacity 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 guard will enter the fighting only if the thieves attempt close combat and will never stray far from the herald. all can fight well from horseback (-1 to own HAC0, +3 to HAC0 of those attacking them). The guards can also be protected by the Missile Repulsor spell if they are positioned within 5' of the herald. The group will not surrender, no matter how badly the fight is going.

Possessions: The herald 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 (possible only if a character of Noble birth portrays the herald), there are substantial monetary advantages that can be obtained (though the characters may also become embroiled in political controversies in the region). The herald does wear several fine pieces of jewelry: 2 matching gold bracelets (worth 600GP each), an emerald

ring (worth 400GP), and a gold signet ring engraved with the insignia of the reigning Duke (worth 2,100GP, 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-5

Jarok

What the Players See: (GM's Note — before describing the scene, the GM must make a Sense Ambush 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 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 300lb. 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 curiosity but can be easily 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 attack Jarok, he may (60% chance) 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: 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 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.

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 guttural growls rise from within the first wagon.

GM's Note — The GM must roll a D100 before describing one 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 to Erinyue, a witch woman of the area. The four men are all intermediate level characters, skilled in the use of weapons that subdue rather than kill (bolos, 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 his 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 weapons. 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 without HACØ adjustment. The party will try to subdue the thieves, and will sell any captives taken into slavery.

Possessions: The supply of weapons carried by the group includes: 12 bolos, 20 darts which are coated with a tranquilizing drug (STM saving roll -4 or sleep 2-12 hours), four large, well-balanced (-1 HACØ) nets, and Panjan's whip. Living quarters have been set up in the second wagon, consisting of a two-week supply of food (worth 150GP, weighing 40lb.) for the party, five folding cots and blankets (60GP each, 12lb.), two large kegs (30GP, 20lb. each), pots and pans, and a firekit.

The principal cargo, of course, is the leopard, who is in a 10' by 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 3,500GP; if it escapes, however, there is a 20% chance that Erinyue will attempt (through use of second sight) to seek revenge on those responsible for its release.

SPECIAL TRAVELLER RANSOM INFORMATION

Party #	Ransomable Characters	Ransom Level	% Chance of Ransom	Place of Residence
C-1	Sheriff	3	60	local
C-2	Thespian	3	10	not local
	Minstrel 2	4	50	not local
	Strongman	2	60	not local
C-4	Herald	2	100	not local
	Guards 1,5	3	80	not local
	Guards 2-4,6	5	80	not local
B-6	Panjan	4	80	local



Character Descriptions for TRAVELLERS AND GUARDS

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
C-1. The Escaped Prisoners																			
	Prisoner #1	rL	INT KO THF		7	9	11	12	10	7	9	13	5	6	DGR	10	1D4	NON 1	15
	Prisoner #2	rL	INT KO THF		14	13	10	5	6	9	7	11	9	3	DGR	10	1D4	NON 0	13
	Sheriff	rL	INT HU FTR	2D10GP	9	11	8	10	11	8	9	6	13	10	BDSWD	7	2D4+1	L/S 5	17
	Deputy	rL	GR HU FTR	1D8GP	15	13	12	16	9	7	5	16	8	10	SPEAR	7/10	1D12	CLO 2	20
	Posse #1-4	rL	GR HU NON	1D6GP	11	7	10	9	11	9	9	13	9	11	CLUB	11	1D8	NON 0	12
C-2. The Players																			
	Acrobat #1	rL,x1,1	VET HU THF	8D10GP	10	19	18	8	11	12	10	9	13	14	QSTFe	5	1D4	CLO 5	14
	Acrobat #2	2,8,9	INT EL THF	5D12GP	10	17	14	9	12	8	11	11	9	12	BOLoe	0/6/12	1D4	CLO 3	18
	Thesplan	tC,1	VET HU ARC	3D8GP	12	17	13	13	8	13	14	9	16	14	QSTF	6	1D4	LTH 5	21
	Strongman	2,8,9	INT HU FTR	1D10SP	18	7	8	12	9	6	8	12	7	9	LBOWe	-2/2/5	1D6+1	LTH 5	34
	Minstrel #1	x2	INT EL TRB	4D10GP	10	13	17	10	11	10	14	16	16	13	1BBAXe	9	1D6	LTH 6	20
	Minstrel #2	*J,x4	INT HU TRB	6D12GP	8	14	14	10	10	16	11	14	15	16	FISTS	3/7/10	1D6	LTH 5	24
	Puppeteer #1	tC	INT HU NON	3D6GP	13	17	15	13	11	9	10	4	12	10	LBOW	3/7/10	1D6	CLO 3	23
	Puppeteer #2	*J	INT HU NON	3D6GP	9	15	13	11	10	13	11	16	12	9	THRKN	5/9/14	1D4	CLO 3	18
C-3. The Beggars																			
	Upright Man #1		GR /O FTR		16	7	13	12	8	8	10	10	6	7	CLUB	10	1D10	CLO 2	16
	Upright Man #2		GR HU FTR		9	9	13	11	7	10	9	12	9	5	WDSAX	9	1D6	CLO 2	18
	Scum #1-13		GR MX NON		9	8	8	9	9	7	8	9	5	6	KVETCH			NON 0	15
C-4. The Royal Herald																			
	Herald	o,p,rC	EL HU SCH	3D10GP	10	14	15	15	16	19	10	19	15	12	STAFF			CLO 3	22
	Guards #1-2	t2,rC	VET HU FTR	1D6GP	13	12	13	12	10	11	9	16	9	10	HLBRDe	4/6	1D8+1	CHN 6	28
	Guards #3-6	t1,rC	VET /E FTR	1D10GP	11	10	9	12	12	9	7	13	11	12	SPEARe	5/8	1D12	CHN 6	23
C-5. The Mountain Man																			
	Jarok	tD	VET HU FTR	1D6SP	25	17	20	17	9	4	9	11	8	9	CLUB	5	2D10	ANH 8	52
C-6. The Animal Trainers																			
	Panjan	rL,9	VET HU FTR	8D10GP	10	12	15	9	12	10	11	10	14	8	WHIPe	3/7	1D10	LTH 6	20
	Asst. Trainers #1-2	2	INT HU FTR	1D10GP	14	10	13	10	9	10	14	13	11	10	RAPR	5	1D10	LTH 5	27
	Asst. Trainers #3-4	2,8,9	INT OR FTR	2D12GP	11	15	11	17	11	11	9	15	9	7	NET	7	TANGLE	LTH 4	20
	Wolves #1-2	tF	ANIMAL		12	10	19	12	5	14					BOLoe	3/9/15	1D4	FUR 7	55
	Wolves #3-4	t12S,wB	ANIMAL		14	14	17	13	5	9					SHSWD	6	2D4	FUR 6	40
Notes:																			
* Female																			
† Magically enchanted weapon or armor (value given)																			
‡ Weapons poisoned (level given); affect opponent on first strike of combat only, S indicates soporific																			
e Expert (Rank 4 or better) with weapon																			
J NPC wearing some jewelry																			
m NPC has useful (non-combat) magic item on person																			
o NPC has potent offensive magic item on person																			
p NPC has protective magic item on person																			
r Riding animal; definition in Codes List																			
† Transport (wagon or cart): H, Handcart (2 spaces); D, Dog cart (3sp); P, Pony cart (5sp); W, Farmwagon (8sp); C, Caravan (12sp); F, Freight (16sp); S, Freight (24sp)																			
w Multiple blows allowed: A, 5 per 4mr; B, 3 per 2mr; C, 7 per 4mr; D, 2 per mr; E, 5 per 2mr; F, 3 per mr; extra blows on last mrs																			
x1 Point rider has 45% Moving Silently, 50% Hiding in Cover																			
x2 Carries three vials of brownish fluid in belt pouch (healing potion, 2D6 point healed)																			
x3 Carries mandolin in wooden case; 75% Charming, 50% Lore																			
x4 Carries mandolin in wooden case; 60% Charming, 60% Lore. Carries 2 vials of greenish fluid in pocket (weapon poison, PR16, 1D8 doses per vial)																			
1 Weapon may be used for +2 defense if no attack made																			
2 Attacks once every 2 mr																			
8 Striking for damage allowed at HACO+4 (penalty)																			
9 May be used to tangle target's legs; if successful, foe unable to rise for 1D6 mr																			

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 their faces and clothes are sweat-soaked.

GM's Description: Fanagar, a 6th level human Mercenary, has recently suffered a disastrous defeat while attempting to besiege a nearby castle. He is leading the remnants of his decimated company (once 40 men) 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, the INT Fighters must make a DSC saving throw 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 in his helm that adds +5 to his armor class. He will activate this spell (unless confused or unconscious) 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 penalty.

Possessions: 800GP in coins and gems, 60 days worth of iron rations, a pavilion, torches and lanterns, mountaineering equipment (strong rope, spikes, mallets, etc.) are carried in the backpacks, and in Arrek's saddlebags. Fanagar also carries a magical never empty water canteen (2 qt.).

Party D-2

The Company of Kulloden

What the Players See: A party 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 Mercenary, 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 employer has been able to obtain relatively easy and lucrative employment. The notoriety and respect his company has in the area greatly exceeds the actual fighting competence of this group; there is a 30% chance that items bearing his insignia will be recognized as "hot". Because morale is high, demoralization is not a problem; however, Kulloden is by nature very cautious, and will attempt to withdraw, if his troops suffer more than 25% serious casualties (i.e., more than 1/2 HTK lost). Tactically, his lancers will remain on their mounts and will charge in a line whenever possible (-2 to own HACØ while attacking from horseback, +3 to HACØ of foes; riding into heavily wooded or rough terrain areas, however, will slow movement to 1/3 and 1/2 normal rates, respectively, and give a 20% chance per mr of unseating the rider). If ambushed, a few will remain mounted and try to force their attackers into the open with a flanking action, while the others (especially the bowmen) seek out a safe defensive position.

Possessions: A large brass-bound chest (Level 2 lock, no trap) holds the communal wealth, some 1,750GP in gems. Each fighter carries a matched, embossed beer stein (worth 75GP each, but potentially "hot"). General stores contain a good medicine kit with bandages, surgeons' 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 (GM's discretion).

Party D-3

Gulak'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 is on the lookout for somebody smaller and weaker to beat up. The GM should note that the player's 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 a 80% chance that the orcs will attack the thieves. Tactically, the uruk-hai let their smaller brethren do the bulk of the actual fighting. If ambushed themselves, 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: The group's belongings are carried in various backpacks and sacks, and include a few days rations of dried vegetables and salted meats, and a fire kit. A strongbox (Level 1 lock) contains a few silver and copper coins (15GP worth). One orc with

Chapter 7

Cat-Burglary Scenarios and Second Story Adventures

A. Heligor's Jewelry Shop

Introduction

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 segment of the city known as the Labyrinth, a teeming den of thieves and tenements 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 rare perfumes, rubies, silks and pearls. Many of the Street's steady customers, eager to indulge the whims and caprices of their paramours, bring such gifts 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 good selection of goods in his shop. Although he has lived and worked in the same simple two-story structure for over 25 years, there are abundant rumors that he hoards a vast treasure somewhere on the premises.

* * * * *

The players' objective in this scenario is to commit a successful burglary of Heligor's jewelry shop, in a manner that avoids detection and provides maximum profit. It is designed for a party of 2-5 Green or Intermediate level thieves. To maximize their chances of success, the thieves should observe the habits of Heligor, his family, and staff, as well as the lifestyles of the other denizens of the Street. In the process of collecting this information, the players may elect to utilize their Disguise skills.

Life along the Street of Silk Veils

The Street of Silk Veils draws its name from the Havener custom that those who elect to engage in the world's oldest profession don veils to advertise that fact (anyone who propositions a bare-faced woman does so at his own risk). Those seeking pleasure on the Street have two distinct alternatives. Men of means can go to one of the 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 establishments offer their patrons security and comfort, as well as pleasure — they provide meals, a common room for drinks and conversation, and strictly enforce prohibitions on pickpocketing by their girls. The larger houses normally open about an hour before dusk; their heaviest traffic arrives between 6 and 10 in the evening, and a reasonable fraction of the clientele stay as late as 2 to 4 am. Their services are expensive, but much in demand.

For those with but a few silvers to spend, there are a plentitude of independent streetwalkers available. Their quarters usually consist of a straw mattress and a candle in one of the many dark, nondescript rooming houses along the Street. Unfortunately, in such surroundings a man must often keep a wary eye on his sword, and one hand on his purse at all times (a position hardly conducive to the pleasure he was seeking). Because of the greater risks of muggings involved, most of the trade with the streetwalkers takes place between noon and dusk.

The tables below indicate encounter chances for the various types of non-player characters on the Street of Silk Veils, and provide a guide to an NPC's probable reaction to the players. Reaction results indicated may be adjusted by the GM as appropriate if the player-characters are acting in a particularly subtle or indiscreet manner. The reactions identified in the table are further explained below:

Indifference — NPC has no particular interest in the player, and is unlikely to give more than the most perfunctory information to any questions he asks.

Observe — NPC has taken an interest in the player, and will likely (75%) notice any action the latter performs while in his/her vicinity. 40% chance that the NPC will approach the character in a friendly manner (making him/her a good potential source of information).

Suspect/Challenge or Suspect/Follow — The NPC has decided that the player is guilty of some crime or indiscretion, and will take the action indicated to attempt to prove this contention (true or not).

Proposition — Of a business nature. If rebuffed, and a Hostile result is rolled, a Customer may (60%) attempt to take by force what he could not obtain with coin; a Streetwalker will normally (80%) confine her response to a stream of crude imprecations, said in a voice loud enough to draw the attention of anyone within 100 feet of the player-character.

