

thieves' world

game master's guide for sanctuary



Abbey • Chodak • Marsh • Midkemia Press
Perrin • Stafford • Chaosium Inc.

ROBERT L. ASPRIN'S
thieves' world

game master's guide for sanctuary

The Second of Three Books in the Thieves' World Adventure Pack



**Lynn Abbey
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This second Thieves' World book is intended only for gamemasters. While the player's guide supplies background information, that information may be incorrect or incomplete, even though 'everybody' knows that it is true. Players should not enter a Thieves' World campaign with information superior to that which could be gathered by a few days' visit and much talk. But gamemasters need to know much more, and the second and third books in this set (as well as the two smaller separate maps) include material not only intended to ease the gamemaster's task—it also will give him or her accurate information logically and consistently presented, some of which (such as in Petrula's letter) will contradict conventional wisdom.

ESSAYS

The Essays section of this book gives the gamemaster the true story of Sanctuary. It includes instructions on the use of the book, a picture of the power relationships in Sanctuary, a better idea of the real demography of Sanctuary and a closer look at the true relationships of the gods of Sanctuary.

I. HOW TO USE THIS BOOK Greg Stafford

City Scenarios

The use of cities in a role-playing game are many. Cities are places in which to buy, sell, hire, spend, steal, visit, and live. Game cities can be as complex as real cities, and can be put to as many uses.

City life itself is sufficient source of adventure without ever wandering into the abysmally natural wilds. Especially the city of Sanctuary, which was created expressly to house excitement!

This book is the gamemaster's key to Sanctuary. With it, he can guide and play an exciting adventure or an everyday event, either pre-planned or spontaneously. This book provides background scenery, ideas, and motives to bring the teeming city to life, and is intended to be a primary tool in creating an enjoyable play experience.

This Guide outlines a variety of possible activities and experiences within a realistic framework, and great care has been taken to make sure that the experiences on the charts are appropriate to the city of Sanctuary. The Guide provides a familiar setting enhancing play without forcing the referee to narrate *everything*.

Realistic city life requires realism by the players as well. They should be reminded that Sanctuary is a civilized place with laws, and that the authorities have martial and magical power to back up their word. Players should act according to their characters, of course, but should be prepared to see what that is like among "normal everyday people."

A scenario or session of city role-playing is usually quite different from a 'hack & slash' adventure. On the latter type the characters use survival and combat skills against a hostile environment. Such skills are quite unsuitable to a city which is not innately hostile to characters. Other skills must be used and developed for city adventuring.

City adventures require more role-playing than game-playing. Social interaction is both the vehicle and object of such games. Player characters should be tested by several different pressures, whether by a surly, stupid drunk or by some nobleman's innuendo about virility.

If players question how their characters managed to spend so much time in the city previously (in between-game time) without having suffered nearly the number of mishaps that occur in these city scenarios, the referee should remind them

that everyone has bad days, and that this is one of those bad days, and that the players have been invited to oversee their characters' ill luck and to guide them through it. If players persist, then the gamemaster should cast mysterious sidelong glances and state, in a low voice, that there is, indeed, something unusual going on here if the characters can only figure it out. If the players still persist on prying into the comparative realism of such days, then the referee should pack up and let the players run the game.

A city provides its own adventures. Everyday scenes can be changed into critical adventures. However, the characters have their choice of participating or not. If they see an old friend of theirs on the gibbet about to be hung they can choose to intervene or not. They may watch silently or pass on instead. Goody-goody types may want to intervene when they see some innocent idiot cheated by his employer. That's fun to role-play.

City play requires preparation and some gamemaster skills at presentation. It may seem an imposing task to represent yourself as 20,000 different people. It is! With care taken beforehand the task is easier, and with experience will come increased skill.

Before-Game Preparations

Sessions may be planned or spontaneous. If possible we suggest that the referee know the intentions of the player characters before the session begins. If the players want to try to sell a magical sword in all of the weaponshops in the city, then it is useful for the referee to have the weaponshops located and populated beforehand. He will have had time to figure out the attitudes and offers of the various shopkeepers as well, and thereby give some real attention to playing the NPC's rather than making them up on the spot. If the characters decide it is hot, and want to stop off for a brew at some tavern, then there will still be some creative improvisation for the gamemaster.

If characters are simply wandering through the town (such activity is excellent scenario material), then this, too, should be known and pre-planned.

It is suggested that you pre-roll encounters, especially the first few times that you use the book. As you read it you will probably want to make a few dry solo runs yourself. It is not necessary to actually engage in any activity, either on a solo or group run. If you do so, then it is useful to keep notes afterwards. You will develop a quick abbreviation style. These solo passages will yield possible emergency filler material later on when you need some.

By preparing the encounters beforehand the referee will have had time and reason to think about the attitudes of the people encountered. He can use these and develop activities from them.

When preparing the rolls I suggest that you roll up a whole list of percentages first, then go through the book and use them as you go. If you come across anything of particular interest to the characters, note it and proceed on.

It is helpful to have several types of encounters prepared beforehand as well. That way you can always pull out the Minor Streets Processional set of encounters when the characters do something unexpected, and take off down a side street.

Always be prepared to cope with spontaneity from the players or the NPCs controlled by you. This is the stuff of adventure, and it is what the referee should build toward. Giving background, thought, and freedom to the players within the limited control of the gamemaster allows the game to live its own life.

Gamemastering

No amount of pre-rolled encounters ensure a good game. The referee must translate raw game numbers and the simple descriptive phrases which we provided into the scenes for adventure. Three problems confront the referee: background, presentation, and spontaneity. Coping with these will always be aided by preparations beyond those of simply rolling up encounter after encounter.

Background

Background research is critical. Unless there is a clear idea of the milieu of play, there will be an empty ring to the proceedings. How could anyone play without knowing if they are in a large city or small town or wilderness camp, or if the natives prefer (or hate) to eat barleycakes or brontoburgers? The Player's Guide mitigates this problem.

The anthologies themselves provide other primary research material. We cannot stress too much that reading them will greatly ease any referee problem.

Further ideas concerning motives and lives of the background populations should be sought. Any library or bookstore will provide general reading about Arabs or Mongols, who are comparable to the Raggah. We usually treat the mountain barbarians like European barbarians, with a preference for Celts or Scots. The citified Ilsgs and Rankans resemble Greeks or Romans.

Scrutinize the rejects who populate the Maze. Such scoundrels include the lowest and meanest, and the toughest and the wildest. These desperados are more interested in their own welfare than that of anyone or anything else. They are (often loudly) defiant of all law and authority. They may be completely amoral or may have perverse views or morality cut to suit their own purposes. As a class they are unfeeling, with little or no respect for the sanctity of life. There are no handy books about such types, but referees have a better source of study at hand: the common adventurer! Rootless, careless of life, selfish and self-motivated, the common player character will find himself quite at home in the dark jungle of the Maze.

Everyday experience will provide further information. Think about applying events you experienced that day into a game situation. Jaywalking might start the adventure when characters get run down by horsemen. Buying lunch from a vendor might spark clues to excitement. There might be a sale on something a character wishes to purchase, but doesn't *quite* have the money for...

If you can't make up a plot line for the session, then transfer a story you read elsewhere into Sanctuary. Make the main character of the other story into a Sanctuary character, either new or drawn from the list we provide, and have him ask the player character for help or information. He may wish them to steal something from a temple, to shrink down to rat size to investigate a rumored invasion by the vermin, or to hunt alligators in the sewers.

Individual NPCs can be personalized by transferring some quirk or behavior to them from a story or movie you saw. The players will never realize, nor need to know, that your innkeeper acts like the pawnbroker in *The Pawnbroker*, or that the watch captain acts like your version of Dick Tracy, or that the beggar is actually Thomas Covenant! The referee then has the private glee of knowing that his own sub-creation has succeeded and is participating in the play.

It is not necessary for the referee to remember everything all the time. Literacy has solved that dilemma, if you provide your own pencil and write in the book. Jot down a key phrase or event to remind you of the salient points of the individual or the place.

Presentation

Scenario presentation may be divided into two parts: information and drama. Information presentation is what the gamemaster provides, dramatic presentation is how he provides it.

Information includes all data. This includes background sensory input, statistics, general impressions, and facts the characters already know but which the players do not. The data may be generalized, such as the crowd density or the weather, or specific, such as telling how a barbarian's medalion is especially rich and ornate and that his cloak is shabby. Some information is casual, such as the observation that the streets are dusty from morning to nightfall, and some is critical, like noting that the inn fell completely silent when the characters entered.

An excellent rule to remember in bringing a scene to life is to use several different senses in an impression. Sights and sounds are usually described, but if you sneak in references to smells, textures, and tastes, then the play takes on new life and subtlety.

Referees should also remember to relate the reactions of the NPCs. Streets, especially, are full of people who are curious, scared, or angry almost by whim. Referees must tread a fine line by telling players if their characters' actions are inappropriate, yet still allowing the characters to act that way if they want. (Referees have a further responsibility to ensure the rest of the environment reacts appropriately to the characters' inappropriateness!) A mob must be allowed to act naturally and independently of either gamemaster or player desires. This creates a tension of play which aids the suspension of disbelief and enhances the role-playing fantasy.

Dramatic presentation is a communication skill which is related to oral traditions. It must be attempted and experienced to be improved. All of the better referees I know or know of are skilled at this.

Good dramatic presentation transfers information to the players in a manner which will engage their interest and curiosity, yet allow them to contribute.

There are no secrets in this. There are some techniques that are useful and instructive.

First of all, when delivering parts of the scenario always begin with broad generalizations and gradually reveal more and more information as the characters discover it. Let them draw conclusions and narrow down the problem, whether it is how to steal something or how to learn something or how to find something, towards its climax. If the hints and clues you gave are integral or decisive to the culminating action, then there has been clear continuity to the game, binding it together during play and when recalled afterwards.

Integrate the game mechanics from your system into the play. I am most familiar with RQ and so use that as an example: I have the players occasionally check appropriate skill rolls at casual intervals to begin with. These are usually non-critical events. When I wish the action to be tense I will have the characters checking their survival skills often, and also throwing in other skills which may or may not be useful. Just making the rolls adds to the tension and drama of the game.

When checking these things the players and characters are both engaged and intent. Both the timing of the rolls and the types of rolls made are instrumental in helping to dramatize the parts of the game.

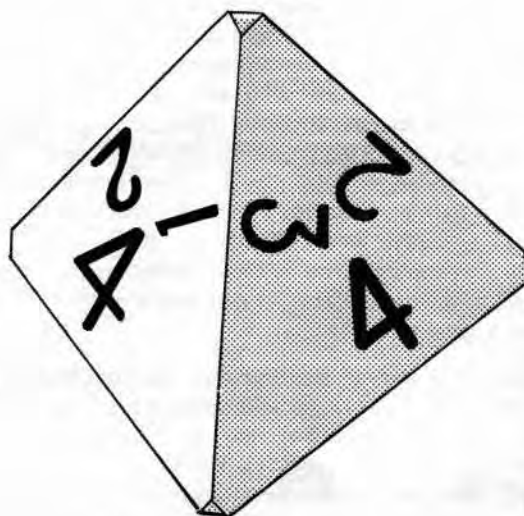
Body language is also useful. The gamemaster can use it to clarify and intensify a situation. Background information and simple investigation can be handled with casual and almost chatty relaxation. But if the referee is leaning, elbows on the table, and peering intently into the players' eyes, then the scene takes on a whole new meaning. Mysterious, sidelong glances at special times also alter the perception of the game.

These hints are intended to bring a closer interaction between the referee, players, characters, and environment. It is useful to think about these things and plan a bit beforehand. Gamemastering may be clumsy or embarrassing at first, but beginning referees should be heartened to know that practice always brings improvement and always makes the next game easier.

Spontaneity

Spontaneity is always difficult and it or its lack can make or break a game. Referees should always be ready to have their best-laid plans destroyed by a single bright idea. They (as well as the players) should be ready to turn from prepared paths and onto the rooftops of adventure, for players' characters have a knack for taking their own ideas seriously and acting on them no matter what the referee may think.