Fear/Run — Presumably due to the fact that the thief reminds the NPC of her long-lost husband the wife-beater, Jack the Ripper, or some other unsavory character.

Drunk/Hostile — Your basic loud troublemaker, doing what he does best.

RANDOM ENCOUNTERS ON THE STREET OF SILK VEILS

Encounter Chances

Hours	Streetwalkers	House Girls	Customers
4am - 12noon	0% C 10% A	10% C 10% A	0% C 2% A
12noon - 4pm	20% C 15% A	5% C 10% A	20% C 10% A
4pm - 8pm	25% C 15% A	5% C 5% A	20% C 30% A
8pm - 12mid	10% C 20% A	65% C 0% A	10% C 20% A
12mid - 4am	5% C 5% A	20% C 0% A	2% C 5% A

C denotes presence of a companion of the opposite sex
A indicates alone

Reactions (Roll D100)

	Streetwalkers	House Girls	Customers
C Indifference	01-80	01-70	01-95
Observe	81-00	71-00	-
Suspect/Challenge	-	-	96-00
A (if thief male)			
Indifference	01-10	01-40	01-75
Proposition	11-60 *	41-60	-
Observe	61-75	61-90	76-90
Suspect/follow	76-85	-	-
Fear/run	86-00	91-00	-
Drunk/Hostile	-	-	91-00
A (if thief female)			
Indifference	01-80	01-90	01-20
Observation	81-00	91-00	21-40
Proposition	-	-	41-00 *

* 20% Hostile if rebuffed

The street is patrolled rather erratically by the local constabulary. Five daily patrols are scheduled to pass through the area — at 1, 4, 7, and 10 pm, and 1 am. However, as with other neighborhoods bordering the

Labyrinth, only the first three of these appear with any true regularity (90% chance that the patrols will appear as scheduled). There is only a 60% chance that the 10 pm patrol will appear, and a mere 25% chance that the 1 am patrol will make its appointed rounds. There is an additional 20% chance that patrols which do appear will arrive 30-60 minutes later than anticipated. In addition to the regular patrols, there is always a 35% chance (roll once per half hour) that 10-30 off-duty guardsmen will be present somewhere on the street (more than a few members of the various companies of the city guard have a lover or mistress here, and stop by whenever they have an opportunity. If the thieves are encountered by guardsmen (either on- or off- duty) during their reconnaissance, the latter's reactions will be (roll D100): 01-50 Indifference; 51-70 Stop/Interrogate; 71-85 Observe; 86-00 Suspect/Challenge.

There are also two other individuals who frequent the Street whose fates may intertwine with those of the thieves. The first of these is Caster, an Intermediate level thief whose specialty is pickpocketing (60% chance). There is a 15% chance per hour that the players spend gathering information or doing surveillance on the Street that a member of their party will become one of Caster's attempted victims. If caught in the act, he will make a break for the nearest alley; he is quite a speedster (MA 13), knows every inch of the twisting back streets of the area. There is also a 30% chance (if the robbery attempt is made between 2pm and midnight) that Caster will become suspicious of the thieves, and attempt to observe them from a safe distance. If the party does not leave lookouts outside the shop during the burglary, Caster will conceal himself nearby and attempt to follow the thieves (base Tailing Roll = 15) after their departure. If successful, he will approach them later (with a pair of local toughs in tow) and demand a share of the cut for his silence.

The second NPC, Murfello, is a street performer (both juggling and prestidigitation) who frequently works the Street of Silk Veils as well as the Plaza of Troubadors. Although he loves the applause and the spotlight, Murfello is actually a well-schooled Veteran mage. He performs on occasion at the Blue Lantern, and has kept company with several of the young ladies there. He will respond to any alarm given by the inhabitants of Heligor's, the local constabulary, or any other NPC, if he is in the vicinity (40% chance). He has



sufficient magical power to throw up to 150 hit points of Sleep spells, and up to 608 points of magical missile spells (HAC03); he is also a deadly shot with any sort of small thrown object, due to his juggling prowess.

Landmarks on the Street of Silk Veils

A map of the northern portion of the Street of Silk Veils and its nearby byways and alleys has been provided for player and GM use in conducting this scenario. Descriptions of some of the major points of interest on the Street are provided below (letter designations correspond to those used on the map key).

a) **THE TROUBLED TROUBADOR** — is a pawn shop; many a man has left his harp at the top of Street of Silk Veils to get the money for a few hours of pleasure and forgetfulness. Its proprietor, Armand Kellar, knows little of Heligor (who clearly has never had need of his services), but has done business with Marius, the night guard. He is aware that Marius is the only guard employed by the shop, and believes (wrongly) that the jeweler's hoard must therefore be protected by some potent enchantment.

b) **KARKI'S SWEETS & FLOWERS** — Karki lives in a house across the plaza; his shop is open from noon to 10pm, and his prices are reasonable. Karki is a very voluble, jovial fellow, who will be more than happy to talk about any subject, including "his good friend Heligor". He will wax poetic about the high quality and reasonable prices of Heligor's goods (and of my own candies too!, his attentive staff (and these fine bouquets), and so on, ad infinitum... However, somewhere among the excess verbiage, he may (35% chance) also mention something of interest, such as the "special" sales case that holds the shop's most valuable items.

c) **BURGALLO'S APOTHECARY** — he sells hairs of the dog, minor medicines, and cosmetics for the girls. To better service the female portion of his clientele, he normally opens and closes early (9am — 9pm), but a bell hangs near his front door for emergencies (10% chance per half hour, midnight — 3am, of a visitor — often half-drunk — seeking some sort of cure). The bell could also be used to sound an alarm (maybe someone will even answer).

d) **HELIGOR'S** — The scene of the crime, detailed fully below.

e) **BETTINA'S** — does seamstress work for many of the girls of Silk Veils; she stays scrupulously out of the affairs of others. She will be curt and unresponsive to anyone who comes around asking a lot of questions; if approached about a fitting, she will be much more friendly, but no more informative.

f) **MAMA ROSA'S ROOMING HOUSE** — is a cut above the normal for the girls of the street; it is clean, and relatively safe (only a 5% chance of mayhem). At present, eleven streetwalkers live and ply their trade here; there are also three vacant rooms available for rent (long-term or short, as long as the coin is paid in advance). One side of this three story building faces the rear entrance to Heligor's; there is a 15% chance that some of the girls or their customers will be present in the alley or at the windows if the thieves enter this area.

g) **THE BLUE LANTERN** — one of the 6 major pleasure palaces on the street, is run by Kinalla Silkskin,

once (40 or more years ago) held to be the most accomplished courtesan in Haven. Kinall's establishment is highly successful, and teems with activity from dusk til 3am or later. Heligor's wife, Marushka, worked here for several years; their daughter, Marissa (who has shown a rapidly growing interest in the profession), is often a visitor here in the mornings and early afternoons, learning some of the "tricks" of the trade.

The Lantern is a three-story structure, whose northwestern corner abuts the row of two-story shops where Heligor's is located. The thieves may develop an interest in gaining access to rooms in this part of the building as a possible means of gaining entry to Heligor's. Female thieves may seek employment as "maidens-in-training"; there is a 70% chance that they will be hired if their combined MAG + APP is > 27 (20% chance if lower). Maidens will be expected to perform the essential services of their occupation as required; during peak hours of business, their freedom of movement will be severely constrained. Males in the thieves' party can of course frequent the Blue Lantern as patrons; their chances of being assigned one of the NW facing rooms for their pleasure is only about 1 in 6, however (and requesting such a room is as sure a way of rousing suspicion as there is).

h) **ENOS' LIVERY AND SMITHY** — caters to the carriage trade on the Street; its owner, Enos the Maul, often performs horseshoeing and wagon repair services for patrons of the great pleasure houses while they are engaged within. Enos is a rock of a man who works at his forge from 5am 'til dusk every day; he will answer any call for help he hears (60% chance if on the job; 20% otherwise), carrying a length of hot iron and a 9-pound sledge.

i) **THE FOX AND GOOSE** — is a bustling tavern considered a safe and pleasant place to share a quiet flagon with one's amour. Heligor and Marushka (who courted here) occasionally drop by for a drink and some pleasant memories. The facility's proprietor, Randy Shuttlecock, knows little about Heligor or his family (being far too occupied with the area's available female population). His night barman Garridos, however, has some information about Heligor's supposed treasure hoard that he will supply for a price (ask 100 GP, can be bargained down to 50 GP). During one of the couple's visits, Garridos overheard the two (who were well in their cups) laughing about "the money behind the garden gate" (GMs Note: this cryptic remark refers to the false secret panel located in the wall mural in Heligor's bedroom — see that description for further details).

j) **MADAME RUTH'S** — is run by a gypsy with a gold capped tooth. Ruth can read your tea leaves, interpret the bumps on your head, or place a curse on your worst enemy — but what she knows about Heligor could be put on the head of a pin with room left over. Her 17 year old son, Roberto (usually found loitering in front of the shop) is another story. Roberto has been one of the lucky young men with whom daughter Marissa has been "practicing" her newfound craft; he has been in the upstairs portion of Heligor's residence on three occasions when no one else was home. For the price of a few mugs of ale, he will be glad to describe the layout in reasonably accurate detail (including Heligor's bedroom; Marissa has already developed a taste for first class accommodations).

k) **THE SILKEN CHAIN** — another of the six major pleasure houses, the Chain is run with a tight-fisted hand by an obese eunuch known as Potiphar the Fat. None of the employees of the Chain (including Potiphar) have any useful intelligence about Heligor's; however, there is a 25% chance on any given evening that Heligor's assistant Fergus will be present. If flattered properly, Fergus can be quite talkative about just exactly how he runs things at the shop. If pushed, there is a 50% chance that he will reveal that the cashbox contents and most valuable jewelry items are taken upstairs after closing time each night.

l) **POTIPHAR'S HOUSE** — the reclusive procurer lives alone in this high-walled three story residence, along with 200 or more cats. It is rumored (correctly) that the house is filled with many valuable items, and also with many very deadly traps.

m) **THE HOUSE AND SURGERY OF MORDECAI, HEALER** — is available at any hour to those who are injured in one of the loud "discussions" which periodically break out on the Street. There is a 25% chance per evening that a patient will be brought to Mordecai sometime in the post-midnight hours (oft-times from the nearby Lover's Not).

n) **THE LOVER'S NOT** — is, as the name implies, a hang-out for those whose quest has been unsuccessful. Its clientele is, as a result, more hostile and disorderly than most other establishments on the street. Disagreements which begin within its walls on occasion spill out into the alleyway behind Heligor's.

o) **FROD'S THEATER** — is an imposing edifice which provides culture and entertainment for the denizens of the surrounding area. The theater's specialty is bawdy comedy; there are two performances nightly, at 6 and 9pm; its patrons spill out into the Street and its side avenues in the periods just before and after the shows.

p) **THE VIRGIN'S FLUTE** — this tavern opens onto the Plaza of Troubadors. The establishment serves a fair portion of the post-theater crowd from Frod's; it closes at 1am, sending a number of revelers down the Street in search of a final climax to their evening.

q) **VARIOUS SEEDY AND 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 will tend to be.

Heligor's

Dramatis Personae

There are 7 individuals who are normally found in or around Heligor's shop/residence during some part of the day or night — Heligor, his wife and 2 children, 2 assistants, and a middle-aged warrior who acts as a mild deterrent to the petty criminals of the area. Each of these characters is described below.

Heligor is a thin, bewizeden man of 57 years, who is in no particular condition for combat. He is intelligent, and a sharp bargainer (add a profit margin of 8% on any transaction). Heligor can be found in the shop during most of the shop's busiest hours. At night, he is a relatively sound sleeper (10% base hearing chance), but advancing age has weakened his kidneys, and there is a 15% chance he will awaken to use the chamberpot in any 10 minute period. If confronted by intruders, his defense will consist of a loud bellow (in

hopes his assistants will awaken and hear) and cowering under the bedcovers thereafter.

His wife, **Marushka**, was a House Girl at the Blue Lantern for a number of years; time has not been kind to her face or figure, however, and the traces of her former beauty she retains are usually concealed beneath a thick layer of cosmetics. She is almost never found in the shop, and makes her exits from, and entrances to, the upstairs living quarters via the back stairs. She is a very sound sleeper (0% chance, unless a great deal of noise is made).

Heligor's 9 year-old son, **Haldor**, is a typical young boy. During daylight hours, he can usually be found running around the neighborhood with a pack of other local urchins. There is a 20% chance he will be in the vicinity of the shop if the thieves attempt to do any close investigation of it during daylight hours; if so, there is an 80% chance he will become suspicious and alert his father to their presence. He is a distressingly good shot with a knife for a child of his age (HACØ 3/7/12). At night, the boy-child sleeps the sleep of the innocent; if awakened, however, he will rise with a knife ready in each hand.

The daughter, **Marissa**, a tall pretty young girl of 16, aspires to earn her own place in one of the great pleasure houses, and has proved an adept pupil at the courtesan's craft. She is a light sleeper, and will wake up (85% chance) at virtually any noise in the upper levels of the house. However, she is easily attracted to men, and if she comes face to face with a male intruder, there is a 2% chance per point of a thief's MAG and APP that she will attempt to seduce him. If she does so, there is also a 35% chance that she will help him (and his confederates) escape.

The elder of the 2 assistants, **Fergus**, is in charge of the shop's operations from its opening at 8am to 6pm. He has strong desires for Marissa, and claims that this is the only reason he stays on, since he believes that he has learned "everything that old fool Heligor could possibly know". Unfortunately, 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. He will frequently remain around the shop/house in his off-work hours mooning over Marissa, but also has been known to frequent both the Silken Chain and Lover's Not to drown his sorrows in one way or another. If Marissa should call for help while he is present, there is an 80% chance that he will grab a club and charge up the stairs to her rescue; otherwise, there is only a 25% chance he will be awakened by a disturbance, upstairs or downstairs.

Halley, the other assistant, works from 4pm to 2am, usually in conjunction with Heligor. He is a diligent worker, and genuinely interested in learning the jewelry business; unfortunately, he is basically unsuited for almost any business career, being one of the worst hagglers in the known world. If one approaches him for a price and bargains well, there is a 35% chance of getting a piece at only half its value. Heligor knows Halley's weakness only too well, and seldom lets him work with any jewelry of real value. During the daytime, he can often be seen around the Street, running errands for Heligor or Marushka.

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 evenings free to pursue his damsel fair. However, he is an extremely honest man, and will defend his employer (and his stock) to the best of his ability. He is not terribly imaginative, and will likely confront any potential intruders he hears head-on. Marius works from midnight until 8am, when Fergus opens the shop.

There are two additional unofficial members of Heligor's household, a pair of family dogs. One, a large wolf-like beast named **Wurff**, belongs body and soul to his mistress **Marissa**, and will never stray far from her view when the latter is in the house. **Wurff**, though untrained as an attack dog, can become quite vicious if he perceives his mistress to be threatened (HAC0 5 with bite, 1D6 damage, 3 attacks per mr; in addition, the animal has a 35% chance on his first attack against any character of knocking that opponent to the ground by sheer force of weight). The dog has AC3 and 27 HTK; he will accept food only from **Marissa**, and petting normally only from other family members (this includes **Halley**, but not **Fergus**, who avoids **Wurff** like the plague). If a player-character has Journeyman level or higher training in Husbandry, there is a 50% chance he/she can overcome the dog's normal reactions, as long as **Marissa** is not physically endangered. **Marushka** also has a dog, a yapping ball of white fluff named **Sebastian**; he is a typical lap dog, all courage and no brains, who will bark at a furious rate at any sound he hears (a classic case of sound and fury, signifying nothing).

EXTERIOR DESCRIPTION

Heligor's shop/home is a two-story wood frame building, one of five identical row-houses ("a-e" on the map key). There are four possible means of entry into the building; each is described below.

1) Front Entrance. The entryway consists of a pair of stout oaken double doors, equipped with a Comp 2 lock; and a mechanical alarm bell (Comp 1 trap; readily observable — no trap sensing/locating rolls required — if the players have ever been inside the shop). Although both should be easily manageable by a competent thief, the only time the street's traffic is quiet enough to permit an attempted entry is between 3-5am; even then, there is a 15% chance per minute (4 mr) that someone will approach from the southern end of the street. If an encounter occurs, GMs may use one or more of the Random Customers 1-3 identified in the Character Description table at the end of this adventure.

2) Back Entrance. This door, located in the alley behind the shop, has a porch landing that could offer modest cover to anyone kneeling or squatting there. The door is usually (95%) locked between the hours of 10 pm and 7 am; its Lock is Complexity 1. There is normally only a 10% chance per 5 minutes of someone entering this alleyway; exceptions to this general rule include the possibility of onlookers from **Madame Rosa's** (see neighborhood description "f" above), and the 15-30 minute periods just before/after the **Frod's Theatre** showtimes (60% chance). If an NPC is encountered here, roll D100 to determine the type of encounter: 01-30, Streetwalker with Customer (80% indifferent reaction);



31-60, Customer; 61-80, Mugger; or 81-00, Drunk. Consult the Character Description table at the end of this scenario for NPC information.

3) Balcony/Front Windows. The balcony is a 5' semicircular area with an iron railing, and the two windows on either side of it open into **Heligor's** bedroom (see room description below). Both can easily be forced open (CDN saving roll) with a knife blade or other simple pry. The most practical access to these areas is from the building's roof, allowing the character some possibility of concealment (climbing up from the front of the shop presents the same problems as entering the front door). Access to the roof can be obtained either from one of the rooms in the **Blue Lantern's** NW corner, or by use of a grapnel from one of the second or third floor windows at **Madame Rosa's**.

4) Rear Windows. There are two windows facing onto the back alleyway; one opens onto the stairwell, the other into the upstairs living area. As in 3) above, neither is fastened very securely (CDN saving roll to force open). These windows can be accessed either from the roof or by climbing the building's rear wall. Chances of detection are roughly equivalent to those described for the back door.

INTERIOR ROOM DESCRIPTIONS

Maps of the two interior floors of **Heligor's** are provided for the GM's use. These maps should not be provided to the players prior to the robbery attempt (since it is not common knowledge, unless they have

successfully interrogated Roberto from Madame Ruth's. If the players visit the shop prior to the robbery for reconnaissance purposes, they will normally only be permitted access to Rooms A and B; a player-character who successfully disguises himself as a jewel trader or other buyer may be able to talk his way into a private conference with Heligor in the Assistants' Living Quarters, Room D.

A.) Entrance and Displays

What the Players See 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, containing a variety of rings, brooches, necklaces, etc. Two 8' cases are in the center of the room; if inspected closely, the items within these cases will appear to be somewhat more valuable.

GM's Description This is the main display area of the shop. Most of the trinkets and valuables immediately visible are of small value, although a large number could produce a tidy sum. There will be a total of 1D10 x 20 items in the 4 front cases; items in the side cases are primarily (75%) worth less than 40GP; the center cases (which have glass tops and a Comp 1 lock) contain items valued at 25GP or more. Items are valued by type (roll D6):

1 — Bracelet 2D20GP	4 — Necklace 1D100GP
2 — Ring 1D100GP	5 — Anklet 1D10GP
3 — Earrings 1D20GP	6 — Brooch 2D20GP

Traffic through the main sales area ebbs and flows substantially during the course of the day. The chances of various types of NPCs being present in any given time period are listed below:

<u>8 am to noon</u>	<u>8 pm to midnight</u>
10% 1 streetwalker	15% 1 streetwalker
10% 1 constable	10% 1 constable
5% 1D2 couples	90% 1D3 couples
100% Fergus	75% Halley
	85% Heligor
<u>noon to 4 pm</u>	10% 1 mugger
5% 1 streetwalker	<u>midnight to 4 am</u>
5% 1 constable	1% 1 streetwalker
15% 1D3 couples	10% 1 constable
100% Fergus	35% 1 couple
<u>4 pm to 8 pm</u>	50% Halley
10% 1 streetwalker	70% Heligor
2% 1 constable	100% Marius
90% 1D4 couples	10% 1 drunk
50% Fergus	<u>4 am to 8 am</u>
50% Halley	100% Marius
70% Heligor	
10% Marushka	

B.) Sales Counter and Displays of Valued Items

What the Players See: A heavily built counter stretching 10' across the back of the shop, about 3' from the wall; a glass case, apparently equipped with some sort of artificial light source, is built into the counter (if during business hours, several well-crafted jewelry pieces will be present; if between 2-8 am, the case will be empty). To the rear of the area is a curtained door, through which sales people

occasionally disappear during business hours. A heavy wooden chair sits to the left of the counter and curtain.

GM's Description: This portion of the sales area is usually run by either Heligor or Fergus, depending on the time of day (there is a 10% chance that Halley will be on duty here during his shift). This counter holds the shop's highest priced trinkets, with the most expensive of these holding sway in the special display area. Heligor will have up to 2D3 of these items in stock at any time. Special items present in the shop at the time of the robbery can be determined from the table below (roll D12):

- 1) A golden dragon with emerald eyes and lapis lazuli inlaid body, and a thin golden chain — 2,500GP
- 2) A silver tiara with a spray of golden spikes set with diamond chips — 1,000GP
- 3) A silver pendant of a griffin's head upon a heavy silver chain — 250GP
- 4) A pair of earrings in the shape of butterflies with wings inlaid with tiny rubies — 850GP
- 5) A golden ring with a setting of jet (the stone lifts to reveal a small cavity) — 450GP
- 6) A carved rosewood jewelry chest, inlaid with mother-of-pearl in a floral pattern — 1,200GP
- 7) An ankh (looped cross) of beaten gold on a heavy chain — 300GP
- 8) A ring of carved white jade with the silhouette of a maiden's profile inset in green jade — 3,000GP
- 9) A set of 3 silver hair combs, set with chips of sapphire — 600GP
- 10) A triple strand of size-graded, matched pearls, all of which have a delicate rose tinge — 1,900GP
- 11) A stiletto with a silvered blade, golden wired hilt, and a small gem set into the guard — 500GP
- 12) A heavy platinum chain with a teardrop pendant in scarlet crystal — 750GP

C.) Heligor's "Office"

What the Players See: An alcove 5' wide and about 8' deep, outfitted with a sturdily built desk and chair. The desktop is covered with two unruly piles of papers and ledgers, one held down with a lump of dullish looking lead, the other with a chunk of clear crystal shot through with gold veining and small glints of red and blue. There are 2 drawers, one on either side of the desk.

GM's Description: Heligor does all of his bookkeeping in this area. The two stacks on the desk contain notes, ledgers, and various business papers; a careful sorting through the stacks will reveal 1D4 letters of credit and/or sight drafts (the historical equivalent of a cashier's check), worth 1D20 x 100GP each. The crystal, though apparently valuable, is simply a pretty pyrite gewgaw; the leaden lump, on the other hand, is a 1/2 pound chunk of more or less mithril, worth about 2,500GP to a master weaponsmith or armorer (player-characters with training in Metalsmithing or Armory have a 10% chance per level of training of recognizing the item). Between noon and midnight, the lefthand drawer of the desk contains a cashbox, in which is found 1D100 x 10GP in small coins and gems.

Heligor will be found here 25% of the time between 4pm and midnight, and 75% of the time from midnight to 3am.

D.) Assistants' Living Area

What the Players See: The area to the left of the curtained partition is about 10' x 15'. There is a small table with 2 chairs immediately along the left-hand wall; a hearth and fireplace with a kettle crane occupies the bulk of this same wall. A stairway to the building's upper level stands at the rear of the area, and there is a door along the right hand wall of the room. A number of ceramic mugs and steins line the mantle of the fireplace, and a sword in its scabbard is hung on the stone facing of the chimney.

GM's Description: Fergus and Halley use this area as a sitting room when they are not at their duties. The area is also sometimes used by Heligor for private conferences with a prospective big spender. The mugs are of reasonable quality, though well used; the sword is totally worthless, an old battle souvenir that Marius gave Marissa, who hung it on the fireplace chimney "to give the room some character". The sword is so badly preserved it has a HACØ of 14; if used properly and carefully, it may actually cut soft butter.

E.) Assistants' Sleeping Quarters

What the Players See: The entryway to this room opens out into Room D. There is another door along the left wall, which opens into the room. A pair of cots are present, one on each side of the room; a medium-sized hardwood chest lies at the base of each. A heavy cudgel lies atop the right-hand chest; that side of the room is an unruly mass of crumpled clothing and bedclothes, crumbs and half-eaten food, etc.

GMs Description: The left-hand cot belongs to Halley; Fergus is a slob. The cudgel belongs to Fergus, and is the weapon he will grab if he hears trouble brewing. The other door leads to a catchall closet, which extends under the stairs, and is a jumble of odds and ends that have accumulated since before Heligor's ownership of the property (he never bothered to clean it out, and has added to the general clutter over the years). There are 2D6 rats living within; they will bite on HACØ 4, 1D3 damage; but have only 4 HTK each (AC3 for dodge), all will flee and hide after 2mr. There is nothing of any real value within.

F.) Back Entryway/Stairwell

What the Players See: The stairs from room D lead to an upper landing; a door on the back wall at the top appears to lead outside. The stairwell has an ornamental yet solid railing; a massive hutch can be seen in the room at the top of the stairs.

GM's Description: The back door (and its suitability as a point of entry) is described in the Exterior Description of the shop. A number of the steps will squeak loudly when traversed unless extreme caution (MA 4 or less, no heavy burdens) is employed.

G.) Family's Living Area

What the Players See: The stairwell opens onto a reasonably well furnished living area. A massive hutch stands against the left wall; a trestle table with 2 benches and 2 heavy deacons'

chairs (one at each end) occupies the center of the area. A hearth and fireplace occupy most of the right-hand wall; 2 kettle cranes are attached to the sides of the fire pit. There is a door in the opposite wall, to the right of an opening which appears to lead into a hall.

(GM's Note: If the thieves are entering this area between the hours of 7am to 10pm, one or more members of Heligor's family or staff will likely be present, as indicated below. After 10pm, the only likely occupant of the room (80%) will be a large wolf-like dog, stretched out on the floor in the opposite doorway. The dog will be watchfully observant of anyone entering the area.)

GM's Description: Chances that 1D3 people will be present in the living area depend on the time of day: 40%, 7am to noon; 85%, noon to 8pm; 70%, 8pm to 10pm; 20%, 10pm to 3am; 0%, 3am to 7am. If Wurff is present alone in the room, he will warn any approaching the door he guards with a low growl, the volume rising with the nearness of the approach; he will immediately attack if anyone comes within 5'. The dog's growls are likely to arouse Marissa from sleep to investigate; if the thief she first encounters is male, she will make a reaction roll. There is a (MAG + APP) x 2% chance she will be attracted, and attempt to seduce the player-character. If rebuffed, or if her reaction is negative (100% chance if thief is female), she will begin to scream; Wurff will immediately attack in such an event. Wurff will not bother anyone once Marissa has responded to them favorably.