When reacting, the referee still should maintain some control. If caught quite off guard he can always throw up natural hindrances to slow play enough to let him get his breath. A referee should always be ready to stop play for a moment or two to think something through. It is always easy to give into the players' ideas out of frustration or anxiety, but referees should resist since it becomes impossible to keep track of what is happening, or where this might end. Players should also be willing to compromise in favor of a good game and bypass one or more of their bright ideas if it makes the referee's job too complex. Cooperation is the key to any RPG; lack of it is the bane of all role-playing.



II.

PALM-GREASING AT THE PALACE

Lynn Abbey

So, kid, you want a favor? Need something done or undone? Got a little deal simmering that should have a bit of legal icing on it? You think it's time to go to the Palace and see Prince Kadakithis. He'd like to think he's accessible to every palms-up beggar that gets to the gate of that Ilsigian white-elephant he lives in. He says the nobility has an obligation to the people. He's a little naive, you know. He's got a cordon of officials and bureaucrats (especially selected by his half-brother the Emperor) who keep things under proper control, but, kid, even they don't control as much of the Palace as they think they do.

You see, the Palace had been here since old IIsap XVI thought there was gold in the swamp and figured Sanctuary was going to be the new Kingdom capital. When the gold didn't pan out and the town fell on worse times, the Palace had the only roof that didn't leak. The families that moved into the Palace then haven't budged since. They certainly aren't going to let some nasal tourists from Ranke interfere with their little sinecures. The native-born hierarchy in the Palace is base-born and unwashed. It probably can't do a thing to help you, really, but it can keep you from seeing the people you do want to see and in practical terms that's all the power they need.

To get anywhere in the Palace you're going to have to get past Honald the Gatekeeper or some member of his sprawling family, one of whom is always on duty at the outer doors. Without Honald's help you'll never find your way along the corridors of power; your name won't be entered in the register and you'll find yourself arrested for trespassing and thrown into the dungeons for being where you shouldn't ought to be. You can always try to bluff your way around Honald, but it's safest just to bribe him. Even the Palace regulars pay Honald and his crew to tell them who's coming and going. For a little more money you can convince him *not* to notice your movements. Honald doesn't much care one way or the other so long as your money's good.

Stilcho, Master of the Equerry, operates from a different sort of power-base. He watches over the stables and the out-buildings of the compound, like he's supposed to, but he also runs the Palace spy-network. He knows who's going to do what to whom and very often why. If you need to see a specific person, and see him quickly, bribe Stilcho and he'll put you on a collision course with him. If you're waiting for action, bribe

Stilcho and he'll shake the apples out of the tree. If you've got enemies, bribe Stilcho and he'll tell you what they're up to; while you're at it, though, better bribe him again and maybe he won't tell *them* what you're up to.

Maybe you simply want to turn an honest trade at the Palace; maybe you like uniforms and need a job; maybe your lady-love's one of the Prince's neglected concubines; maybe all else has failed but you've still got to see someone. If this is the case, sooner or later your footsteps will take you to Major-domo Lu-Broca who tends the household treasury and disciplines the household troops. Larceny rather than blood is said to run in his veins, though he runs most of the Palace on the up-and-up to avoid suspicion. He can hide you in the bedchamber of your choice or even back your latest business venture out of household petty-cash—if there's something in it for him. He's said to be one of the richest men in town, so the bribe is just to keep *you* honest. He's got keys to dungeon cells that the Rankan imports don't know exist, so it's a good idea to play by his rules when you play with Lu-Broca.

Lu-Broca is the last of the least in the Palace. Above him in the power pyramid are all the Prince's men and women. Altogether there are about forty titled Rankans in the palace, exclusive of minor children and personal servants. Of course Ranke decrees a married man works harder for the Empire, so there are very few bachelors in this part of the Palace and a lot of bored husbands and wives. A Rankan title denotes respectability and responsibility. It might be that any diplomat's name along with his personal seal will solve your problems, but assuming you've got a real reason to be in the Palace then you'll want to deal with real power and that will mean getting the Prince's seal on your documents, or at least the impression of one of the three legal copies.

The first copy of the seal, carved from a block of sunset-pink jade, is always in the possession of Coricidius, the Prince's vizier. Coricidius is the oldest member of the Rankan entourage. He was sent here after a scandalous affair in the capital. He knows he's going to die and rot in Sanctuary and he hates the place with a passion that adds extra furrows to his brow and draws his lips into a permanent sneer. His official duties include clearing all foreigners at the court and approving what limited official trade Sanctuary has with other parts of the Empire. He would like to see the swamp engulf the entire town

but in lieu of that he'll be content to squeeze the last possible penny out of his official tasks. No caravan enters or leaves the town without having Coricidius' seal on its articles-of-trade and his agents are forever combing the shops and bazaar stalls looking for items which have escaped his tariffs.

Rost-Revenant, the Emperor's Adjudicator in Sanctuary, possessor of the amber seal, is a truly busy man. His court opens one hour after sunrise and is often in session until mid-afternoon when Revenant must attend the hangings, dismemberings, blindings and enslavements he has decreed and attest that proper punishment has been handed down. He takes his job seriously, but the sheer magnitude of his task means that there are slip-ups and miscarriages of justice. Though he is not often susceptible to bribes, his clerks, scribes and assistants are. Revenant also has the keys to the Prince's warehouses wherein are stores, confiscated property and evidence in pending trials. Those keys are at least as valuable as his seal, for a case cannot be concluded if the evidence disappears.

Sanctuary's tax-collector, Terryle, Chamberlain and Keeper of the Privy Purse, possesses the third seal, carved from a unicorn horn. He is beloved of none and maligned by all, especially in a currency-poor town like Sanctuary. He's survived at least half dozen attempts on his life so far and some of the greater merchants are getting the idea that it's easier to do business his way rather than pay for another failed assassination attempt. Every business must have a charter from Terryle. Every exchange of land must be registered with him for a price. Every manumission, enlistment, immigration or emmigration has its

fee as does every birth, death or marriage. Obviously Terryle only collects a small fraction of what he's owed, but he's mostly interested in keeping you just a little bit in debt to the government. His corps of legmen stand ready to show your every fiscal indiscretion when you come to the Palace asking for a favor; and to get anything from the Palace you must be a citizen, and to be a citizen your taxes must be in order. Usually if you approach Terryle first and tell him what's on your mind, he'll tell you how much it will cost to clean up your tax record.

What? You *still* want to see the Prince? You've paid your way into the Palace; you've cleaned yourself at the Rankan money-grubbers and now you want to see the Prince? This *is* a problem. I'd hoped you'd have come to your senses by now. The Prince doesn't see anybody except by accident, my friend! We can't have all that sweetness and enlightenment dribbling down onto the machinery of state, can we? But if you must see the Prince you'll have to bribe Honald to get into the palace to see Stilcho. You'll have to bribe Stilcho to find out what the Prince is going to be doing for the next few days. Then bribe Lu-Broca to slip you into the appropriate room; bribe Terryle to clear your name on the tax-scrolls; bribe one of Rost-Revenant's scribes to write your petition up for you and then you just might be able to give your parchment to the Prince, though what he'll do with it is the god's guess. He might spend the next three months seeking the "justice" of your case. He might send you back to someone you've already bribed and he might make up his unchangeable mind on the spot, much more influenced by what he had for breakfast than by the merits of your argument.

III.

GETTING BUSTED IN SANCTUARY

Lynn Abbey

When the newcomer to Sanctuary has finally adjusted to the wide-open anarchy of the town he is apt to come upon the most startling discovery of all—there's a lot of law in our little town and it can be very efficient. A town like Sanctuary requires an extensive legal network in order to maintain any sort of stability or the entire population of the town would have been killed off long before the Rankans showed up.

Justice, and its enforcement, is tripartite. The most noticeable justice is Rankan Civil Justice and the most noticeable enforcers are the Hell-Hounds and the Imperial Garrison of Sanctuary. The least noticeable form of justice is the ad-hoc justice of the streets which is administered and enforced by Sanctuary's under-class of survivors.

Mid-way between these two is the canon-law of the various cults in town. Canon-law is presumed to be divinely inspired and is, therefore, the least logical of the three. By and large, all three systems are putative rather than rehabilitative and the right of appeal is forbidden by all three. Their jurisdictions habitually overlap and if you've got the feeling that your goose is about to be cooked, the choice of chef could be vitally important to you.

The Civil Law of the Rankan Empire covers crimes against property and person. Monetary restitution of some sort to the wronged party is customary. Punishment of the guilty is swift, harsh and meted out in accordance with the offender's status in life. Imprisonment, per se, is not a punishment.

A suit is brought into Rankan justice either by its discovery by an authorized agent of the Rankan law, i.e. the Hell Hounds, or by the complaint of a citizen of the Empire. Crimes against slaves, incidentally, are crimes against property not person, and the suit must be brought by the owner of the slave. Rankan law recognizes the legal rights of a woman to control and defend her own property. However, exercising those legal rights may be difficult.

Petty crimes such as shop-lifting, purse-snatching, simple thievery and bodily assault not resulting in death or permanent injury are tried in the morning assizes of the Captain of the Day at the Sanctuary Garrison. Aye-Gophan, Walegrin or their peers see to the justice of each case and the administration of punishments not in excess of the removal of three fingers on each hand.

Obviously the larger merchants are plagued by larceny on a grander scale: fraud, embezzlement and the crimes of which the better-off are particularly heir. As the Rankan Empire is in many ways a trade federation, the rights of merchants are scrupulously observed. They control the Magisterial Courts of Sanctuary which are presided over by a panel of three merchants chosen by legitimate guild members and who serve a specific term of office. Bribery is an accepted part of the game in the magisterial courts. There is no limit to the property value of suits brought before the magistrates and the ultimate punishment rendered, beyond full restitution, is loss of limb and/or enslavement. However, bodily crimes are not normally tried here. Exceptions have occurred as when the wife of Halle the armorer claimed Halle was a part of his own property and successfully brought his murderer before the magistrates, one of whom was her brother-in-law. The offender, the son of a priest of Savankala, was blinded and enslaved on the spot and lost in the Swamp of Night Secrets that very evening.

High crimes and crimes against the nobility of the Empire are tried by the Prince's own Court which is presided over by Rost-Revenant who has one of the three legitimate copies of the Prince's seal (his is amber and the impression shows an extra line under the Prince's name.) There is no limit to the justice of the Prince's court; it can exonerate or execute without offering cause for its actions. In practice, since the arrival of Kadakithis his court has the reputation of being thorough and fair. It is also the only court that can hear suits against the other enforcers and administrators of Rankan Law.

Recently the Prince himself heard the suit of a man accused of murdering the suitor of his daughter. The Prince examined all the witnesses personally and concluded that the young man had indeed intended to turn his new wife over to the madam of the Lily Garden to pay off his debts at the house. He thus exonerated the young girl's father. He also fined the Lily Garden the exact amount of the young man's debt for failing to observe his prohibition of credit at the town's brothels.

For the innocent the best place to be is the Rankan Civil Courts where the cause of justice is occasionally served. Of course, not everyone has access to Civil Law. There are well-known and respected citizens of Sanctuary who could not show their face in a Civil Court without having certain crimes of their own brought to light. The City's unaffiliated sorcerers and magicians usually mete out their own justice and police their own community after their own lights. In most cases, however, a magician would be impervious to the justice of the Civil Courts anyway.

Permanent residents of the bazaar, usually acting within the bounds of the S'danzo blood-justice concepts, also avenge their

own successfully and are traditionally difficult to bring before any of the other courts and authorities in town.

In the Downwind section of town, Jubal, the ex-gladiator, runs a parody of the prince's court and though far less thorough and infinitely more corrupt and capricious, he has the trust of much of that part of the population which wouldn't trust legitimate authority on a bet. Until the arrival of the Hell-Hounds his blue-masked swordsmen were the most visible deterrent to random mayhem Sanctuary possessed.

And, of course, in the Maze after sundown (where life is nasty, brutish and short) might makes right and the devil take the hindmost.