The cabinets of the hutch contain pewter tableware worth 150GP and a set of embroidered table linens worth 100GP. On the shelves of the hutch are displayed a set of 12 matched steins with silver handles, worth 12GP each (the entire set is worth 250GP if sold as a unit). If these goblets are not handled properly by the thieves, there is a 45% chance of breakage (5% if properly handled). The table, chairs and hutch are all of above average quality, but are too heavy to transport easily.

H.) Bedroom for Marissa and Haldor

What the Players See: The door open into a 10' by 15' wide area. Directly ahead is a cedar chest with 2 large cushions on top. To each side is a cot; at the foot of the left-hand cot is a small dressing table, the top of which is covered with various small jars and pots of cosmetics.

GMs Description: The boy Haldor sleeps in the right-hand cot (with 2 knives handy under his pillow that he will grab if wakened). Marissa can often be found primping at her dressing table in the evenings, often to the accompanying jeers of her brother. Only Wurff thinks there is anything of significant value here, and only if Marissa is there; her current jewelry (save for an opal ring given her by her father for her 16th birthday, worth 125GP, and a set of tortoise shell hair combs worth 65GP) is paste fakes.

I.) Bedroom for Heligor and Marushka

What the Players See: A 5' hall leads to a 15' by 20' room. Along the left wall is a large dressing table; a 12" oval-shaped mirror, a litter of cosmetic pots and bottles, and a large wooden jewelry

chest sit on the table. Immediately beyond is a rectangular oak chest; a mate to this chest sits at the foot of a very large, canopied 4-poster bed, which is centered on the right hand wall. A tall, bulky mahogany wardrobe stands against the southern wall. The right-hand wall is completely covered by an elaborate mural of a street scene. The rear wall contains a set of wooden double doors and two windows that face onto the Street; there are satin drapes on both.

GMs Description: The wardrobe contains 5 fancy gowns worth 75-150GP each; Marushka has not been able to fit into most of these outfits (which were designed for a trimmer figure) for several years. The chest at the foot of the bed contains a number of warm woolen blankets, a goose down comforter worth 40GP, and two exquisitely sewn quilts worth 30GP each; the other contains additional clothing items (Heligor dresses very blandly, but the chest does contain a blue velvet dress cloak with light blue satin lining (160GP) and a 1/2 bolt of light green silk (175GP). Marushka's jewelry case contains a number of reasonably valuable items, which are kept on the lower level of the box; they include a 5-strand pearl necklace (1,400GP), matched golden coiled snake armlets with tiny emerald chips for eyes (450GP), and a single sapphire in a silver setting on a chain (900GP). The remaining items (15 in all) are worth 800GP total.

The mural on the wall conceals two secret panels: one which Heligor uses to hold the cashbox and special items from the shop at night, and the other, which hides the merchant's personal treasure hoard. The first panel is trapped with a razor sharp blade capable of amputating an unlucky footpad's arm at the wrist; a 4D12

saving roll against REF is required to react in time to avert this tragedy. This panel is concealed in the gate to one of the houses shown in the mural (if players have talked to the night barman at the Fox and Goose, they may notice this gate, which is the only one in the mural — or the entire house) and can be located at normal Spot Hidden chances; the trap's setting mechanism is in the floor under the bed. The other panel is quite cleverly concealed (locate at 1/4 normal Spot Hidden chances, or 1/2 for a Detailed search, which will require 10-15 minutes to perform) in the tail of a small cat sitting on a window ledge. This second panel conceals some 15,000GP in coins and gems. GMs should describe this mural in very general terms ("a city street scene") unless the players ask for further details. If a full description is asked for, the following information can be provided: the street shown has 4 buildings on the left side (of 3, 1, 3, and 2 stories) and 5 on the right (4, 3, 3, 4, and 2 stories). There are 14 figures of people and animals depicted, including a flower vendor and 3 customers, 2 children playing a game of marbles, a pair of young lovers in a doorway, and an old man with a cane. The first house on the right has the walled garden and gate (the cat is on the second floor ledge of the fourth house on the left).

Heligor has been tortured twice before by thieves (his shop is robbed about once per year); both times they learned nothing except the fact that Heligor faints easily. However, if Marushka is tortured (actually, not simply a threat), Heligor will reveal the panels (first the fake one, if it has not already been found, then the real one only if the thieves are not satisfied). If the first panel is revealed in this fashion, Heligor will turn the trap off.

Character Descriptions for HELIGOR'S and the PEOPLE OF THE STREET OF SILK VEILS

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
Heligor		a	VET HU MER	5D10GP	10	11	8	13	15	16	5	12	11	8	POT	11	1D2	NON 0	22
Marushka		*,j	INT HU CSN	2D10GP	9	13	10	12	10	12	10	10	12	7	POT	12	1D2	NON 0	16
Boy			GR HU NON	1D6SP	7	15	19	8	6	10	11	16	13	11	KNIFE	10	1D4	NON 3	9
Marissa		*,j	GR HU CSN	1D8SP	9	13	12	15	8	7	8	8	16	18	WURFF	2/6/11	1D4	NON 0	16
Fergus		j	INT HU MER	2D10GP	14	11	11	9	12	14	11	12	8	10	CLUB	9	1D10	CLO 2	23
Halley		j	GR HU MER	1D10SP	11	9	7	10	8	8	14	14	13	11	CLUB	10	1D8	NON 0	19
Marius			VET HU FTR	2D6GP	13	14	10	16	10	11	10	10	15	8	BDSWDe	5	2D6+2	CLO 6	31
Enos			VET HU FTR	1D8SP	20	12	11	14	7	10	12	9	10	9	MAULe	7	2D8+2	LTH 4	42
Caster			EL /O THF	2D4GP	10	16	18	11	12	12	14	13	9	10	POKER	8	1D10		
Murfello		m,o,p	VET /E MAG	2D10GP	12	13	14	14	13	16	17	19	10	8	DGR	7	1D5+1	NON 0	20
															THRKN	2/6/11	1D4		
															SPELLS	10	1D4	NON 8	29
															THRKN	1/5/10	1D4		
Constable #1		s	VET DW FTR	1D6SP	14	12	13	12	10	8	9	10	14	6	SHSWDe	7	1D6+2	CHN 6	19
Constable #2		s	VET HU FTR	1D8SP	13	14	9	12	9	9	11	15	10	12	BDSWDe	5	2D6+2	CHN 6	25
Constable #3		s	INT /E FTR	1D4SP	11	13	14	11	10	11	13	8	9	14	BDSWD	6	2D6+1	CHN 6	17
Constable #4		s	INT EL FTR	1D6SP	14	11	11	14	8	9	12	7	10	14	SHSWD	7	1D6+1	CHN 6	20
Constable #5		s	INT HU FTR	1D5SP	13	12	15	11	8	12	10	13	10	11	SPEAR	5/8	1D8+1	LTH 4	19
Constable #6		s	VET HU FTR	1D6GP	10	13	11	15	14	10	6	12	12	8	SPEARe	4/7	1D12+1	LTH 4	28
																	+1D3		
Customer #1			INT HU NON	6D10GP	11	12	10	13	11	10	9	11	10	12	DGR	12	1D4	NON 2	17
Customer #2		*	INT HU NON	8D12GP	12	14	9	15	10	11	11	9	11	14	KNIFE	11	1D4	NON 0	17
Customer #3			INT /E NON	4D10GP	10	15	12	12	7	10	9	15	15	9	SHSWD	9	2D3	NON 1	17
Mugger			INT /O THF	3D4SP	11	10	18	13	8	9	13	9	10	14	SAP	8	2D4-1	SFT 5	17
Drunk			VET HU THF	3D12GP	10	7	9	17	3	6	14	13	4	10	BREATH	-8	WHEW	NON-4	17

Notes:

- * Female
- a NPC wearing valuable or ostentatious personal jewelry
- e Expert (Rank 4 or better) with weapon
- j NPC wearing some jewelry
- m NPC has useful (non-combat) magic item on person
- o NPC has potent offensive magic item on person
- p NPC has protective magic item on person
- s Armor consists of shirt only; no protection for head and extremities

Chapter 8

Armed Robbery Scenarios and Pursuit Adventures

A. Waylaying the Couriers

Introduction

Ulysses Nicodemus Owen (known to his close friends and business associates as U.N.) is a well respected jeweler who lives and works in a wealthy mercantile section of the city 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 (and possibly other items) from the jeweler's various customers. It is rumored that these couriers are excellent fighters, and that both couriers and cargo are endowed with magical protection against potential thievery.

The player thieves in this scenario have — either through their own initiative or under Guild instructions — targetted Owen's couriers for robbery. To accomplish this objective, the players will need to complete three tasks:

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

The scenario is designed for three to six Green or Intermediate level thieves or two to four higher level thieves. The GM will need to familiarize himself with the tailing section in the *Thieves' Guild* rules before beginning play of this adventure.

GM's Notes

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 attentions 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.

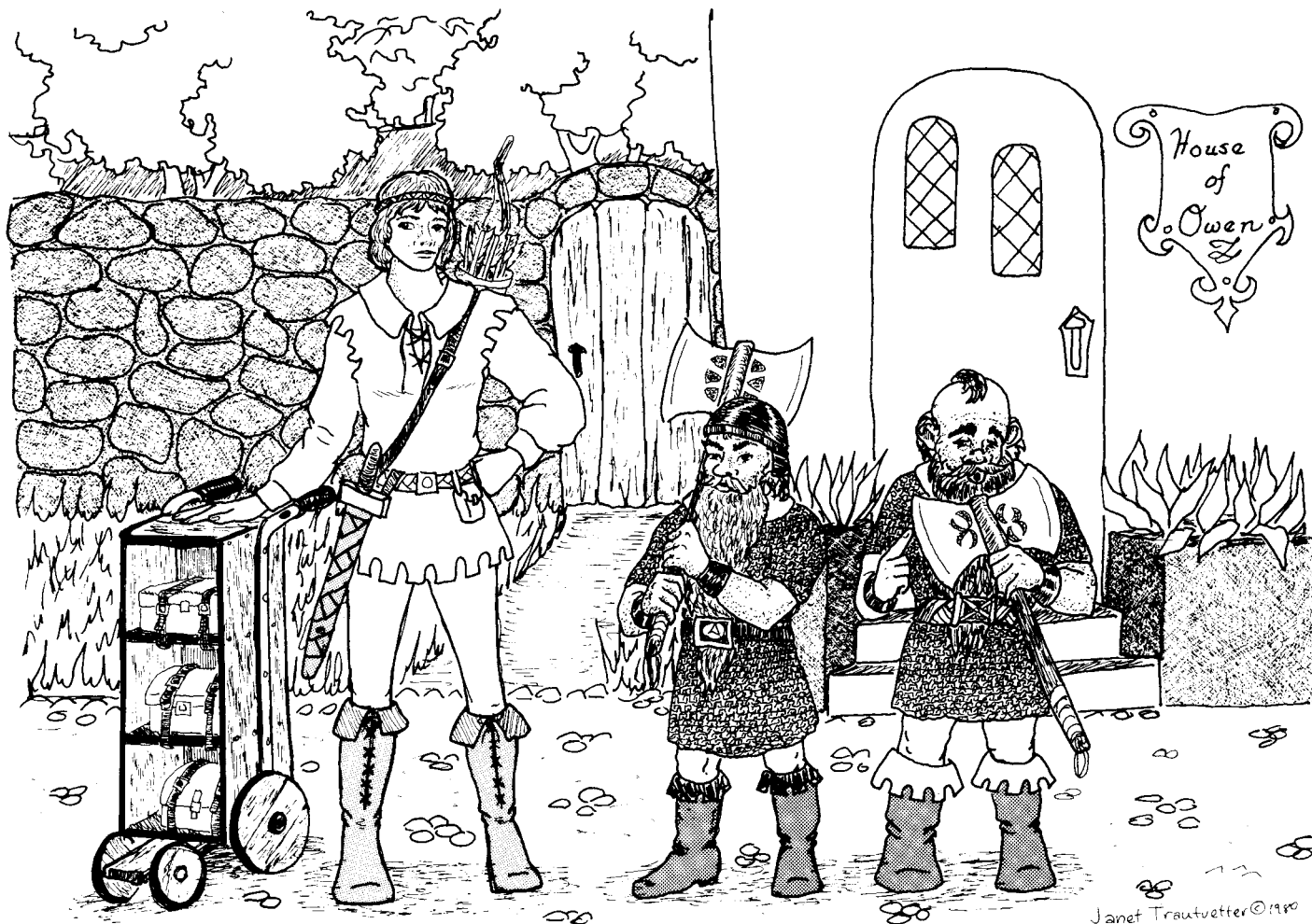
Flanagan transports the goods supplied by Owen on a two-wheeled handcart. The handcart is equipped with three shelves; a rectangular leather chest is strapped onto each shelf. The handle of the cart contains a push-button assembly; pushing the button raises and lowers a canopy over the cart (used during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

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

The former spell will set off an alarm if any character using an Invisibility spell or artifact comes within 25' of the cart. The 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 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 protective devices. Flanagan wears a leather helm that contains twenty charges of a Missile Repulsor spell (while activated, blocks up to six points worth of missile weapons per melee round (arrows, knives, bolos = 1 point; crossbow quarrels = 2 points; spears, nets = 4 points). He also wears boots of Haste, which can be activated to double his movement allowance for a period of ten 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 battle-axes of superior sharpness (-2 to normal HACØ).

Given their long years of experience at this job, all three couriers have a fairly keen awareness of their surroundings. Their base Sense Ambush chances are as follows: Flanagan 30%, Homme 45%, Onri 35%. Their base Perceptiveness ratings (used in making Tailing saving rolls) are 16, 14, and 10 respectively. If an impending ambush or "tail" is discovered, the couriers will take no chances of risking a confrontation with their foes; they will attempt to take evasive action at the earliest opportunity, ducking down a side street or alleyway, or leaving by 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 Flanagan's primary allegiance is to Owen (and his cargo); consequently, if he has an opportunity to seize the cart and escape, he 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 into the fray, if ongoing, or make a run for it if the dwarves have been subdued.



The likelihood that other individuals will become involved in an attack on the couriers will of course primarily depend on the degree of ingenuity the thieves have employed in setting up and executing their ambush. Nonetheless, the assault must be made in broad daylight, somewhere on the streets or side alleys of a major, bustling city. GMs will need to decide the chances of third party witnesses to the attack, and the reactions of such witnesses (if any). Information is provided in the section Along the Route to aid the GM in making these determinations; a number of random NPCs have also been provided for use in such situations.

THE COURIERS' ROUTE

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 will also be plenty of opportunities to introduce random encounters with various NPC groups. A variety of sample encounters are provided in a later section of this scenario, and GMs should have no difficulty in incorporating some of their own favorite NPCs or situations into the adventure.

The path of the couriers' route is outlined on the partial map of Haven provided. The activities conducted by the couriers during their rounds are summarized below (unless otherwise noted, stops will normally take 2D4 minutes to resolve):

- 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 five to fifteen 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 jewelry shop (A) for a pickup 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 that will last about thirty minutes.
- 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. If business is to be conducted here (50% chance), the dwarves will 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, the trader (F). The human will make a delivery and return to Southbank Street to rejoin the dwarves after 5 + 2D6 minutes.
- 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 on 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 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 twenty random encounters presented later in this scenario). The area is also characterized for purposes of calculating distance effects on Tailing rolls (see the tables in the Tailing rules section for details on how to use this information).

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 will tend to be suspicious of any strangers encountered loitering about the neighborhood. Patrols are infrequent, but the Barracks of the Third Company of the City Guard is only a block away, and the Guard will respond quickly if an alarm is raised.

ENCOUNTER CHANCES: 10% (each fifteen minutes)
 LIKELY ENCOUNTERS: 3, 6, 7, 8, 11, 19
 TAILING CATEGORY: Light Traffic

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 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
 TAILING CATEGORY: Dense Crowds

3) Trade Island

Twenty-four 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. 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
 TAILING CATEGORY: Crowds

4) Gambol Street

A fairly large, tree-lined byway favored by artists and artisans of many stripes. 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 just engaged in idle conversation. The residents maintain a generally curious and tolerant attitude toward the activities of strangers, but may well intervene in the event of an attack.

ENCOUNTER CHANCES: 15%
 LIKELY ENCOUNTERS: 1, 3, 5, 9, 10, 11, 15, 17, 18, 20
 TAILING CATEGORY: Light Traffic

5) Plaza of Troubadors

The Plaza is a popular gathering place for musicians and actors, and is a regular site of impromptu "pass the hat" performances. The atmosphere is carnival-like and very informal; people are usually 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 characters.

ENCOUNTER CHANCES: 40%
 LIKELY ENCOUNTERS: 1, 2, 5, 7, 9, 12, 13, 16, 17, 18, 19, 20
 TAILING CATEGORY: Dense Crowds

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 its lower end somewhat dangerous after nightfall. This street is described more fully in the Burglary scenario presented elsewhere in this set.

ENCOUNTER CHANCES: 25%

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

TAILING CATEGORY: Normal Traffic

7) Rouge Street/Cheshire Street

These are narrow, residential side streets 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

TAILING CATEGORY: Light Traffic

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 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.

ENCOUNTER CHANCES: 30%

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

TAILING CATEGORY: Crowds

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

TAILING CATEGORY: Normal Traffic

10) Gliss Street (Street of Jewels)

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

ENCOUNTER CHANCES: 10%

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

TAILING CATEGORY: Light Traffic

11) Southbank Street (including Fool's Walk)

The lower end of Southbank Street, near the 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 traveled 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

TAILING CATEGORY: Normal Traffic

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 offer daily services for their more devout followers; at any hour, the street is full of eager penitents seeking salvation. Visitors on the street who are not wearing an emblem of some sect are likely to be besieged by a multitude of proselytizing acolytes.

ENCOUNTER CHANCES: 25%

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

TAILING CATEGORY: Crowds

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

TAILING CATEGORY: Light Traffic

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 character descriptions to be used with these shops are provided at the end of the scenario. A small diagram of each of the seven locations visited



by the couriers is also provided in the map section. Scales are marked on each map, and the locations of major furnishings or other items of interest are noted for GM reference.

A) Heligor's Jewelry Shop

Complete room descriptions for Heligor's shop are presented in the burglary scenario involving this shop; only the main sales area and Heligor's office (areas 1 and 2, respectively) are likely to come into play during this adventure (though there is a back entrance to the building leading to its second story — Heligor's home — that could be used as a means of engineering a rear assault). The couriers will enter the shop by the front door; the two dwarves remain in the main sales area, while Flanagan goes back to Heligor's office to conduct the exchange of goods. The courier will leave 2D4 jewelry items from the list below, and receive payment for a similar number of items sold in the previous week (60% of the indicated total value will be remitted to Flanagan in exchange for the new shipment; the rest is Heligor's profit margin):

- 1) golden dragon — value 2,500GP
- 2) silver/diamond tiara — 1,000GP

- 3) silver griffin pendant — 250GP
- 4) ruby butterfly-shaped earrings — 850GP
- 5) opal ring with secret compartment — 450GP
- 6) rosewood jewelry chest with inlay — 1,200GP
- 7) beaten gold ank — 300GP
- 8) white/green jade ring — 3,000GP
- 9) silver hair combs — 600GP
- 10) pearl necklace — 1,900GP
- 11) ornamental stiletto — 500GP
- 12) platinum chain/pendant — 750GP

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 1D3 others will be in the shop. Roll D100 to see if they are members of any special character class (01-15, fighter; 16-20, wizard; 21-25, thief; 26-35, constable; 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 that 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 from three large kegs whose spigots are accessible through a large window in the wall leading to the kitchen behind the bar. Patrons may stand, or sit at one of several large tables. There is an area in the left-hand corner of the room that has been staked out as the exclusive province of a group of neighborhood dart enthusiasts (35% chance of 2 or more players). Those wishing to eat must take a table in the dining area. Aintree is a muscular human male who will not hesitate to intervene in a possible fight, using the large brass bound cudgel that is kept beneath the bar. He employs two young barmaids to help out in the main room; they are both quite comely. At the midday hour, there will be 3D4 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, trader; other, average citizen).

2. **Dining area** — Those wishing to purchase a meal take seats at one of the four tables in this room, which has windows of translucent leaded glass. Food choices vary from day to day, and run the gamut from a thick meat and potato stew (1SP) to broiled fowl served with fresh garden vegetables (5GP); the quality of the food is good. On the north wall of this room, above the fireplace, a portrait of Aintree and an enormous moose head hang side by side; many people have commented on the resemblance... The couriers will of course be seated here during their meal. There is a 90% chance that 1D3 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 female, takes orders and serves food in this room. She is forgetful and somewhat accident prone, but well intentioned. Aintree is well aware of Demko's shortcomings, but feels sorry for the girl and keeps her on.

3. **Kitchen area/Rear door** — A door from the main room opens onto a corridor that leads to a rear entrance; stairs lead upward to a small two room apartment. 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. Chances of traffic in this alley are small (8%/5 minutes).

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.

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 1D6 regular pieces of jewelry (to be enchanted upon delivery). The probabilities of each event are 60% and 40% respectively. Roll up the specific items from the **Special Items** chart below; 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 (1,500GP)	
2) Ring with a sapphire gemstone (3,500GP)	
3) Small gold statuette, jeweled figurine (2,700GP)	
4) Pair of bronze sconces for candles (1,500GP)	
5) Walking stick with diamond pommel (200GP)	
6) Silver belt buckle (1,000GP)	
Normal Jewelry Items (roll D10, allow duplicates)	
1-4 Necklace (1D20x500GP)	
5-6 Bracelet (1D10x100GP)	
7 Earrings (1D20x25GP)	
8 Anklet (1D10x50GP)	
9 Medallion (1D100x10GP)	
10 Tiara (1D20x250GP)	

D) Magic Books and Scrolls

This shop is engaged in the production and copying of magical books and scrolls. Only the main service area is likely to come into play. The couriers wait in the main service area until Alarkon, the Master Scribe, is available. They will then give him 1D4 extensively adorned spell coverings (book covers or scroll cases). Each item is worth 1D20x150GP. 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 magical text). There is an 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% chance that 1D4 prospective buyers (non-magic-users) will be in the shop; there is also a 40% chance that 1D3 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 of 125 HTK, and a 30% chance of knowing an eight point Repulse Missiles spell).

E) Malakki Jewelsmith

Although Malakki's home and workplace actually take up three floors, the thieves are only likely to see one (or at most two) of the rooms. Only the shop portion of the building is aboveground, as per usual dwarven custom.

1. **Sales area** — Immediately inside the front door, there is a small alcove. Malakki's assistant, Mischickin, will normally (95%) be found at an L-shaped counter, working on the jeweler's accounts and occasionally 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 will not willingly let unauthorized individuals into the workroom, 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). A down stairway behind the 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, arriving 4 hr after the alarm is given.

2. **Jewel cutting room** — Beyond the curtain is a large, open room where Malakki and four assistant jewel cutters (dwarves named Orin, Heldroin, Ogoli, and Auric) perform their work. In addition to the work benches in this room, Malakki has a desk in the rear; it is cluttered with business correspondence. An old vault, now used only for equipment storage, is clearly visible on one wall. 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; then attempt to hold the intruders at bay as long as he can.

The couriers will pick up two small cases (6" x 12" x 3") of cut and faceted gemstones (each case worth 2,500GP); The cases are kept in a drawer in Malakki's desk. Flanagan will pay Malakki in cash for the gems; the two dwarves will take the cases and carry the gems somewhere on their person during the return trip to Owen's home.

F) Gurodon, Trader

Gurodon, a half-elven trader, receives his principal income from the import and sale of elvish goods (wine, wood products, and spidersilk) brought downriver from the elven kingdoms of the Wold and the Lake of Mists to the north. He also handles merchandise going upriver as well; Owen is one of his suppliers of goods. There are three rooms inside Gurodon's large, one story building:

1. **Accounting Office/Waiting Area** — Most of the bookkeeping involved with Gurodon's business is conducted here; customers seeking to arrange or pick up shipments also use the room as a waiting area. A rather plain looking female, Doreena, oversees these operations, and greets any customers or riverboat traders who come by. She has a quick wit and a salty tongue, and never forgets a face (a point to remember, should the thieves enter the office seeking information). Flanagan (remember the dwarves do not accompany him on this part of the route) will pause here to banter with Doreena for a few moments, and pass through to Gurodon's office when the latter is free.

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 husky rivermen who would be quick to defend Gurodon or his associates should the waylaying be attempted here.

2. **Gurodon's office** — Gurodon meets with clients and closes his trading deals in this small area. A small storage closet at the rear of the office is used to hold small, valuable commodities (like Owen's goods); the door to this area is equipped with a trapped (acid spray) Complexity 4 lock. Flanagan will deliver 1D10 jewelry items for shipment. Roll up the specific items delivered from the chart provided in the shop description for Heligor's; however, double the cash values rolled for these items (since the items shipped abroad usually represent Owen's highest quality product). There is only a 20% chance that Gurodon will have payments to remit to the couriers; if he does, calculate the cash value of 2D8 jewelry items, rolled up as outlined above. All payment will be D6 x 10% in cash and the rest in letters of credit.

3. **Main warehouse** — The warehouse constitutes 80% of the area of this building. It is, of course, filled with rows of crates, barrels, etc. There is a pair of large wooden sliding doors across the front entrance, and a small door in the rear; all doors are usually (90%) unlocked during the day. A head warehouseman, Forli, supervises the activities of two other human males and a half-orc — Dominicos, Crandall, and Banjor. There is an 80% chance 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. There is a cot (used by the night watchman) located near the side door that may impede any quick getaway attempts through this area.

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 of this room is sixty feet 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 ten foot 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 jewelry, 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 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 within 5' 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 likely to be significant to the adventure. Should a thief manage to slip by the notice of the other occupants of the sanctuary, the chance of these vestibules being occupied is low (5%/5 minutes).