The canonical courts of the various temples in Sanctuary offer a completely independent justice which is often at odds with Civil Justice. In the capital, canon law is strictly regulated by the civil authorities, but in an outpost like Sanctuary, where the gods are at war as well, the priests and their courts have considerably more power. To delve into the customs of every sect would be needlessly time consuming; a few general rules should apply to most cases. Any crime, except a capital crime against a citizen, committed by an initiate of a priestly order is in the jurisdiction of that order, and likewise any crime committed on temple property, except capital crimes as described above, is the jurisdiction of that temple's justice. In practice, as there is bickering among the gods, there is bickering among the temples and the temples try to keep the activities of their courts secret. However, according to Rankan law, it is the privilege of the priests of the state cult to try all religious crimes brought to their attention.

With the arrival of Molin Torchholder and the revitalization of the Rankan state cult, most canon law is now the law of Savankala, Sabellia and Vashanka. This justice is mandated by Molin but in practice it is handed to him by three anonymous inquisitors: Rashan, the Eye of Savankala; Medes, the Fist of Vashanka; and Corellia, the Heart of Sabellia, and the only one of the three normally represented by a woman. The inquisitors can recommend any punishment, but the execution of a death sentence or enslavement is supposed to be carried out by the civil authorities who are bound by the cults' dicta. In practice the cults rarely use the strengths of civil justice and stories of "voluntary" sacrifices are probably true.

There is one unique aspect to canon law worth mentioning here. While the right to appeal does not exist, anyone may throw himself/herself to the justice and mercy of the gods. The inquisitors will subject the appellant to the Test of Fire which is presumed to be foolproof and which surrounds the guilty in flames instantly. The innocent, however, must renounce their former lives and serve the gods for life under pain of death and damnation.

A quick survey of the Sanctuary legal and para-legal apparatus can only hint at its intricacies which may be best described as Byzantine. There is nothing here of the gentle arts of bribery and coercion. The legal profession itself is only implied and not described. As with most putative justice systems it is milder toward those with money and status, most ruthless toward the underclasses and strangers. The best way to deal with it is not to get caught in the first place.



IV.

A LETTER FROM PETRULE

Steve Perrin

To the illustrious and puissant Henri, Duke of Varran,
 Most righteous Lord of the Privy Chamber
 To His Majesty Leon, King of Caronne and the Western Isles,
 Humble greetings and respectful salutations from your obedient servant, Petrule,
 Scholar of the University of Caronne.

Fulsome blessings upon your House and may the Lord Sun shine ever upon your endeavors!

As you in your wisdom directed, I journeyed to the city of Sanctuary, southernmost of the cities of the Rankan Empire, to observe the spectacle of the city dying. I must humbly express my fear that we have been cheated of the aforesaid spectacle, but see instead the frailties of census takers and hear the lamentable results of harkening to exaggerated tales of disaster by parasitic merchants.

By virtue of your kind introductory letters, I have feasted with the Prince Governor Kadakithis and listened to learned discourses by the ArchPriest Molin Torchholder. I have also bribed the major-domo for palace gossip, consulted a winsome S'Danzo seeress, attended the meetings of long-winded and self-important merchants and, most importantly, talked long and heatedly with two of the major intellectuals of Sanctuary, the sorcerer Enas Yorl and Lady Myrtis, the mistress of Aphrodisia House.

[here follows a page in praise of these two worthy folk and some less respectful comments about others mentioned.]

The Prince's official population tally for this city is some 4,500 souls. Because of typical Rankan mercantilism, this figure is based on the tax rolls. Those who do not pay taxes (as well as those whose taxes are collected but never recorded) are not on the rolls. The Prince himself feels that there is at least one unrecorded resident for every two listed on the rolls. I feel he has too high an opinion of his tax collectors.

I include a quotation from the first Rankan governor, a simple soldier put in charge immediately after the conquest, before the final subjugation of the Kingdom of IIs. The Prince himself gave me a copy of this report as an example of the inefficiency he is correcting, but I fear that the spirit of this unnamed governor lives on in the officialdom of this city.

11

"My Illustrious Friend and Joy of my Liver!

Taking a census of the vermin of this city is both difficult and useless. Although I have passed three years in this place, I have neither counted the buildings nor have I inquired into the number of their inhabitants; and as to what one person loads on his mules and the other stows away in the bottom of his ship, that is no business of mine. But, above all, as to the previous history of this city, Savankala only knows the amount of dirt and heresy that the Wiggles may have eaten before the coming of the sword of Vashanka. It were unprofitable for us to inquire into it. O my soul! O my lamb! Seek not after the things which concern thee not..."

I can only hope for the sake of the writer that he was not speaking to his military superior.

[here follow some paragraphs describing the venality and ignorance of the city tax collectors.]

I suspected that the impending death of Sanctuary had been much exaggerated when I first walked the streets. The streets teem with people, primarily of the lower classes, who are rarely taxable. Many of the abandoned buildings are called haunted, but they are not haunted by ghosts, but instead by families of landless refugees who hide in them to escape the wretchedness of Downwind hovels. Others of these buildings are known to have their inner rooms refurbished by various criminals or by otherwise honest merchants who do not wish the tax collectors to realize the opulence of their living conditions.

Using our sophisticated Caronnian mathematics of probability, I feel that the population is more on the order of 20,000 not 4,500.

[here follows a lengthy mathematical proof of the theory.]

In short, the caravans stopped when the mountain passes were opened, as everyone knows. Many Rankan merchants used this as an excuse to leave the city, for their livelihoods were gone. Long-time residents such as Enas Yorl and Lady Myrtis realize that these merchants fed on a temporary increase in prosperity. This city was home to thousands long before the Rankan Empire learned of its existence.

The surrounding land supports many farms, one of the reputed "kings" of the S'Danzo uses the Bazaar here as his capital, wizards have found the lack of regulation and repression congenial, the fishing fleet is large, and passing merchant ships find Sanctuary's position on the tip of the continent a convenient stopover and refuge from the marauding Cape Pirates.

There are too many reasons for the city to survive, and too few for it to die. If the Prince is truly successful in his campaign to make the city a safe place to live, Sanctuary may become the premiere city of the Rankan Empire. As the true prosperity of the city becomes obvious, and the riffraff and thieves are replaced by or reformed into tax-paying citizens, the Prince will have quite a surprise in his city's population growth.

If Sanctuary quickly emerges into too strong a rivalry with Ranke, Prince Kadakithis may need to protect himself against the jealousies of his redoubtable brother. But that, my lord, is a subject for another letter.

My humble wishes for your excellent health and the welfare of Caronne.

PETRULE

V.

THE GODS OF SANCTUARY

Steve Marsh

We may divide the gods of Sanctuary into three cycles. The first is the old cycle, the gods under which the city was founded. The second is the new cycle, the conquerors, the gods under which Sanctuary is ruled. The third is the enduring cycle, the gods without the pattern which are yet worshipped. The third cycle also includes gods that do not fit into the local cycles at all.

The gods will be described in their mythic relationships and in terms of standard anthropological models and patterns.

Cycle One

The cycle begins with IIs of a Thousand Eyes and Shipri All-Mother. IIs is a god of knowledge and wisdom and probably a trickster figure. His domain is mastery by knowledge and the blunting of brute force. He is not a god who smashes his enemies down but one who beguiles, misleads, finds their hidden weaknesses, and eventually tricks and destroys them. He is a god for thieves, shamans, and leaders who need to know the time to plant crops and the time to harvest them. IIs is a pastoral wiseman god and an urban trickster god.

IIs' wife and co-ruler is Shipri All-Mother. Shipri is a fertility goddess. Her aspect is that of bearing life. Her worshipers would include women who seek fertility or those who are bearing children. She is probably the healing goddess of this pantheon.

The next god of the cycle is Anen, god of grain and of beer. He is probably a wounded or a dying god whose death occurs every fall and whose rebirth comes every spring with the new crop. His worship probably contains ritual cannibalism, where the worshipers drink new beer and eat barley bread. His domains are the croplands. His worship would be seasonal and marked by ritual and festivities.

The wife of Anen is Eshi, the other half of fertility. Just as Shipri is the one who is fecund, Eshi is the one who is sensuous. She is appropriately the wife of the grain god. Her rituals would be celebrated with his; when his fields are sown, so would hers be (as was done in ancient England). When he is eaten and drunk, she eases his transition.

While Eshi would not be continuously worshipped (except by prostitutes) she would receive a great deal of attention at her yearly rituals and from those seeking help in seduction or marriage. There is nothing to indicate whether she is faithful or free and as such the flavor of her worship is probably left to personal taste.

The next generation of the children of IIs are Thufir and Thilli. Thufir is a god of travel and a patron of trade and pilgrims. He is the road god, the one who connects, the unifier of villages into nations. Thufir's worship would be kept by those who travel often and those who live by trade.

His wife is Thilli. She was left undefined but is probably a hearth goddess since one is needed at this point in the development of the pantheon. She would be allied with Shipri as a protector of mothers and homes, but more than that she would focus on the hearth fire and warmth.

The last gods were born as cities came to be. They are Shalpa and Theba. Shalpa is a god of thieves and outcasts and is a lesser aspect of the trickster. Shalpa is active.

If Shalpa is the god of thieves and outcasts that fights back, Theba is the god of outcasts and weaklings that comforts. Theba is thought of as the weakling's god and is a god of peace. It is Theba who gives Shalpa refuge when Shalpa is harried or has consumed his/her luck.

Cycle Two

The second cycle is that of Savankala's. Savankala is a god of the sun and of passion. He joined with Sabellia, a god of stars, and they, or their fiery passion, bore twelve children. Each of their children contained a passion—treachery, greed, violence, lust, and eight more. Eleven of the children turned against their parents to consume them. One, Vashanka, stood by his parents, and by the power of his passion (violence) neutralized the rest. His ten brothers he slew and his sister he raped. By this act he became the manifestation of his parents on the earth and the three are often worshipped as a trinity.

Savankala is a god of light, heat, and life. It is the sun that brings life and warmth to the day, the sun that drives away the dark, and the sun that man must thank for all that he has.

His wife Sabellia is a god of stars and lore. It is her ability to reach men in any circumstance and touch their minds and hearts. She is close, yet distant, and provides some alternative for the nonviolent worshipper.

The son of the Stars and Sun is Vashanka. He is a god of violence and war. That which he touches causes death and destruction. Vashanka is a limited god, for anything he does must be violent. He cannot make love, only rape; he cannot harvest, only pillage; he does not rest. He is an ideal god for war but an impossible god for peace. Since Sabellia is so far removed and so ethereal, in the lands Vashanka conquers the gods he forces to "flee" may actually remain. Thus his worship has not progressed much in Sanctuary.

Vashanka can impart his nature into weapons. Such weapons cost the buyer dear (often both life energy levels and strictures), and those who cannot afford the price die. In return the weapon contains the price paid manifested in a violent or passionate form. Fear, hate, death, poison, rancor, all are contained in Vashanka's weapons.

The last member of the cycle is Azyuna, ever-raped upon the bed of Vashanka. Her nature is betrayal, and it is she that seduced the 10 brothers into the revolution against Savankala. Vashanka's continuous rape of her destroys her powers. She is worshipped only by desperate men who can find no other aid.

Azyuna seeks to sleep with mortal men that she can betray. Each time she is able to manifest herself this way she gains in power. She is ever-attempting avatars and then betraying her lovers to Vashanka.

Any mythologist will note that this structure is rather bare and that these gods, while well-suited to conquering lands, are not well-suited to keeping them. They don't fit the full needs of a people as well as the old cycle gods do. Perhaps more gods will emerge from the Savankala/Sabellia union (for Sabellia seems to have the necessary sophistication), or mortals will ascend and join (if they can overcome their natures and successfully overcome mortality), or other gods will be incorporated into the pantheon (for what else are conquered gods for?) or Ten-Slayer will release some of the natures he consumed. Of course these gods may fail rather than grow.

Cycle Three

This cycle includes two enduring gods whose dominions are the waste places and the unmastered ways.

The first is Dyareela. This is the god of blood and lust, the wasting god, the bringer of deserts, the soul of entropy, the great dark. Dyareela is the true demon, the antigod. Just as the

gods fulfill a function, and compete with each other to fulfill it, Dyareela stands in opposition to gods and their works. What they build up, she corrupts and consumes.

Dyareela's worship has two aspects. The first is wanton debauchery. This is lust without fertility, consumption without rebirth. The second aspect is the deeper one and follows in Dyareela's worship. This is consumption and death. Where the first aspect would use (rather than share) sex, the second would consume it—including the death of the partner in the act. Dyareela is very similar to the Black Earth Goddess of India (Kali Durga) whom the English stamped out and who was worshipped in a similarly obscene fashion.