Character Descriptions for the COURIERS and OCCUPANTS AT THE COURIERS' STOPS

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	Requisites								Weapon	Combat HACO	Damage	Armor Class	HTK
The Couriers																				
	Flanagan	wD,5	VET HU ARC	1D10GP	11	15	17	8	12	14	09	8	13	12	LBOWe	-3/1/4	1D6+1	SFT 6	27	
	Homme	\$2,z5,6	VET DW FTR	1D12GP	16	16	9	12	9	11	11	11	9	7	SHSWDe	6	2D4+1			
															2BBAXe	4	1D10+1	CHN 7	38	
	Onr!	\$2,z5,6	VET DW FTR	1D12GP	19	10	12	15	12	7	13	16	8	4	HMR	6	1D10+1D8			
															2BBAXe	5	2D8+1	CHN 7	48	
															HMR	7	2D8+1D4			
A. Hellgor's																				
	Hellgor	a	VET HU TRD	5D10GP	10	11	8	13	15	16	5	12	11	8	MUG	12	1D4-2	NON 0	22	
	Fergus	j,s	INT HU TRD	2D10GP	14	11	11	9	12	14	11	12	8	10	CLUB	9	1D10	CLO 1	23	
	Halley	j	GR HU TRD	1D10SP	11	9	7	10	8	8	14	14	13	11	CLUB	10	1D8	NON 0	19	
B. The Blue Harper																				
	Aintree	s,wD	INT HU FTR	2D8GP	15	13	9	12	10	10	6	8	10	7	CUDGEL	8	1D8+2	CLO 1	29	
	Demko	*	GR HU NON	1D6SP	12	6	8	12	7	7	13	10	10	14	FISTS	12	1D4-2	NON 0	15	
	Buckminster		INT HO NON	2D4SP	7	17	16	11	13	9	6	13	9	12	DISHES	13	1D4-2	CLO 2	17	
D. Magic Books and Scrolls																				
	Alarkon	x1	EL HU SCR	3D10GP	6	15	10	8	16	15	14	6	11	9	FAINT	Yes	1D2	NON 0	20	
	Joban		GR HU TRD	1D8GP	10	9	8	14	10	8	12	12	10	12	DGR	14	1D4	NON 0	18	
	Mikal		GR HU TRD	1D6GP	8	12	12	12	11	9	13	8	11	10	DGR	14	1D4	NON 0	14	
E. Malakk! Jewelsmith																				
	Muunik	6	VET DW FTR	2D6GP	16	13	13	12	9	13	8	10	11	8	LXBOW	2/6/9	1D6	CHN 6	28	
	Bayern		VET DW FTR	1D8GP	16	11	14	13	9	11	10	17	9	7	2BBAXe	5	1D10+1D3+1			
															HMR	6	1D10+1	CHN 6	34	
	Furt		INT DW FTR	1D6GP	12	12	10	14	10	8	11	15	8	8	SBOW	3/7/11	1D6	CHN 6	25	
	Malakk!	a	VET DW TRD	3D12GP	12	17	15	13	14	13	12	13	10	6	1BBAXe	6	1D10+1D3+1			
	Cutters 1-4	j	INT DW NON	1D8SP	12	16	16	12	10	12	11	14	9	7	RAPR	4	1D8	NON 2	32	
															FISTS	12	1D4-2	NON 1	19	
F. Gurodon, Chandler																				
	Gurodon	j	EL HU TRD	4D8GP	8	14	11	12	14	15	9	11	12	9	DGR	8	1D5	SFT 3	21	
	Forli		INT HU FTR	2D6SP	14	15	12	19	7	10	8	8	8	11	CTLSSe	7	1D10	LTH 4	29	
	Warehousemen	s	INT HU NON	2D4SP	16	10	10	16	9	8	11	9	9	10	CLUB	9	1D10	CLO 1	26	
G. The Temple of the Emerald God																				
	Priests 1-3	m,s	INT MX PRI	2D12GP	8	6	12	14	11	10	13	8	12	10	MACE	9	1D8	CLO 1	17	
Other Assorted Occupants																				
	Fighter 1		INT HU FTR	6D10GP	14	14	11	16	9	10	11	10	13	11	BDSWD	5	1D8	L/L 5	36	
	Fighter 2	s,wE	VET EL ARC	4D12GP	11	17	15	9	10	12	9	11	12	11	LBOWe	0/4/7	1D6+1	CLO 4	24	
	Fighter 3	k,s	VET HU FTR	2D10GP	15	8	9	17	7	5	14	16	9	12	2HMR	6	1D8	CHN 8	38	
	Fighter 4		EL DW FTR	8D12GP	18	11	12	10		9		15			GRSWDe	4	+1D6			
	Spellcaster 1	m,x2	VET HU MAG	4D10GP	9	13	15	13		14		12			SPELLS	9	3D10+1	CHN10	42	
															DGR		CLO 3		22	
	Spellcaster 2	m,x2	VET KO MAG	3D8SP	13	10	11	11		16		11			SPELLS	9	1D4	NON 1	26	
	Thief 1		INT EL THF	3D10GP	5	12	9	10		7		6			DGR	9	1D4	NON 1	12	
	Thief 2		EL HO THF	5D12GP	9	16	18	9		13		9			SHSWDe	5	2D4	CLO 5	21	
	Bard 1	x3	VET HU BRD	6D8GP	7	13	13	11		15		15			MUSIC			LTH 4	18	
															RAPR	5	1D10			
	Bard 2	x3	VET /E BRD	6D8GP	10	11	12	7		13		6			MUSIC			NON 0	22	
															SBOWe	3/7/11	1D6			

Notes:

* Female
 \$ Workmanship enhanced weapon or armor (value given)
 a NPC wearing valuable or ostentatious personal jewelry
 e Expert with weapon
 j NPC wearing some jewelry
 k Knockdown on successful blow unless STR SR, 1D4mr to rise
 m NPC has useful (non-combat) magic item on person
 s Armor consists of shirt only; no protection for head and extremities

w Multiple blows allowed: A, 5 per 4mr; B, 3 per 2mr; C, 7 per 4mr; D, 2 per mr; E, 5 per 2mr; F, 3 per mr; extra blows on last mrs
 x1 Damage is done to Alarkon, when he hits the floor
 x2 Preferred combat form is bySP ell, knowledge: 60%, Fireball (4D8 average damage); 70%, Sleep (up to 200 HTK)
 x3 Knowledge ofSP ell songs (DSC SR): 70%, Peace; 50%, Sleep (up to 100 HTK); 40%, Charm Humanoid
 z ShieldSP ell embedded in armor (value given)
 6 Return strike allowed at HACO+4 (penalty) if miss on 1st swing of mr

Random Encounters

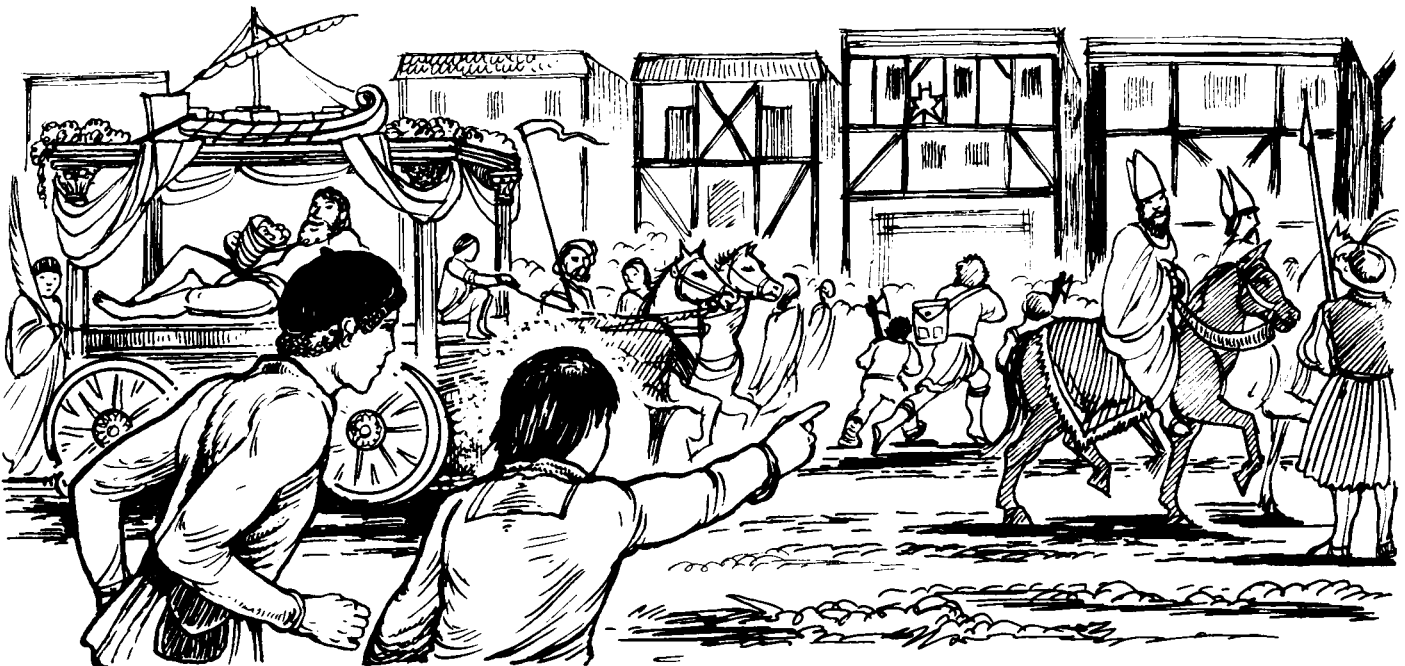
In the process of following the couriers, the player thieves may become involved (often involuntarily) in events taking place around them. These events may merely hamper their ability to maintain the "tail" on the couriers, or may represent dangers to the party requiring their full attention. The chance 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 freely introduce NPCs and situations from his own campaign; some ideas to supplement the GM's stock of situations are provided below.

- 1) 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, appears to be a well-dressed gentleman who will attempt to act as a distraction (asking for directions, etc. — 40% Diversion chance), 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.
- 2) A religious procession of 2D6 priests and 8D20 followers are setting out on a pilgrimage. The group moves slowly and solemnly along; they can effectively block an intersection for two to five 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 — 80% if the group is tailing at a distance of >100 feet, 25% if 50-100'). Attempts to push through the ranks of the pilgrims 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.
- 3) A snrewish, 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; if tried, the front door to the home she is in will be found to be locked.

- 4) 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 bo's'un (carrying a broadsword) and twelve seamen (armed with truncheons). They will try to approach any male or female they encounter who appears to be of above average size or strength; 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 will have until the following dawn to locate and rescue their companion, for the ship leaves port at that time.
- 5) A crowd has gathered 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 in 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 (a saving roll at -4 will be required to reestablish the tail once the thieves have extricated themselves from this brawl).
(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.)
- 6) 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 will be 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.
- 7) 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 nearest Guard Barracks for further interrogation (and possible arrest).
 - 8) A foppish dandy, 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 will demand repayment for his loss from the player; if denied, he will draw his rapier and challenge 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 (+4 to all Quarry saving rolls made to detect the tail's presence while he is in the area). The man carries a purse containing 500 GP in coins and gems, and wears a gaudy pink pearl ring (worth 750 GP to someone of equally poor taste).
 - 9) A large crowd stands watching a troupe of actors performing a miracle play. The couriers pass right through the midst of the crowd; if the thieves are trailing more than fifty feet behind the couriers, there is a 60% chance they 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 MGR saving roll or suffer the effects of a Feeblemind spell for the next 24 hours. There is a 90% chance that the couriers will not themselves pass through this cloud through either wisdom or sheer fortuity).
 - 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 (the thieves must make an immediate saving roll in such an event to maintain their tail, though at a +3 to normal chances due to the commotion surrounding the pursuit).
 - 12) A sedan chair, carried by four burly black males, halts near the thieves. A stunted, gnome-like human with an elongated cranium sits in the chair and addresses the thieves. "I am Yok, the Seer. I know what you wish to accomplish. For a fee, I can help you attain your objective." He then motions for them to follow him into the nearest sidestreet. He is, unfortunately, a fraud; however, his black aides are very competent muggers who will attempt to ply their trade at the first opportunity. If ignored or challenged, Yok will simply shrug and move on (to more likely prey).
 - 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 4,000GP, but can be haggled down to 3,000GP. 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. If a sale is transacted, however, the thief or thieves involved will lose the trail of the couriers (though they may later make rolls to relocate their quarry, as outlined in the Tailing rules).
 - 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 a smallish man (i.e., anyone with STR+STM < 20) 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. Add 2 to all saving rolls made by the Quarry until the animals are somehow disposed of.
 - 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 virtually impassable for a few moments (immediate saving roll at -4 to retain the tail unless the thieves are within 25 feet of the couriers).
 - 17) A soapbox preacher, collection plate at his feet, regales a small crowd. As the thieves pass, the preacher directs his remarks towards them, warning that they face "eternal damnation" if they do not repent of their sins. The preacher is undoubtedly correct, but . . .
 - 18) A huge barroom brawl floods out into the street, engulfing the couriers (and the thieves, if following less than 100' behind) in a wild free-for-all. All those involved in the melee must make two separate STM saving rolls or take 1D8 points of damage from assorted bruises, scratches, gouged eyes, etc. If the thieves are also caught in the riot, there is an 80% chance they will lose sight of the couriers; if they manage to remain outside the conflict, there is only a 40% chance of such failure.
 - 19) A high ranking Thieves Guild official, accompanied by two muscular enforcers, carefully watches the activities of the thieves. If the thieves are not Guild members, the official will call them aside, and deliver a stiff warning (falling just short of violence) about freelancing within the city limits of Haven. He will

strongly suggest that the thieves apply for memberships immediately, or suffer the rather unpleasant consequences. If the thieves are Guild members, their services will be demanded for the next 24 hours for a "vital Guild" job that turns out to be a routine surveillance of a wealthy noble's home. If the thieves should refuse to accept the assignment, they certainly risk those unpleasant consequences listed above, if not worse

- 20) A young female street urchin, who has been watching the thieves for several blocks and has decided that their furtive skulking looks like fun, brashly walks up and asks if she can join them. If they accept, her presence will increase their chances of being spotted by the couriers by a modest 5%; however, the thieves realistically will not be able to actually commit or discuss the planned crime with such a prominent witness around. If they refuse, the girl will continue to follow them, hurling sticks, rocks and imprecations into their midst with a distressing regularity. This situation, if allowed to continue for any period of time, will increase the thieves' chances of detection by +6/attempt.



Character Descriptions for SUGGESTED RANDOM ENCOUNTERS

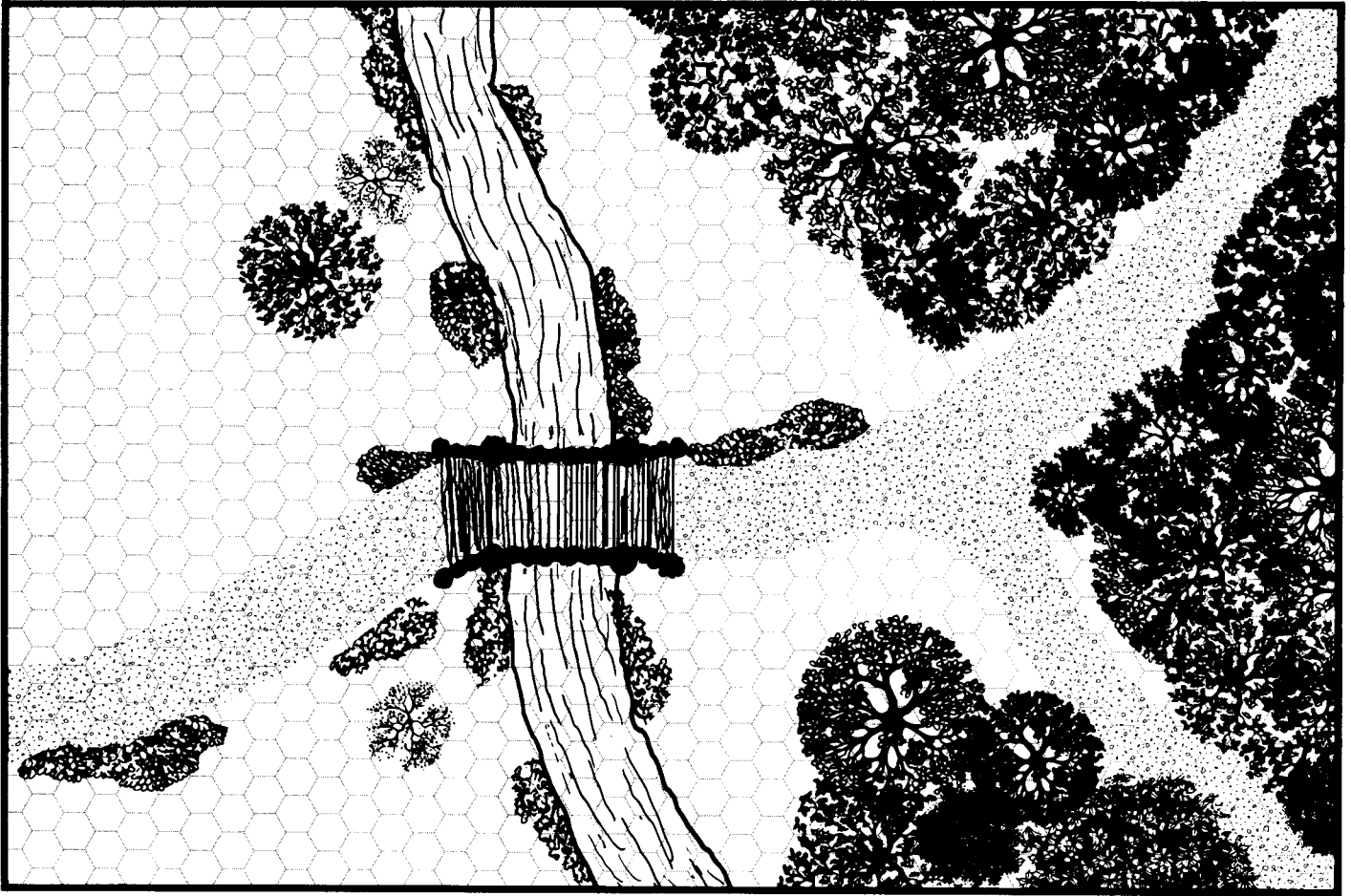
ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
1.	Davos Lattimore	x1	INT HU THF VET HU THF	3D8GP 2D10SP	9	13	11	14	11	12	8	7	11	10	SHSWD DGR	7 8	2D4+1 1D5	LTH 4 CLO 4	18 23
2.	Priests Fighters	m,1	INT MX PRI INT MX FTR	1D6GP 1D12SP	9	11	14	10	15	10	13	12	14	9	QSTF MACE	8 9	1D4 1D10	CLO 2 LTH 5	19 24
4.	Bos'n Seamen #1-4 Seamen #5-12	J J	VET HU THF INT MX FTR GR MX FTR	1D4GP 1D6SP 1D4SP	9	14	15	11	12	9	9	15	12	9	BDSWDe CLUB CLUB	5 7 9	2D6+1 2D6+1 1D8	CLO 5 CLO 2 CLO 2	24 28 17
5.	Toughs #1-4 Toughs #5-8 Bear	 wD	GR HU FTR GR HU FTR ANIMAL	1D6SP 1D4SP	11	9	11	12	8	8	12	10	8	9	CLUB FISTS PAW	9 11 5	1D8 1D4-1 1D10	NON 0 NON 0 FUR 4	18 16 80
		x2			20	10	15	22		2		19			BITE HUG	6 2D6	1D8 2D6		
7.	Constables #1-3 Constables #4-7	 §1	VET MX FTR INT MX FTR	1D6GP 1D8GP	12	13	9	11	9	10	10	14	14	10	LBOWe 1BBAX BDSWD	2/6/9 6 6	1D6 1D10+1D3+2 2D6+1	CHN 6 C/L 7	31 34
8.	Cavendish	.	GR HU FTR	2D10GP	11	14	16	8	12	11	9	8	11	12	RAPR	6	1D8	LTH 5	23
11.	Escapee Foreman	9	INT HU THF INT HU FTR	17 2D6SP	17	13	10	11	10	12	10	10	10	6	FISTS WHIP SHSWD	9 8/14 8	1D5 1D6 2D3+1	NON 0 L/S 5	26 20
12.	Yok Porters #1-4	110S	VET HU THF INT HU THF	4D10GP 1D12GP	4	12	10	8	16	13	14	11	15	4	BLWGNe CUDGEL	2/8/14 9	1D2 2D4+1	NON 0 NON 1	14 29
13.	Adrena	*,†3,j	INT EL THF	3D6GP	9	14	13	13	10	10	14	10	12	15	BDSWD RAPR THRKN	3 5 3/7/12	2D4+1 1D8 1D4	LTH 4	26
15.	Dogs #1-6	wF	ANIMAL		16	13	15	12		2		11			BITE	5	1D4	FUR 3	35
19.	Doralak Thonnk Arnlk	x3,5 6	EL HU THF VET HU FTR VET HU FTR	6D10GP 2D12GP 3D8GP	11	19	16	9	13	10	12	15	12	9	RAPRe MNGChE GRSWDe 2BBAXe	2 4 4 5	1D10 1D6 2D12+2 3D6+2	LTH 7 LTH 6 LTH 5	26 42 39
20.	Grl	*	GR HU THF	1D3CP	8	18	16	8	8	13	17	8	13	14	ROCKS	3/8/13	1D2	NON 0	13

Notes:

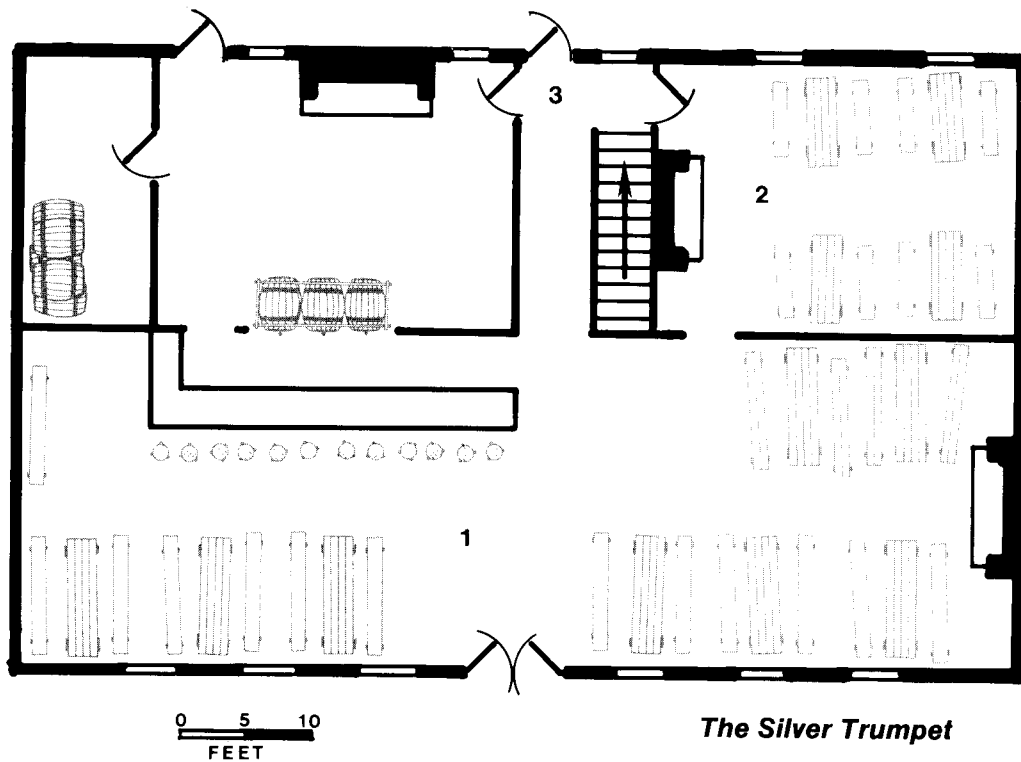
- * Female
- † Magically enchanted weapon or armor (value given)
- § Workmanship enhanced weapon or armor (value given)
- ¶ Weapons poisoned (level given); affect opponent on first strike of combat only, S indicates soporific
- e Expert (Rank 4 or better) with weapon
- j NPC wearing some jewelry
- m NPC has useful (non-combat) magic item on person
- w Multiple blows allowed: A, 5 per 4mr; B, 3 per 2mr; C, 7 per 4mr; D, 2 per mr; E, 5 per 2mr; F, 3 per mr; extra blows on last mrs

- x1 Lattimore has 55% Picking Pockets, 60% Moving Silently
- x2 Hug is automatic if bear successfully strikes single victim with both paw attacks on same mr
- x3 Master of two weapon technique; may strike with both weapons in mr without HACO penalty
- 1 Weapon may be used for +2 defense if no attack made
- 5 Expertise gives bonus of 2 to Critical Hit Prob
- 6 Return strike allowed at HACO+4 (penalty) if miss on 1st swing of mr
- 9 May be used to tangle target's legs; if successful, foe unable to rise for 1D6 mr