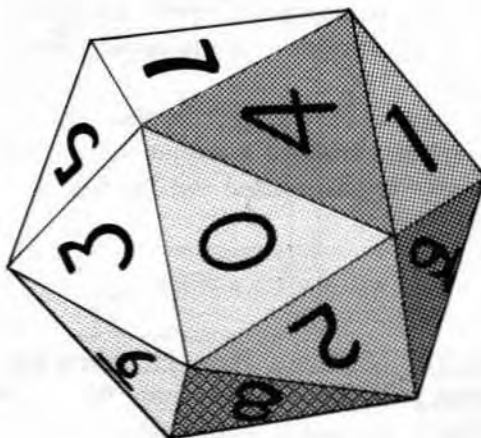
Above all else, Dyareela consumes, corrupts, and perverts.

Dyareela is countered by Heqt. Heqt appears to be a god of the waste places and a reclamer. The toad, the rain bringer and god of enduring life—just as a toad endures in the desert, Heqt renews and reclaims and guards against and in the waste places. She is the enemy of Dyareela. Because Heqt is able to bring forth life from hiding, she is often mistaken for being a creator of life.

Heqt is worshipped by all who travel by trail or travel the waste places. She is strong, opposing evil and cleaning the lands of it.

The last named god is Weda Krizhtawn. She is the only major sea god mentioned and appears to be of ancient heritage. Her worship is complex and her strictures numerous. She is only noted here as she is not a part of the city of Sanctuary.

Also we have the Blue Star. The Blue Star is a *power*, not a god. It's strength is not determined by the number of its worshipers. Instead it imparts an attribute for a purpose. The attribute is magical power and the purpose is the fight against chaos. In order to use the attribute, the initiate of the Blue Star must abide a constraint (known as the secret). Abiding the constraint allows the initiate to draw and use the power.



ABOUT MIDKEMIA

Begun two years ago by Stephen Abrams and Jon Everson, Midkemia Press is a rapidly-growing publisher of FRP game supplements. The company is named for the world of Midkemia, the FRP world constructed by a group of friends over the last eight years. It is on Midkemia that the bulk of the company's game aids are located. Specializing in cities, designed for use with any game system, Midkemia Press also produces game master's aids and computer games. The company consists of April and Stephen Abrams, Anita and Jon Everson, and Raymond E. Feist.

APRIL ABRAMS is finishing her Master's degree in biology; she works primarily in graphics, design, and editing for Midkemia. She has been active in FRP for five years. April was project director for Midkemia's contribution to Thieves' World.

STEPHEN ABRAMS is a computer systems analyst as well as managing partner for Midkemia Press. He works in all areas of the company's projects, being the primary designer of the company's growing line of computer games. Stephen has been involved with wargaming for over twenty years and with fantasy role-playing nearly since its inception. He designed many of the encounter tables and initially edited the manuscript.

ANITA EVERSON works as an industrial chemist. She is primarily involved in graphic design, including calligraphy, for Midkemia Press. She has played FRP games for six years. She did initial illustrations for building interiors, and participated in the populating of Sanctuary.

JON EVERSON is active in experimental psychology; he also designs games for Midkemia. He consults with other Midkemia Press writers, bringing a unique viewpoint to their creations, as well as designing FRP and computer games. He customized the Thieves' World events table and designed the multi-level Maze map.

* * * * *

YUREK CHODAK does not belong to Midkemia Press. He is best known in FRP circles as the new editor of Different Worlds magazine, published by Chaosium. But Yurek's former occupation was as an architectural draftsman and illustrator, and it was he who took the pencil-sketches furnished by Midkemia and turned them into the lucid plans, maps, and drawings which grace this Adventure Pack. Translation of the Midkemia efforts frequently meant accepting editorial alterations, incorporating newly-noticed textual references, and also attempting to create structurally-sound building plans ("If I don't put that wall there, the building will COLLAPSE!").

ENCOUNTERS

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The Encounters section of this book is presented both geographically and by time of day. Gamemasters are urged to read the instructions carefully before using the tables. Business generation also is handled in a systematic fashion; gamemasters will need to work extensively with this section of the book when first setting up a campaign.

ENCOUNTER INSTRUCTIONS

Contrary to most fantasy role-playing games, the gamemaster should not try to run too many players at one time while running a city. We find a mix of 1-2 players to be optimal, with 4 being a very real maximum even with very experienced players. If more players are run, someone will always be bored, since the G.M. can only interact with one player at a time. Conversely, the number of characters is not particularly important, as only one character can be active per player at any given moment.

These tables are designed to be used every 10-15 minutes. Use them more frequently if things are lagging and less often if the players are actively involved with something. Some "no encounters," and a large number of situations that will not directly affect the characters are included.

A significant number of encounters start with "accidentally bumps...." This represents the jostling the characters would receive in any busy street and helps to prevent thieves from becoming too obvious. Another encounter might specify "...recognizes character...mistakenly...correctly." This represents the chance that a passerby might correctly or mistakenly think he knows the character. He may in fact be a long-lost pal, brother, cellmate, etc. that the player just doesn't happen to 'remember'. Alternately, the encounter could be a simple case of mistaken identification. Use your imagination. Both of these situations are perfect for getting the players involved in something.

Die notation is standardized as follows: the number before the 'D' represents the number of dice to be thrown; the number following the 'D' is the type of die to throw. For example: 1D6 means throw one six-sided die; 3D8 means throw three eight-sided dice; D100 means roll a percentile (roll 2D10, using one for the 10's digit and the other for the 1's digit, giving numbers from 01-00, with 00 always high).

Encounters in Sanctuary mostly vary by the area of town in which the player character finds himself. Within a given area, the time of day and size of the street can also affect the type of encounter.

The Special Area Encounters tables refer to a "Westside table" —that is the Westside portion of the General City Encounters, on the next page.

Area

The gamemaster should first note in which area of town the encounter takes place. The main city is divided into three neighborhoods: Jeweler's Quarter; Processional and Westside. In addition, there are four special areas: the Maze, Downwind, the Bazaar, and the Street of Red Lanterns. Each special area has its own encounter table, divided into day, evening, and night (all streets in the special areas are considered minor streets). The three main city neighborhoods have encounter matrices that correlate the encounter with the time of day and size of street, referring the gamemaster to the proper encounter table which outlines the encounter.

Time of Day

The time is divided into three periods: "day" is from dawn to dusk, "evening" is from dusk to midnight, and "night" is from midnight to dawn.

Street Size

In the main city, (Jeweler's Quarter, Processional and Westside) the streets are divided into major and minor sizes. The narrower streets which wind within blocks are considered minor streets, while those through streets which pass by more than one block are considered major streets. This designation is at the gamemaster's discretion. Because the special areas of Downwind, Bazaar, Maze, and the Street of the Red Lanterns are all poor neighborhoods with few, if any, through streets, all streets in these areas are considered minor streets.

The encounter tables provide a brief outline of an encounter which can easily be fleshed out by the gamemaster to reflect his own world's unique personality.

GENERAL CITY ENCOUNTERS

JEWELER'S QUARTER

Encounter	Major Streets			Minor Streets			see Specific Encounter number:
	Day	Evening	Night	Day	Evening	Night	
Already Occurring	01-08	01-10	01-10	01-04	01-04	01-03	1
Armed Men	09-13	11-15	11-17	05-08	05-07	04-05	2
Slave Coffle/ Workgang	14-24	16-20	18	09-13	08	06	3
Newcomers	25-29	21-24	19-20	14-15	09	07	4
Beggar/Thief	30-46	25-37	21-25	16-20	10-19	08-12	5
Urchin	47-58	38-47	26-29	21-35	20-27	13-17	5
Magician	59-60	48-51	30-35	36-37	28-29	18-19	6
Townsperson	61-80	52-71	36-45	38-62	30-49	20-29	7
Event	81-86	72-78	46-49	63-72	50-57	30-35	8
Assassin/Spy	87-89	79-85	50-64	73-77	58-67	36-53	9
Character, local	90-93	86-89	65-70	78-79	68-69	54	10
No Encounter	94-98	90-99	71-99	80-99	70-99	55-99	—
Special	99-00	00	00	00	00	00	11

PROCESSIONAL

Encounter	Major Streets			Minor Streets			see Specific Encounter number:
	Day	Evening	Night	Day	Evening	Night	
Already Occurring	01-08	01-06	01-04	01-08	01-06	01-03	1
Armed Men	09-24	07-21	05-29	09-25	07-16	04-10	2
Slave Coffle/Workgang	25-35	22-34	30-36	26-35	17-24	11-20	3
Newcomers	36-47	35-44	37-45	36-50	25-35	21-28	4
Beggar/Thief	48-59	45-59	46-55	51-60	36-45	29-40	5
Urchin	60-66	60-64	56-65	61-65	46-50	41-45	5
Magician	67-70	65-68	66-68	66-69	51-52	46-48	6
Townsperson	71-84	69-82	69-74	70-79	53-59	49-54	7
Event	85-90	83-87	75-76	80-84	60-64	55-58	8
Assassin/Spy	91-93	88-91	77-86	85-88	65-68	59-65	9
Character, local	94-97	92-95	87-88	89-93	69-73	66-68	10
No Encounter	98	96-98	89-98	94-98	74-98	69-98	—
Special	99-00	99-00	99-00	99-00	99-00	99-00	11

WESTSIDE

Encounter	Major Streets			Minor Streets			see Specific Encounter number:
	Day	Evening	Night	Day	Evening	Night	
Already Occurring	01-08	01-09	01-10	01-10	01-06	01-05	1
Armed Men	09-14	10-14	11-14	11-15	07-08	06-07	2
Slave Coffle/Workgang	15-22	15-19	15-17	16-18	09-10	08-09	3
Newcomers	23-37	20-30	18-22	19-23	11-12	10-11	4
Beggar/Thief	38-47	31-40	23-37	24-34	13-24	12-21	5
Urchin	48-52	41-46	38-40	35-37	25-29	22-24	5
Magician	53-55	47-48	41-42	38-39	30	25-26	6
Townsperson	56-75	49-63	43-53	40-59	31-42	27-35	7
Event	76-80	64-68	54-59	60-67	43-50	36-40	8
Assassin/Spy	81-83	69-71	60-64	68-74	51-57	41-49	9
Character, local	84-88	72-78	65-70	75-80	58-63	50-54	10
No Encounter	89-98	79-98	71-98	81-98	64-99	55-99	—
Special	99-00	99-00	99-00	99-00	00	00	11

SPECIFIC ENCOUNTERS 1-11

Specific Encounters 1. ALREADY OCCURRING SCENES				JQ 58-59	Proccsni 44-48	Westside 23-27	
— Percentile Roll —				60-62	49-53	28-32	two Hawkmask fighting a duel (see Hawkmask, in <i>Personalities</i>)
Jeweler's Quarter Processni Westside results							see assassination attempt (1D8) 1-2 assassin is Hawkmask 3-6 assassin is professional- looking (probably a guild member) 7-8 assassin is clumsy amateur
01-05	01-02	—	funeral procession of Rankan lord				
06-15	03-11	01-06	fire	63	54-55	33-37	see abduction attempt
16-20	12-14	—	street fight, acolytes of (1D8): 1-2 Ils vs. Savankala 3-4 Argash vs. Shipri 5-6 Vashanka vs. Anen 7-8 Azyuna vs. Shipri	64-73	56-65	38-52	witness robbery
21-22	15-17	07-09	street fight, Ilsigi vs. Rankan (a political argument)	74-75	71-73	58-62	see raid on the Maze led by (1D8): 1-6 Hell Hounds 7-8 Captain Aye-Gophlan
—	18-19	10-14	street fight (1D8): 1-2 S'Danzo vs. Shavakh 3-4 Raggah vs. Citizens 5-8 general brawl	76-87	74-83	63-72	wild mob of (1D8): 1-2 S'Danzo 3-5 Ilsig supporters 6-7 Rankan religious fanatics 8 other
23-27	20-21	—	nobles race horses down the street; 20% chance of knocking charac- ter aside				animal loose in the streets (1D8): 1 wild 2-6 tame 7-8 from the Governor's Zoo
28-32	22-26	—	announcement of (1D8): 1-2 public trial at Governor's palace 3-7 public execution 8 Melilot's advertisers	88	84-86	73-79	see mugging
				—	87-91	80-84	see city watch heading for raid on smugglers at wharves or Swamp of Night Secrets
33-52	27-36	15-19	traffic problems (1D8): 1-2 caravan 3-4 overturned water cart 5-7 unknown snarl 8 roadblock set up by the Hell Hounds—they seek a dangerous criminal	89-90	92-93	85-89	rabblouser calling for (1D8): 1-2 overthrow of the Prince 3-5 overthrow of the Rankan Empire 6-7 stamping out thievery/ cleaning up town 8 other
53-57	37-43	20-22	two Sanctuary merchants are duel- ing over an insult	91-00	94-00	90-00	circus going on; 60% chance it is a front for pick- pockets