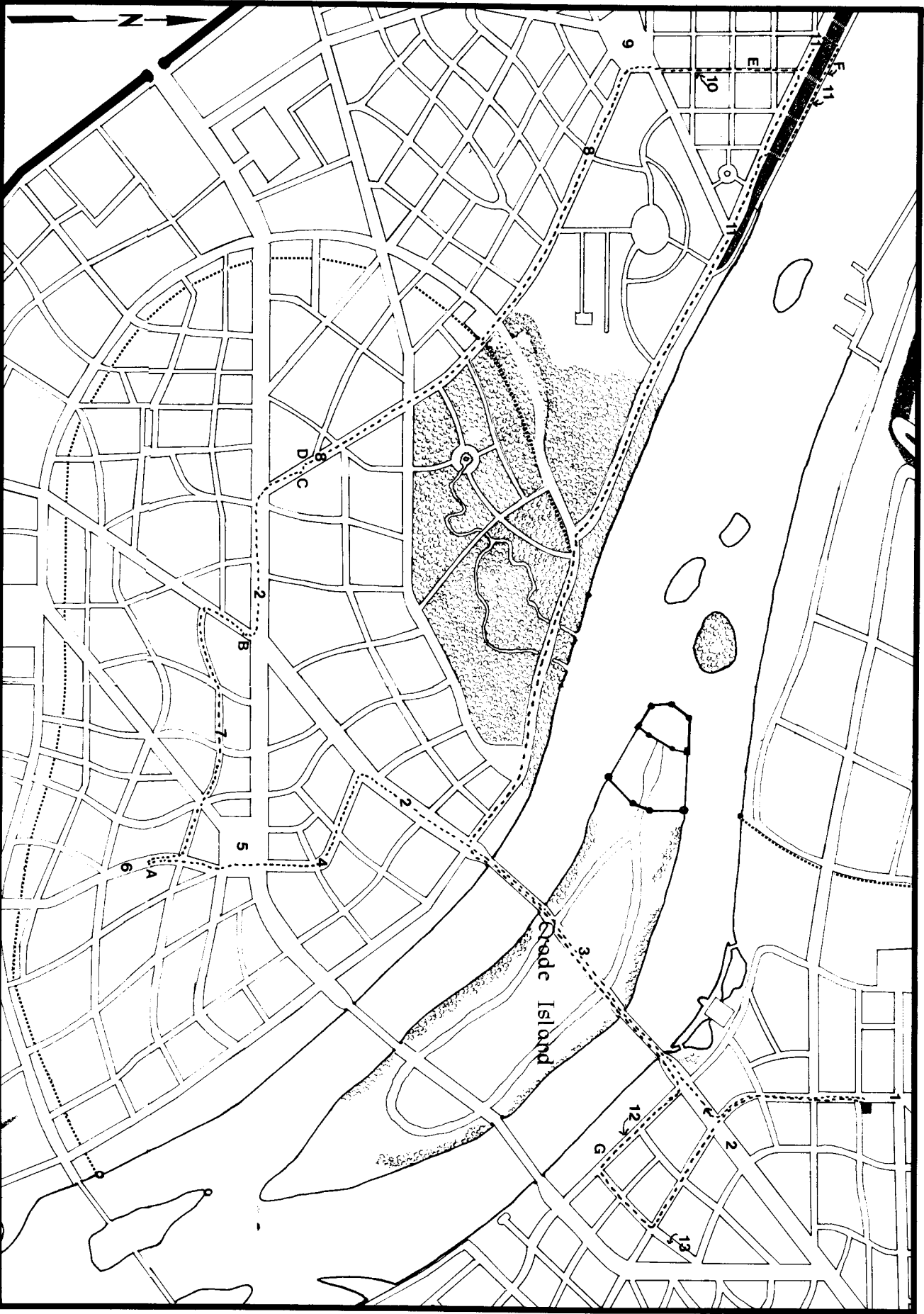
Maps for Scenario Adventures



Sample Setting for Highwaymen Encounters

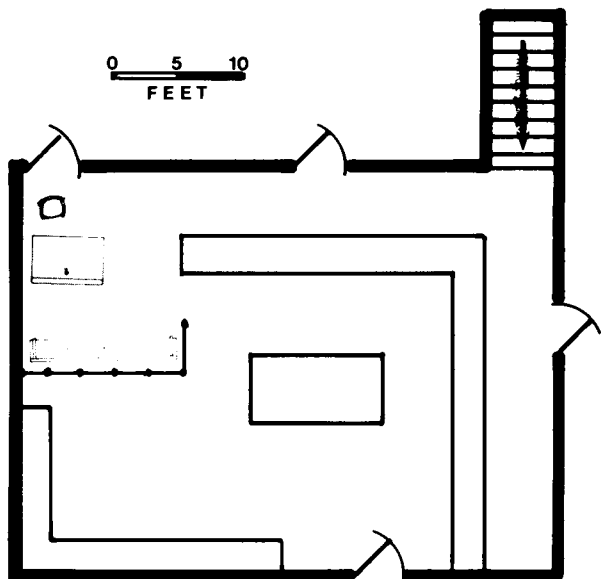


The Silver Trumpet

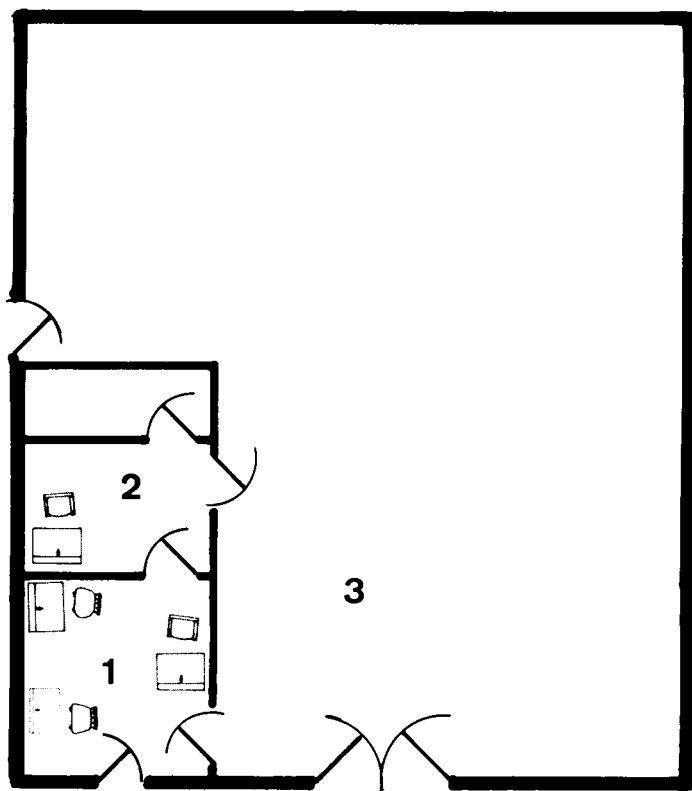


The Free City of HAVEN

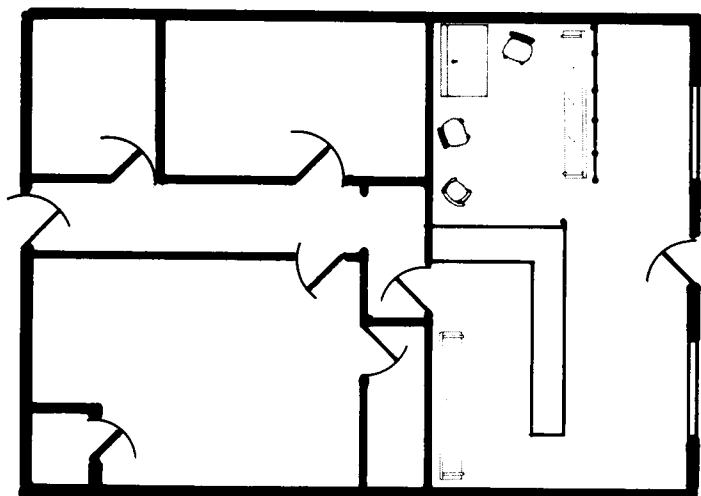
The Couriers' Route



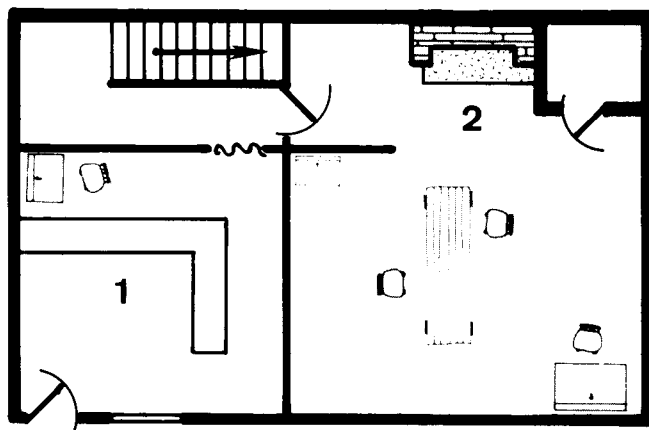
Enchantments, Ltd.



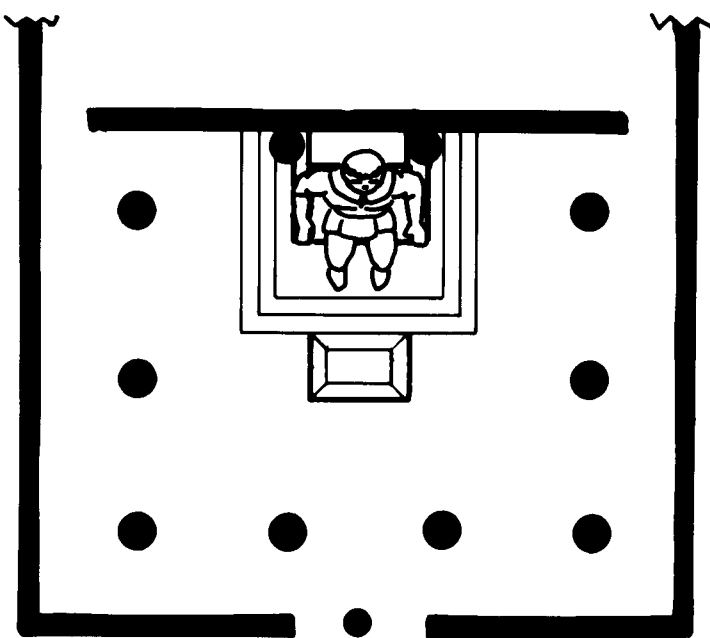
Guroden's Warehouse



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Malakki Jewelsmith



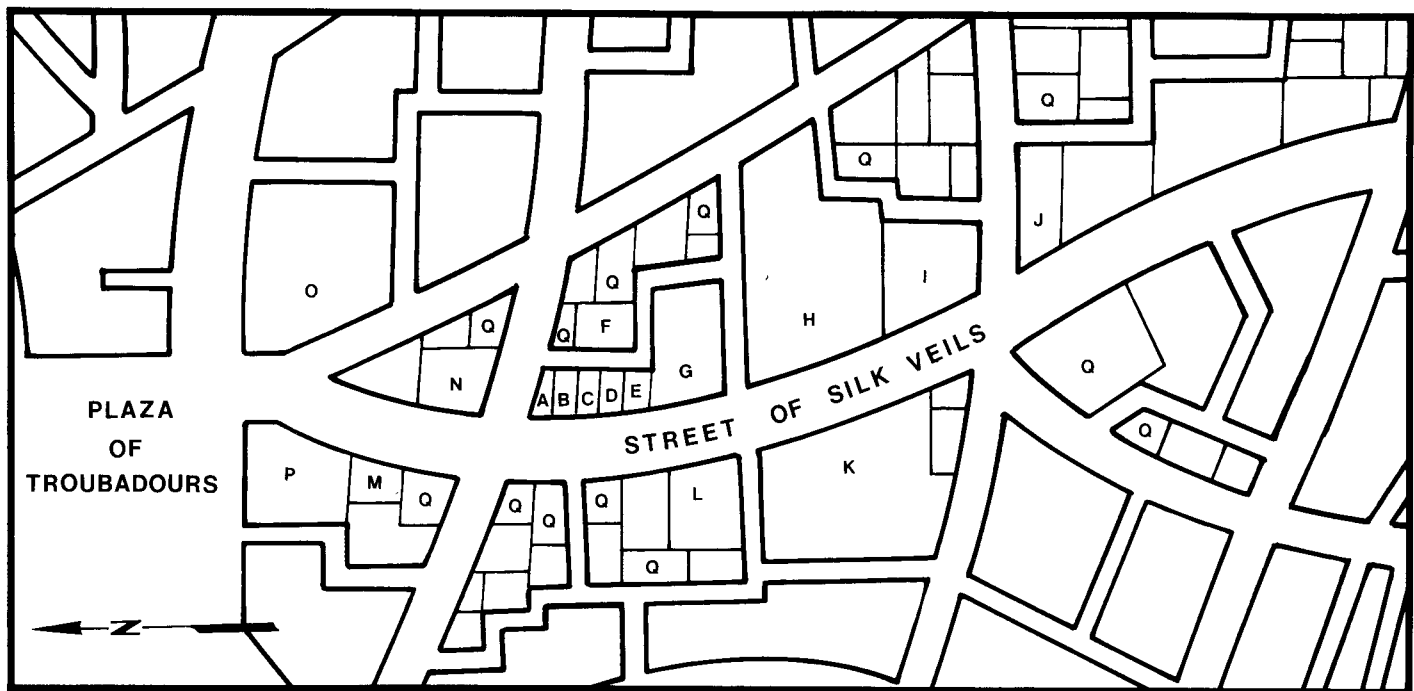
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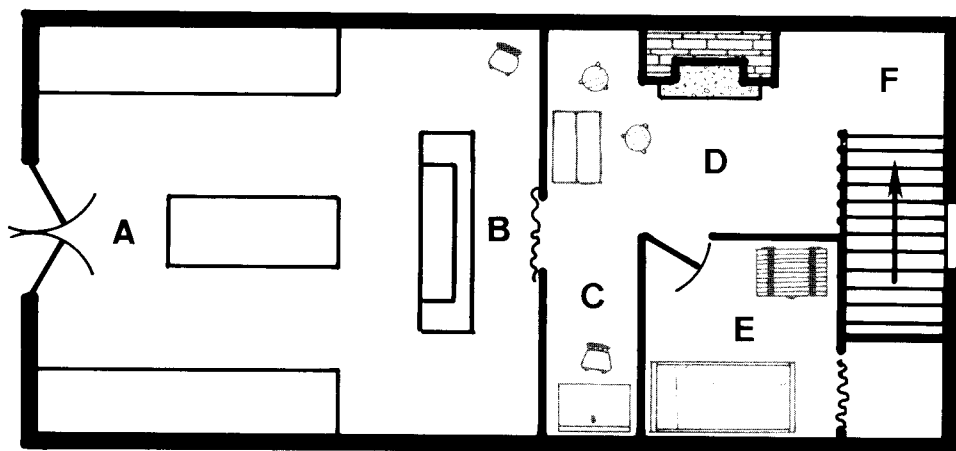
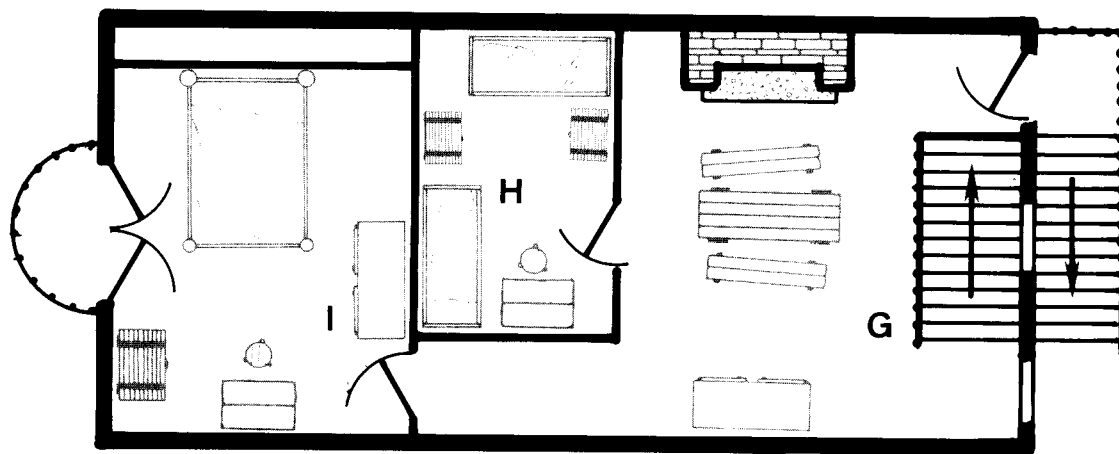
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