Specific Encounters 2. PARTY OF ARMED MEN				5-7	men are hiring civilians for an expedition
Roll 1D20:				8-9	men are putting on a show of power (1D8): 1-5 visual but not obnoxious 6-8 rude and obnoxious
1-3	1D10	Rankan Empire Soldiers		10-11	men recognize character in party (1D20): 1-15 mistakenly 16-20 correctly as an old friend, wanted crim- inal, etc.
4-10	1D12	Sanctuary City Guards			
11-12	1D10/2	Hell Hounds		12	men are raiding a business or residence
13-14	1D6	Hawkmask		13-20	men are off duty (1D20): 1-3 sightseeing 4-5 looking for new friends 6-8 drunk and friendly 9-10 drunk and insulting 11-12 fighting among themselves 13-14 looking for a bribe 15-17 they recognize a character (roll on 10-11 above) 18-20 bump into character
15-20	1D6	Warriors (part of merchant's guard)			
— Roll 1D20 —					
roll	scene				
1-2	men are escorting something valuable (1D20): 1-12 a personage (see Specific Encounters 10.) 13-19 goods or documents 20 as above but they are under attack				
3-4	men are pursuing a non-player character				

**Specific Encounters 4.
OUT-OF-TOWNERS/NEWCOMERS**

Roll first on Table 4A. Then on Table 4B as appropriate.

TABLE 4A—BASIC ENCOUNTER

— Roll 1D20 —

<i>roll</i>	<i>encounter</i>	<i>roll</i>	<i>encounter</i>
1-2	character is bumped into by (1D8): 1-2 pilgrims 3-4 barbarian 5-6 non-human 7-8 member of party the person (1D20): 1-4 ignores the character 5-10 demands an apology 11-15 accuses the character of being a thief 16-19 apologizes, offers character a drink (if appropriate) 20 attacks character	9-10	character sees pilgrim being mugged by 1D4 attackers
3-4	characters see (1D6): 1-2 barbarian 3-4 pilgrim 5-6 non-human being mocked by (1D6): 1-4 street urchins 5-6 townspeople	11-12	barbarians are brawling with (1D20): 1-6 other barbarians (roll type on 4B) 7-10 slaves 11-15 City Guard 16-20 anyone convenient
5-6	character is approached by (1D6): 1-2 barbarian, lonely and looking for a friend 3-4 pilgrim asking directions to Thufir's Temple 5-6 band of adventurers looking for suggestions for an adventure	13-14	character is approached by (1D6): 1-3 non-human 4-6 barbarian who is hunting for vengeance and (1D20): 1-6 asks the character for help 7-15 asks for information 16-20 is seen attacking enemy
7-8	character is approached by (1D6): 1-2 pilgrim hiring passersby as an escort for a holy quest 3-4 barbarian hiring for an expedition 5-6 band of adventurers hiring for an expedition	15	character is recognized (correctly 50%) as friend, enemy, lost brother, etc. by (1D8): 1-2 barbarian 3-4 pilgrim 5-6 band of adventurers 7-8 non-humans
		16-17	barbarians are selling trade goods (furs, meat, trinkets, shrunken heads, etc.)
		18	band of adventurers are looking for a leader. They will approach any character with a high charisma.
		19	characters see 2D10 guards escorting 1D10 non-humans to prison/death in a triumphal procession
		20	band of adventurers are back from an adventure and (1D20): 1-8 are spreading wild stories (50% true) 9-20 are closed mouth but noticeable as they pass by

TABLE 4B—NUMBERS AND TYPES

Pilgrim—number (1D20)

Barbarian—type (1D20):

- 1-7 northern mountain
- 8-13 S'Danzo
- 14-16 Raggah (will speak only with sign language or Raggah tongue)
- 17-20 forest dwellers

Barbarian—number (1D20):

- 1-10 1
- 11-13 2
- 15-16 3
- 17-18 6
- 19 1D10 + 10
- 20 1D20 + 20*

*includes women, children and one magician; there is a 50% chance they have a City Guard escort of 1D10 + 10

Band of adventurers—number (2D8). They will be distributed as follows:

- 1D10 warriors
- 1-2 magicians
- 1-2 priests
- and any remaining being thieves, assassins, etc.

Non-human—type (1D20):

- 1-5 elf
- 6-17 dwarf
- 18-20 gnome

Non-human—number (1D6)

Specific Encounters 3.

SLAVE COFFLE (01-50) or WORKGANG (51-00)

Slave Coffle: 1-2 overseers, 3D10 slaves, 1-2 guards per 10 slaves

Slave's Identity (1D20): (1-8) ordinary slave; 40% chance that any message is real; (9-13) enslaved Illig noble; (14-15) high-level priest of Illig; (16-17) high-level magician; (18-19) high-level fighter; (20) non-human.

Workgang: 1 foreman, 4D6 workers

— Roll 1D20 —

slave coffle	work- gang	results	coffle	workgang	
1-4	1-10	character is accidentally bumped by (1D8): 1-3 slaver/foreman 4-8 slave/worker	10-12	—	19-20 offer the character a job as slaver's assistant slaver is looking for an escaped slave; 20% chance he mistakes the character for the slave. If it is a quiet street and the slaver's men outnumber the characters by 3 to 1 or more they will attempt to capture them.
5-7	—	character is intentionally bumped by slave who attempts to slip him a message offering (1D20): 1-5 wealth 6-10 power 11-13 Rank and prestige 14-15 a warning 17-18 a message for a friend. 19-20 nonsense	13-15	11-14	character sees slaver/foreman beating slave/worker
8-9	—	character is intentionally bumped by a slaver to ascertain if he/she is good material (any Prime Characteristic over 15 (75%)). If so, the slaver will (1D20): 1-8 follow character, looking for an opportunity to capture him 9-18 lure him into an alley, etc. to capture him	16-17	—	character sees slaver moving a coffle down the street; 40% chance they're available for immediate sale
			—	15-16	character sees workers being paid and (1D20): 1-4 notices that the stupid workers are being cheated 5-12 sees thieves shaking down recently paid workers 13-19 mistakenly sees 1-12 above 20 character sees foreman paying non-workers; 50% chance foreman notices being observed
			18-19	17-18	character correctly recognizes worker/slave as (1D20): 1-2 relative 3-5 enemy 6-11 recent acquaintance 12-15 childhood acquaintance 16-18 close friend 19-20 mistakenly as 1-18 above
			20	19-20	character is recognized by (1D6): 1-2 foreman/slaver 3-6 worker/slave Roll 1D20 on category immediately above

Specific Encounters 5.

STREET URCHIN and BEGGAR-THIEF

Roll 1D20 as appropriate. 50% chance that any beggar-thief also is an urchin.

beggar- thief	urchin	number encountered	encounter type	beggar	urchin	number	
1-5	1-4	1	character accidentally bumped	10	—	1-4	beggar-thief in trouble with his guild, asks characters for aid
—	5-9	1-4	urchin is begging. If money is given, 3D10 more urchins will appear, also begging.	11-12	13-14	1	beggar-thief recognizes character (1D10): 1-4 mistakenly 5-10 correctly, as a friend, brother, enemy, spy, assassin, etc.
—	10	1	urchin claims to be son/daughter of an out-of-town noble lost from the entourage and asks for help (15% chance story is true)	13-15	15-17	1	urchin offers to guide characters through the city (1D20): 1-14 legitimate offer 15-20 will lead them astray to extort for more money
6-8	—	1-4	beggar bumps into character and attempts to rob him of anything convenient	16-20	—	1	beggar is begging. If no money is forthcoming, he will curse the character asked. There is a 20% chance the curse will come true (the beggar is a magician).
9	11-12	1	beggar tries to lure characters into an alley to be mugged; number of thugs: number of characters plus 1D6	—	18-20	1	urchin tries to sell sister (1D8): 1-5 for a good time 6-8 as a slave

Specific Encounters 6. MAGICIANS

Type of magician (1D20): (1-8) high-level magician (see 6A); (9-20) low-level magician (see 6B).

TABLE 6A — HIGH-LEVEL MAGICIAN

Roll 1D10: (1) Enos Yarl; (2) Mizraith; (3) Lythande; (4-10) unidentified magician.

roll 1D20	result
1-7	magician accidentally bumps into character
8-11	characters see magician becoming involved in a confrontation with the City Guard
12-16	characters see magician (1D20):
1-11	casting a spell
12-16	teleport away
17-20	appear in front of them after teleporting
17-20	magician recognizes character (1D20):
1-12	mistakenly
13-20	correctly

TABLE 6B—LOW LEVEL MAGICIAN

roll 1D20	result
1-8	magician accidentally bumps into character
12-14	character sees magician being (1D10):
1-7	mocked by urchins
7-10	chased by the City Guard
15-17	magician is begging (1D10):
1-5	does small trick to impress bystanders
6-10	offers services in exchange for money
18-20	magician bumps into character and slips him (1D20):
1-5	a treasure map (35% chance it's real)
6-12	an incoherent message
13-15	a magic ring
16-20	a small furry animal

Specific Encounter 7. TOWNSPERSON

Roll first on Table 7A. Then on the indicated table that follows

TABLE 7A—BASIC ENCOUNTER TYPE

roll 1D20	use table	result
1-2	7B	Drunk or Drugged
3-5	7C	Sailor
6-7	7D	Madman
8-10	7E	Priest/Prophet/Holyman
11-14	7F	Merchant
15-17	7G	Rummormonger
18-20	7H	Hag/Peasant

TABLE 7B—DRUNK OR DRUGGED

roll 1D20	result
1-10	drunk bumps into character and is (1D20):
1-8	belligerent
9-12	apologetic
13-15	ignores characters
16-20	says character tried to rob him/her
11-13	character sees drunk/drug-user being robbed
14	drug-user approaches character, asking if he has any <i>krff</i> to sell (1D20):
1-3	he is a Hell Hound in disguise, trying to clean up the city
4-14	he is just looking for <i>krff</i>
15-20	he is an agent of Amoli, offering a free night at the Lily Garden in exchange for good information about a source
15-16	drug-user staggers up to character, looking for someone to talk to; offers character (1D20):
1-10	pinch of <i>krff</i> (nauseates non-users)
11-20	pipeful of <i>keetel</i> (nauseates after initial high, followed by vomiting within 10 minutes if whole pipeful is smoked)
	25% chance that the NPC will try to rob the character if he/she is under the influence of a drug.
17-20	drunk/drug-user tries to start fight with character

TABLE 7C—SAILOR

roll 1D20	results
1-5	sailor accidentally bumps into character
6-11	sailors are drunk, see Table 7B
12-14	Rankan sailors are back from a long voyage up the Western Coast and are being particularly insulting about "Wiggles" (Ilisig descendants) and their women. They are drunk and rowdy.
15-17	characters hear sailors spreading tales of treasure (1D20):
1-3	on the river island of Shugthee (the treasure exists, but is guarded by giant poisonous spiders for whose bite there is no known antidote, as well as giant crabs, bears, etc. It belonged to the dread Purple Mage).
4-10	tales are of old Ilisig treasures, true stories but all having vague directions, if any
11-20	tales were made up, but the treasure still exists
18-19	characters are stopped by Rankan sailors hiring for a sea voyage (1D20):
1-9	legitimate voyage
10-13	sailors are attempting to set up characters to be shanghied
14-17	sailors are really Cape Pirates looking for slaves/servants/oarsmen
18-20	sailors are really Cape Pirates looking for new blood to join them
20	sailor recognizes character (1D20):
1-12	mistakenly
13-20	correctly

TABLE 7D-MADMAN

— Roll 1D20 —

roll	result	roll	result
1-4	characters see madman running down the street screaming (1D20):	1-15	a magician
1-10	he is being pursued by (1D20):	16-20	Kurd (see <i>Personalities of Sanctuary</i>) and the characters see him being (1D20):
1-10	the Sanctuary guards	1-6	pursued by a magician
11-12	a Hell Hound	7-10	pursued by Kurd's orderly
13-14	the Hawkmarks	11-12	pursued by a large bat
15-20	dogs	13-20	unpursued but stopping and asking the characters for help
11-20	he is not being pursued, but acts like it	9-12	madman seems to recognize character and warns him vaguely of some impending doom; 25% chance is a real premonition
5-8	madman was the subject of experiments by (1D20):	13-17	madman gives out any information the GM would like the players to have. It should obviously be in some obscure form.
		18-20	madman falls frothing at characters feet

TABLE 7E—PRIEST/PROPHET/HOLYMAN

Priests will usually be armed and armored. Holymen/Prophets will have a breechclout, staff and 50% chance of an acolyte and begging bowl.

— Roll 1D20 —

roll	result	roll	result
1-5	prophet bumps into character and (1D20):	11-14	a follower of IIs predicting the death of Prince Kadakithis
1-2	predicts evil will befall character	15-17	a follower of Vashanka preaching death to the "Wiggles"
3-5	acts offended	18-20	characters see priest/follower of Vashanka being dragged off by Hell Hounds while predicting a raging storm that will level Sanctuary
6-8	asks for a donation	11-14	prophet offers to hire himself as a leader of a party seeking a treasure that was revealed to him in a dream
9-11	offers a prophecy in exchange for a donation	15	character sees religious rites being performed by the priests of (1D20):
12-13	gives the character a free prophecy	1-3	IIs
14-16	apologizes	4-6	Savankala
17-18	blesses the character	7-9	Vashanka
19	slips the character a secret note	10-11	Dyareela (bloody)
20	recognizes the character (75% correct)	12-14	Shalpa
6-10	character hears (1D20):	15-17	Shipri
1-7	priest of IIs preaching overthrow of the Rankan Empire and return to the IIsig gods	18-20	Thufir
8-10	priestess of Dyareela preaching the return of her goddess	16-18	characters hear a prophet predicting the end of the world in 1D20 days
		19-20	prophet tries to evoke quest on character (1D20):
		1-15	non-magical, character can ignore it
		16-20	characters must save vs. magic or be forced into a quest

TABLE 7F—MERCHANT

Merchant is accompanied by 0-4 followers (1D6 — 2)

— Roll 1D20 —

roll	result	roll	result
1-5	merchant accidentally bumps into character	15-20	City Guard holds character for questioning for 1D10 hours
6-9	merchant tries to buy something from character and 50% of the time offers to fence any questionable items	14-16	merchant is recruiting guards for a caravan, ship, warehouse, display, etc.
10-13	merchant accuses character of theft (1D20):	17-18	merchant needs cash quick and tries to sell goods to character at 10-60% (1D6) discount; 25% chance he has a special or magical item that he isn't aware of and will sell at a reduced price; 40% chance the items are 'hot' and easily identified
1-10	City Guard come to investigate, dismiss accusation	19-20	merchant tries to sell goods to part at (1D20):
11-14	Hell Hound comes to investigate; 40% chance he drags the character in for questioning	1-6	a bargain
		7-14	at market price
		15-20	at an inflated price

TABLE 7G-RUMORMONGER

NOTE: A good "feel" for his city's personality and familiarity with the internal conflicts and history will make the GM's playing of a rumormonger as an NPC easy and useful. A rumormonger can be used to give out information, false or true, that will allow the GM to lead player characters toward or through an adventure without stepping outside the context of the game. Unless the result says the information is reliable, it is up to the GM to determine if the rumors are true.

— Roll 1D20 —

roll	result
1-4	rumormonger offers to sell character the latest gossip about (1D20):
1-4	the Prince's or Molin Torchholder's latest escapades with another noble's wife
5-6	the best ways to bribe a Hell Hound
7-8	the struggle for power within the Smuggler's or Changer's Guild
9-11	the plans for the next Hell Hounds raid on the Maze or the Smugglers
12-14	the latest struggle between the High Priest of Ils and Molin Torchholder
15-20	other
5-6	rumormonger offers to sell character information about the Purple Mage's treasure on Shugthee Island; the treasure is there, but 80% chance leaves out a few important details about location, guards, traps, etc.

7-8	rumormonger gives character information about an attempted assassination of (1D20):
1-4	Molin Torchholder by the priest of Ils
5-8	the Prince by the Smugglers
9-12	Jubal by a business enemy
13-20	other
9-11	rumormonger offers to pay characters for information about treasure, news from abroad, political gossip, etc.
12-13	rumormonger offers to sell characters reliable information about an old Ilsig treasure within 3 days travel from Sanctuary
14-17	rumormonger offers to sell characters information about (1D20):
1-5	who they can buy 'hot' items from at a good price
6-10	who is the best fence in town
11-15	which gambling houses are honest and which are rigged
16-20	other
18-20	rumormonger offers to sell characters information affecting the economy of Sanctuary (1D20):
1-5	taxes by the Rankan Empire are due to be raised within the next few months
6-10	the temple of Savankalla is planning to start taxing the people of Sanctuary to pay for new temples to Rankan gods
11-12	a large caravan is due into Sanctuary so prices of goods carried by the caravan should go down
13-14	there will be a shortage of silk, so prices will be rising sharply soon
15-16	the Empire will dam the White Foal river, creating a water-selling monopoly
17-20	other

TABLE 7H-HAG/PEASANT

Hag—number 1D6/2

Peasant—number 1D10

— Roll 1D20 —

hag	peasant	result
1-5	1-6	hag/peasant accidentally bumps into character
—	7-11	peasants ask for help (1D20):
	1-5	they're lost
	6-8	a thief has stolen all their goods
	9-13	they need a job
	14-16	from a Rankan noble who has thrown them off their land
	17-19	from a Downwind gang menacing their home
	20	they have information that is of interest to the characters
6-7	12-14	peasant/hag is drunk or drugged (see Table 7B)
8-9	15	hag/peasant spits on character
10-14	—	hag offers (1D20):
	1-10	advice
	11-18	warning
	19-20	a prophecy involving character (60% true)
15-16	16-17	hag/peasant recognizes character (1D20):
	1-15	mistakenly
	16-20	correctly
—	18-20	characters see peasants chasing a con-man who has taken them for their life savings
17-20	—	hag is begging; if nothing is given, she will curse character (20% chance she's a high-level magician and the curse is real)

Specific Encounters 8. EVENT

roll 1D20 results

- 1-3 dishwater falls onto character from upper story window
- 4 chamber pot is emptied onto character
- 5 loose bricks and stones fall onto character from roof (20% chance someone is hurt)
- 6-7 runaway horses come toward character; they are pulling (1D20):
- 1-4 nothing
 - 5-16 wagon
 - 17-20 carriage

8-10

character steps into a chuckhole;
20% chance he sprains his ankle

11-12

character finds an item in the street (1D20):

- 1-2 a map to a place
- 3 a map to a treasure
- 4-10 a moderate amount of money
- 11-15 an article of clothing
- 16-10 an obscure message

13-14

character loses a random item

15-16

character is splashed by mud and water from a passing wagon

17-18

character notices that he is being hounded by a dog

19-20

loose dog runs up and wets on character

Specific Encounters 9. ASSASSIN or SPY

Roll 1D6: (1-4) Assassin, see 9A; (5-6) Spy, see 9B.

TABLE 9A – ASSASSIN

15% chance there are two assassins working as a team

roll 1D20 results

- 1-6 assassin tries to join characters' party to (1D20):
- 1-4 find information about a potential victim
 - 5-8 recruit characters to aid in a "hit"
 - 9-12 gain cover to allow assassin to get close to his victim
 - 13-16 hide from searching guardsmen
 - 17-20 incriminate a character in a past assassination and draw the heat off himself
- 7-10 assassin is seen by character setting up an assassination attempt (1D20):
- 1-5 he's on an upper story roof with a heavy crossbow
 - 6-10 he's seen pacing off distances
 - 11-15 he's preparing a trap

16-20 he's using a character for a dry run to practice for the real thing

11-12 assassin is being pursued by a Hell Hound (1D20):

- 1-4 Zalbar
- 5-9 Arman
- 10-14 Razkuli
- 15-19 Quag
- 20 Tempus or Bourne

13-17 character witnesses an assassination attempt on (1D20):

- 1-3 a City Guardsman
- 4-5 a Blue Hawk
- 6-11 a noble
- 12-19 a towns person
- 20 a Hell Hound (see 11-12 above for who)

18-19 character hears assassin talking to a Blue Hawk, if the assassin notices, there is an 85% chance he will attempt to silence character

20 assassin recognizes character (1D20):

- 1-4 correctly
 - 5-20 mistakenly
- he is recognized as (1D20):
- 1-5 fellow assassin
 - 6-10 assassin's employer
 - 11-15 the intended victim
 - 16-20 a misc. towns person

TABLE 9B – SPY

40% chance it's two spies working together

roll 1D20 result

- 1 spy is startled by the character and hurries off but sends an operative to trail character
- 2-4 spy recognizes character (1D20):
- 1-5 correctly
 - 6-20 mistakenly
- 5-7 spy tries to recruit character for an undercover operation (1D20):
- 1-10 as an agent for the anti-Prince Kada-kithis, pro-anarchy faction
 - 11-18 as an agent for the Rankan monarchy, to spy on the Prince's dealing in Sanctuary

8-11

spy tries to recruit character for a lowly job on the Prince's staff (1D20):

- 1-10 it's a real job offer
- 11-20 it's a cover for spying on the Prince's activities

12-17

spy tries to recruit character as a mercenary for Jubal (1D20):

- 1-10 it's a real offer
- 11-20 it's a cover for a spy ring for the Prince, in an effort to keep a better eye on Jubal's activities

20

city counter-spies try to entrap character (1D20):

- 1-10 they think character is a Rankan spy
- 11-20 they're willing to frame anyone to look good for the Prince

19-20 as an agent for the Prince to spy on the Rankan home court

**Specific Encounters 10.
CHARACTERS**

— Roll Percentile —

<i>characters</i>	<i>Street of Red Lanterns</i>	<i>Maze</i>	<i>Bazaar</i>	<i>Downwind</i>	<i>The Processional</i>	<i>Westside</i>	<i>Jeweler's Quarter</i>
Alten Stulwig	01-02	01-04	01-02	01	01-02	01-03	01
Amoli	03-10	05	03-04	02	03	04-06	02
Arman	11-12	06-07	05-06	03-06	04-06	07-09	03-05
Blind Jacob	13	08	07-10	07	07	10	06
Bourne	14-15	09-10	11-12	08-10	08-10	11-12	07-09
Captain Aye-Gophlan	16-17	11	13-14	11-14	11-13	13-15	10-12
Cappen Varra	18-20	12-16	15-16	15	14-16	16-17	13-15
Corlas	21	17	17-19	16	17-18	18-20	16
Cusharlain	22	18-22	20-22	17-19	19	21-23	17
Danlis	23	23	23-24	20	20-22	24	18-21
Dubro	24	24	25-27	21	23	25	22
Enas Yorl	25-26	25-26	28-29	22-25	24-26	26-27	23-25
Gelicia	27-32	27	30-31	26	27	28-30	26
Haakon	33-34	28	32-34	27	28-29	31-32	27
Hakiem	35-36	29-30	35-37	28	30-32	33-34	28
Hanse Shadowspawn	37-38	31-34	38-39	29-31	33-34	35-37	29
Illyra	39	35-36	40-42	32	35	38	30
Jamie the Red	40-41	37-38	43-44	33	36-38	39-40	31-34
Jarveena	43	39	45-47	34	39-42	41-43	35-36
Jofan	44-45	40	48-50	35	43	44	37
Jubal	46-47	41-45	51	36-39	44-46	45-47	38
Kemren	48-49	46-47	52-53	40-42	47	48-49	39-41
Kurd	50-53	48	54-55	43-46	48	50-51	42
Lady Rosanda	54	49	56-57	47	49-51	52	43-45
Lythande	55-56	50-51	58-59	48-50	52-53	53-54	46-48
Masha	57-58	52-58	60-61	51	54-56	55-57	46-51
Master Melilot	59	59	62-63	52	57-60	58-59	52-53
Mizraith	60	60	64-65	53	61-62	60	54-56
Molin Torchholder	61	61	66	54	63-64	61-62	57-60
Moonflower	62	62-63	67-70	55	65	63-64	61
Myrtis	63-69	64	71-72	56	66	65-66	62
One-Thumb	70-73	65-71	73	57	67	67-68	63-66
Prince Kadakithis	74	72	74	58	68-70	69-70	67-69
Quag	75-76	73-74	75-76	59-61	71-73	71-72	70-72
Ran-tu	77-78	75-78	77-78	62-68	74-75	73-74	73
Razkuli	79-80	79-80	79-80	69-73	76-77	75-77	74-77
Samlor hil Samt	81	81	81	74	78-80	78	78-79
Shive	82	82-83	82-84	75-78	81-82	79-81	80
Smhee	83-84	84-87	85-86	79-82	83-84	82-83	81
Taya	85	88	87-88	83	85-87	84	82-86
Tempus	86-87	89-90	89-90	84-87	88-89	85-87	87-89
Walegrin	88-89	91-92	91-92	88-90	90-92	88-90	90-91
Zalbar	90-92	93-94	93-94	91-92	93-94	91-93	92-94
Other	93-00	95-00	95-00	93-00	95-00	94-00	95-00

Specific Encounters 11.

SPECIALS

These are events that happen only very rarely, and usually have a large impression on characters, possibly endangering or changing their lives. Those events listed are suggestions which should be added to by GM.

— Roll 1D20 —

roll	result
1-6	characters witness a duel between two extremely powerful magicians; complete with destruction of buildings, large special effects, etc. GM should decide if one is killed, both retreat, etc. Participants may be, among others, Enas Yorl, Mizraith or Lythande (see <i>Personailites of Sanctuary</i>). There is a chance characters will be caught in the magical backlash with strange or harmful effects.
7-8	character hears that a god is hearing petitions at his or her Temple for a limited amount of time.* The God is (1D20): 1-3 Savankala 4-6 Vashanka 7-10 IIs 11-13 Shipri 14-17 Sabellia 18-20 Thufir

*There is a 50% chance the character will get to the temple in time, and a 30% chance that he

9-12

will be admitted unless he has previously worshipped at that temple. If admitted to the Presence with a petition, it is up to the GM to decide the result, although few gods would be likely to give gifts for no reason beyond flattery. Many gods are susceptible to anger or boredom and can just as easily penalize a petitioner as help him.

characters come upon guards sieging a house/business where workers/slaves are holding their boss/master hostage (1D20):

1-15 characters are impressed into crowd control while the guards storm the building; 20% chance someone is hurt
16-20 the guards hold back the crowd while the characters are ordered to go in after the hostage(s)

13-18

the city is attacked by:

1D2 sikkintairs, and
1D4 demons, and
1D100 desert raiders

19-20

the Emperor of Ranke (for some obscure reason) is passing a night in Sanctuary on a trip through the Empire, causing massive confusion, panic and general mayhem for all who work in the Governor's palace, and throughout the entire city to a large extent; a huge pageant is planned and security is very tight.

SPECIAL AREA ENCOUNTERS

The Maze

*"Only those who seek death
or sell it enter the Maze"*

The Maze, a labyrinth of foul-smelling, dark alleys winding between, old, decaying buildings, forms the roughest part of Sanctuary's poor quarter. This malodorous neighborhood is populated by fugitives from justice, poor laborers with nothing left to be stolen, smugglers who use the rat's nest of tunnels beneath the Maze, bravos, toughs, slavers and a few odd craftsmen—forgers, knife sharpeners, etc. Above them all, the alley-mobster lordlings exist in fierce competition. The town watch refuses to enter the streets of the Maze and even the Hell Hounds enter carefully and disguised. In the center of the Maze crouches the Vulgar Unicorn, a rough-and-tumble tavern where wine and life are cheap, but never dull.

Single-story, two-story and a few three-story buildings are scattered without plan or purpose through the Maze, giving this area its name. The alleys and streets, often overhung or covered by second-stories, littered with rubble, and garbage, are as dark and twisted as the hearts of its inhabitants. The one-story buildings are flimsy shacks leaning up against the older, mostly wooden two-story structures. Some of these two-story buildings are abandoned warehouses, partitioned into squalid, half-empty tenements for those unfortunate enough to live here. Private interior stairways or trap doors leading to second stories indicate buildings still standing from earlier, better times. Others have external stairs, often connecting with adjacent buildings and thus turning the alleys below into tunnels, creating another level or escape route and pathway

for those who know the area. It is possible for a clever thief to clamber to the roof of a shack, then further to the roof of the second story, in an effort to move unseen.

The few three-story buildings are ancient stone buildings with inner courtyards and gardens in a happier time. The roofs of these are studded with sharp iron spikes to discourage climbers. Here live the masters of the Maze, the mobster chieftains and the most successful smugglers.

Many of the buildings in the Maze have cellars with entrances into the labyrinth of tunnels and sewers beneath this part of the city. Narrow and convoluted, they serve as highways for smugglers and a hideaway for secret societies. The tunnels are usually 2-3' wide and about 5' high. The sewers, this size or slightly larger, are traps for the unwary. Twice a day some will fill with a tidal bore funnelled into the sewers from the Swamp of Night Secrets. The tidal bore carries a wave of poisonous swamp gas before it as it rushes up the sewers, partially filling the tunnels. Given enough concentration, swamp gas can also be explosive, prompted by any open flame.

We suggest the the Maze be run as a "dungeon," sight unseen by the players. For this reason, the Player's map has been left blank in this area, and two separate maps of the Maze are included: one of the street level and one of the tunnels. The street-level map is coded for 1-story and 2-story buildings; a few 3-story buildings exist, as well as covered alley-ways. The gamemaster will be able to visualize which rooftops are easily accessible from exterior stairs. This should allow realistic running of characters who need to move along unusual paths.

Special Encounter Table
MAZE

— Percentile Roll —

day	evening	night	encounter type
01-06	01-07	01-10	character sees a man being mugged by 1D4 other men (1D20):
			1-10 the victim sees them and cries out for aid
			11-17 the mugger(s) see them and run
			18-20 the muggers see them and attack if they outnumber the characters or warn the characters off

07-11	08-14	11-20	characters notice 1D4 shadows trailing them (1D20): 1-8 these are robbers looking for an appropriate setup 9-15 these are curious urchins who will flee if noticed 16-19 these are assassins actually after someone else 20 these are assassins out for one of the characters
12-19	15-21	21-23	characters notice movement in an old, abandoned warehouse. Upon investigation they find (1D20): 1-10 nothing but several buckets of reddish brown dye and fresh horse manure 11-14 as in 1-10 above but 1D20 urchins have broken in and are taking apart some empty crates for firewood 15-17 as in 1-10 above, but there are also 1D4 horses standing tied, with 4 armed men (leather and shield) and two urchins moving around 18-19 as in 15-17 above, but the urchins are swabbing the horses with dye 20 as in 15-17 above, and a number of armed men are attacking them
20-25	22-30	24-30	character is offered a job as (1D20): 1-10 a distraction for a couple of thieves 11-17 a mugger 18-20 an assassin
26-31	31-37	31-40	character is alone or separated from his party, is robbed (1D20): 1-10 the robbers threaten him but only attack if necessary 11-14 the robbers club him from behind doing 1D4 damage (-2 for metal helm, -1 for leather helm) 15-20 the robbers can be frightened away (they are urchins) by offensive action
32-37	38-45	41-47	characters hear a scream (1D20): 1-10 from a half ajar door in a nearby building 11-20 from a second story window if the characters investigate they will find (1D20): 1-10 a rather beefy woman on her knees being struck by a large, drunk angry man with 1D4 children crying in the corner* 11-20 a man with a torch in one hand and a bottle of whiskey in the other bending over a man strapped to a table. In the shadows are two armed warriors. The man on the table had a wound cauterized and the warriors will not appreciate interference. *If the characters distract the man, the woman will (1D20): 1-7 remain on her knees crying 8-10 run crying to the children and hug them 11-14 run to the children and hustle them from the room 15-18 grab a broom and start beating the man 19-20 grab a broom and start beating the character for interfering
38-43	46-51	48-55	character sees a large man about to strike a cowering, beautiful woman in the nearest 5' alley. Hidden in the shadows (20% chance characters will notice unless they are specifically stopping and looking, then 60% chance they will notice) are four armed thugs with a weighted net. If the characters do not notice and enter the alley, there is a 75% chance they will be entangled. The thugs and the woman are slavers.
44-45	52-55	56-60	characters see two armed and armored warriors with a sea bag at their feet in a shadowed area. They (1D6): 1-2 hear a moan just before they see the warriors (+1 for excellent hearing) 3-6 don't hear anything the warriors, if approached, will try to pick up the bag (it's obviously heavy) and move off. For every round the characters pause to investigate, there is a 30% chance the characters will hear a moan from the bag and see it jerk. Inside the bag is a gagged 12 year-old boy, son of a wealthy Sanctuary merchant being held for ransom.
46-95	56-95	61-90	roll normally on the <i>Westside Table</i>
96-00	96-00	91-00	no encounter

The Bazaar

The Bazaar is a teeming confusion of sights, smells, and sounds. Beginning early every morning, the crowds throng to buy first produce from the farmers' market, then other items in the Bazaar itself. The crowded booths and tents offer every imaginable product, legal or not, with plenty of food, wine, and ale to keep the clientele happy.

Some people live as well as work within the Bazaar walls. Many of these are S'Danzo, a gypsy-like folk who specialize in fortune-telling as well as selling wares from ragged booths. Other people of the Bazaar provide services or entertainment for the daily crowds: they live in the permanent structures built against the Bazaar walls.

In contrast, the booths and tents of the Bazaar are taken down and replaced each day, although many locations are maintained for generations by particular merchants or vendors. Many of the merchants also have shops in town, and use the booths for illegal or cut-rate items.

A character in the Bazaar will be constantly jostled, bumped, and tripped by the throngs, making it difficult to notice if a pickpocket tries for his purse. A victim of a pickpocket may find the Bazaar folk reluctant to help. There is a strong feeling of unity between them, which can turn to hostility against outsiders.

Special Encounter Table

BAZAAR

— Percentile Roll —

day	evening	night	encounter type
01-06	01-05	01-02	character sees bazaar merchant try to grab an urchin who darts toward the characters. The merchant will claim the urchin has been stealing, but the urchin will protest his/her innocence.
07-11	06-08	—	an urchin offers to lead characters to a booth with lower prices than the one they are near (1D20): 1-8 he is telling the truth 9-13 he is setting them up to be robbed 14-20 he is just looking for a handout, which he will demand first, then disappear
12-15	09-11	—	a merchant accuses character of shoplifting (1D20): 1-15 he just wants to be mollified 16-17 he is angry and takes a swing at the character 18-20 he will call the City Guard if not paid
16-19	12-18	03-07	a S'Danzo hag offers to tell their fortune for a small charge (20% chance she is accurate)
20-24	19-23	—	characters see a Hell Hound dragging a merchant towards them while the merchant cries out in pain and indignity (1D20): 1-6 the other Bazaar people are laughing and pointing 7-10 an angry mob is forming 11-20 the incident is being ignored
25-29	24-26	08-09	an urchin being chased by a merchant tosses a sack to character (1D20): 1-8 the merchant notices and accuses the character of conspiracy 9-15 the merchant notices and assumes the character is trying to help 16-20 the merchant doesn't notice and the bag is found to contain goods (money, gems, jewelry, etc) worth 1D20 x 100 gold pieces
30-34	27-29	10-14	a group of urchins attempt to distract the characters in order to steal (1D20): 1-10 their money pouches 11-15 any removable weapons 16-20 anything reachable and removable with a sharp knife The urchins will try to melt into the crowd (60% chance the characters immediately lose sight of them).
35-39	30-36	15-24	an urchin attempts to slit the purse of the most vulnerable-looking character (35% chance he succeeds)
40-45	37-40	—	entertainers are trying to drum up a crowd (1D20): 1-6 they are a front for pickpockets 7-15 they are jugglers, acrobats, etc. 16-18 they are presenting a lewd act 19-20 they are part of a large circus performing later at the Governor's Palace
46-55	41-47	25-26	character is jostled by (1D20): 1-4 an urchin 5-7 a merchant 8-12 another shopper 13-14 a Bazaar inhabitant 15-17 a pickpocket 18-20 an armed warrior
56-96	48-96	27-86	roll normally on <i>Westside Table</i>
97-00	97-00	87-00	no encounter

Street of Red Lanterns

When Sanctuary was a bustling trade city, the respectable merchants and nobles did not want a neighborhood of brothels and gambling halls inside the main city, and therefore moved them to just outside the northwest wall.

Under the guidance of Myrtis of Aphrodisia House, the unofficial mayor of the street, the brothels, gambling houses, pawnshops, money-lenders, and vendors cater to all the needs of habitués. Occasional craftsmen and merchants also keep shop on the street.

Red Lanterns comes alive at sunset when Sanctuary's citizens appear, many wrapped in cloaks to hide their identities from acquaintances and the muggers and cutpurses attracted to the street by the clink of coins. At this time, too, a troop of unaffiliated ladies troop behind the Governor's Palace to Promise of Heaven park to ply their trade, returning at sunrise, often with bodyguards.

The evening patrol of the city guard appears infrequently, making the street an inviting place for all forms of business as the evening deepens to night.

Special Encounter Table STREET OF RED LANTERNS

— Percentile Roll —

day	evening	night	encounter type
01-02	01-05	01-02	character sees a gambler running out of a gambling house (1D20): 1-7 he is being chased by a guard accusing him of cheating 8-10 he is carrying large amounts of money, which he is spilling 11-14 he is asking for help, claiming he was robbed 15-20 he is accusing the place of having rigged games
03	06-08	03-04	a drug dealer approaches character offering to sell a large amount of <i>krrf</i> or <i>keetel</i> (1D20): 1-7 it is legitimate, he had a customer back out on a deal 8-10 he is spiting Amoli by selling her usual supply 11-20 it is really cow dung and straw
04-08	09-14	05-06	character hears a hawker from a gambling house offering great odds and honest games (10% chance it's true)
09-13	15-20	07-09	a prostitute approaches the character (1D20): 1-7 she asks for help—she is being harrassed by a bouncer from a brothel because she is a street-walker 8-15 she works in a brothel, and is trying to make a little on the side 16-18 she is trying to drum up business for the House of Whips 19-20 she is from the Lily Garden (see <i>Amoli, Book III, Personalities of Sanctuary</i>) trying to buy a little <i>krrf</i> on the sly, since Amoli has threatened to cut her off
14-19	21-24	10-14	a girl runs out of a brothel and up to a character, claiming she is being held prisoner and asking for help. She is (1D20): 1-10 being chased by 1D4 guards 11-16 not being chased but is frightened to the point of hysteria 17-20 being chased and slips a note to character giving a name and offering a reward for help (40% true)
20-23	25-30	15-17	young, pre-adolescent girl approaches character advertising (but not soliciting herself) a brothel; she is accompanied discreetly by a large guard.
24-27	31-37	18-22	character sees a young girl being harassed by two men; she asks for help, saying she is just a messenger for Myrtis, from the Aphrodisia House (see <i>Myrtis, Book III, Personalities of Sanctuary</i>) and offers a reward
28-29	38-41	23-27	characters see a fight between two prostitutes from (1D20): 1-6 the same brothel, over alleged favoritism 7-11 different brothels, over insults 12-20 they are streetwalkers, over an invasion of territory
30-31	42-46	28-32	characters see a fight between workers in two different gambling houses; they are shouting insults about rigged games, etc., and trying to involve bystanders in the argument
32-33	47-51	33-36	guard from a brothel recognizes character (20% correctly) and accuses him of (1D20): 1-7 abusing one of the girls 8-14 stealing from one of the girls 15-20 trying to steal a girl from the brothel
34-35	52-56	37-40	guard from a gambling house recognizes character (20% correctly) and accuses him of (1D20): 1-7 cheating 8-14 running out without paying off his IOU 15-20 trying to bribe the dealer at the table
36-95	57-97	41-90	roll normally on <i>Westside Table</i>
96-00	98-00	91-00	no encounter

Downwind

Downwind is the slum of a city of thieves. Here live the truly poor: drifters, winos, those with no skills, no land to farm, and no hope for the future. Little thievery occurs among Downwinders since none have anything worth stealing, but this just focuses attention on anyone else entering the neighborhood. Life is extremely cheap here, although the older inhabitants are often too apathetic to murder. Most of the violence comes from the gangs of teenagers and pre-teens who roam the streets looking for excitement and who are ready to kill out of boredom. Since the City Guard and even the Hell Hounds very rarely find reason to cross the White Foal

River, the gangs rule the streets, ignored or tolerated by the older members of the community. The wealthy families in Downwind are those who hold, through custom, the jobs of collecting the excrement and urine from the city, the excrement being sold to the farms for fertilizer and the urine to the laundry and tanners. Streets are ill-defined, and often are open paths between buildings, clogged with garbage and dung. Fires are common, devastating entire blocks of shacks because there is no organized effort to put them out. The only people who appreciate Downwind are the smugglers, who find it great cover for their operations in the Swamp of Night Secrets.

Special Encounter Table DOWNWIND

— Percentile Roll —

day	evening	night	encounter type
01-05	01-04	01-05	beggar asks character for food/wine/money
06-10	05-08	06-08	urchin approaches character. He is (1D20): 1-10 begging 11-15 a pickpocket using his appearance as a "cute kid" to get at a purse 16-20 offering to guide characters for a price
11-13	09-13	09-10	a very thin, dirty girl approaches character, offering him a good time for a small charge
14-15	14-15	11-15	a small pack (1D8) of thin scroungy dogs (1D20): 1-10 are causing a roadblock by harrasing a draft team pulling wagon 11-19 harrass any animals in the characters party 20 attack character
16-18	16-19	16-19	characters see a boy being roughed up (not beaten) and threatened by a gang (1D10 + 2) of Downwind boys for no obvious reason
19-21	20-22	20-23	characters see a fight between two rival gangs (1D10 + 2 in each) with sticks and a few knives; the fight is blocking the street
22-23	23-26	24-27	characters are challenged by three boys who claim to be part of a gang (1D12 more are hidden who can get there in less than a minute). The boys (1D20): 1-10 accuse them of supporting a rival gang 11-20 are looking for a bribe to let the characters get through without a problem
24-27	27-29	28	a girl/boy (50/50) approaches characters asking for rescue from a gang (1D20): 1-6 there is no one in sight 7-14 1D10 + 2 boys show up and threaten violence if she/he isn't returned 15-20 1D10 boys show up and offer to buy him/her for a small sum
28-31	30-33	29-33	a pair of urchins try to steal a horse/mule from the party (if none in party, reroll)
32-33	34-37	34-35	man approaches character claiming to be a scion of a wealthy Rankan family who was kidnapped and drugged; asks for help and offers a reward (20% chance story is true. If true, 30% chance his family doesn't want him back).
34-35	38-40	36-40	a well-dressed gang (1D8 + 2) of boys stops characters and the leader very obviously and scornfully demands a bribe. The boys are obviously noble kids here slumming. They will fight if necessary, but if any are hurt and word gets back to the parents, there will be hell to pay.
36-90	41-90	41-80	roll normally on <i>Westside Table</i>
91-00	91-00	81-00	no encounter

POPULATING SANCTUARY

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BUSINESS GENERATION

These tables have been designed to allow the gamemaster to populate Sanctuary with businesses easily yet maintain the character of the city. Because businesses and shops were not placed randomly in medieval cities, the table involves more than simply choosing one business after another and placing them on the map. Use of these tables involves multiple rolls. In addition, parenthesized code letters next to several business types optionally may be used to provide even more realism for your city. Since these options require more attention to detail, they will lengthen the time needed to populate the city. To use the tables:

1. Note which area of the city you are populating. The named city area boundaries are shown on the Sanctuary map in the center of the Player's Guide.
2. Each area requires an initial roll on the appropriate Area Table, I-VII.
3. If the initial roll does not indicate a business, record this result and repeat the process for the next building.
4. If the initial roll requires a second roll on the Business Generating tables, VIII-X, an actual business occupies the building. The business type can be determined by a percentile roll and by consulting the indicated table. (Most shopkeepers will live above their shops with their families, although wealthy merchants might maintain a separate residence.)
- 5a. At this time the gamemaster may consult any code letters, if desired, and move the business to the nearest appropriate building which conforms with those code letters. If the business is moved to a new building, repeat step 6 below as needed in the new neighborhood. Once done with step 6 for that type of business, the GM can return to his original neighborhood and continue populating.
- 5b. Before placing any businesses on the map, the GM should check the Area Table to determine if the business rolled belongs on an already-named street. If it is, for example, weaving, and Weaver's Way has not already been populated, the business could be moved to this street and step 6 carried out for it. It is up to the GM to decide how many weavers need to be located on Weaver's Way—not all of them need to be. After carrying out step 6 for weavers, he can return to his original populating.
6. After each business type in tables VIII-X, there is a number entry for "re-occurrence roll." This is the chance that the next business rolled on the Area Tables for this area will be the same as the current business rolled. A re-occurrence roll is made immediately after each business is placed, and decreases by half each time a business actually re-occurs. See the example.
7. As each business is located on the map, a check should be placed after the number in the totals column. This number is the suggested total number of such businesses in Sanctuary,

excluding the Special Areas IV-VII. Once that number of businesses has been located, further rolls calling for that business type should be rerolled on tables VIII-X. The initial roll on the Area Table should not be repeated for that building—this will prevent an unlikely string of random numbers from badly skewing the businesses. Some businesses appear on more than one table; each table has a sub-total of the number of businesses of this type in Sanctuary. Therefore the totals column on each table should be used up, not just for one table.

EXAMPLE

Goldsmiths have an 80% chance to re-occur, and the Area Table lists an Alley of Goldsmiths as one of the streets in Sanctuary. The gamemaster has been populating the Wide Way and has not yet populated the Alley. When the goldsmith is rolled, the gamemaster places this business in one of the buildings along the Alley and marks off one goldsmith from the totals column of the Business Generating tables. He then rolls for re-occurrence. He rolls a 72%—the business will re-occur. Therefore he continues populating the Alley, using the rolls from the appropriate Area Table, until the roll calls for a new roll from the Business Generating tables (VIII, IX, or X). At that time, instead of making the indicated roll on one of these three tables, he places another goldsmith in the building and marks off another from the totals column. He then repeats the re-occurrence roll. This time he must roll below 40% (80%/2) for the next business to again be a goldsmith. He rolls a 28, another goldsmith. As before, he makes the initial roll on the Area Table until a business is called for, and instead places another goldsmith, once again checking off a goldsmith from the totals column. This time the re-occurrence roll is only 20%, and he rolls a 34. Now he can return to Wide Way and continue populating as usual. He can finish populating the Alley when it comes up in his overall pattern of populating.

SUGGESTIONS

These tables will make a tedious task relatively quick and easy, yet realistic. But they are only an aid. If a business does not seem reasonable in a location, move it. If the random numbers create a ridiculous area, re-roll it, but let the tables do the majority of your work—your most interesting areas or businesses may come from rationalizing why a certain business is where it was placed by the table, even if it seems unlikely. Let your imagination have some fun!

An entire city need not be populated before it is run. A few major streets may suffice, with the others to be added later. In a pinch, a quick-thinking gamemaster could roll up a street during a game in a five-minute break. If you need a particular business where it hadn't been before, put it in an empty building, for people start and lose businesses all the time. Because of this, you should code your map with letter/number combinations, then record the codes, business types and associated notes in a loose-leaf binder. Let your imagination free and your Sanctuary will become an entity with unique character and flavor.

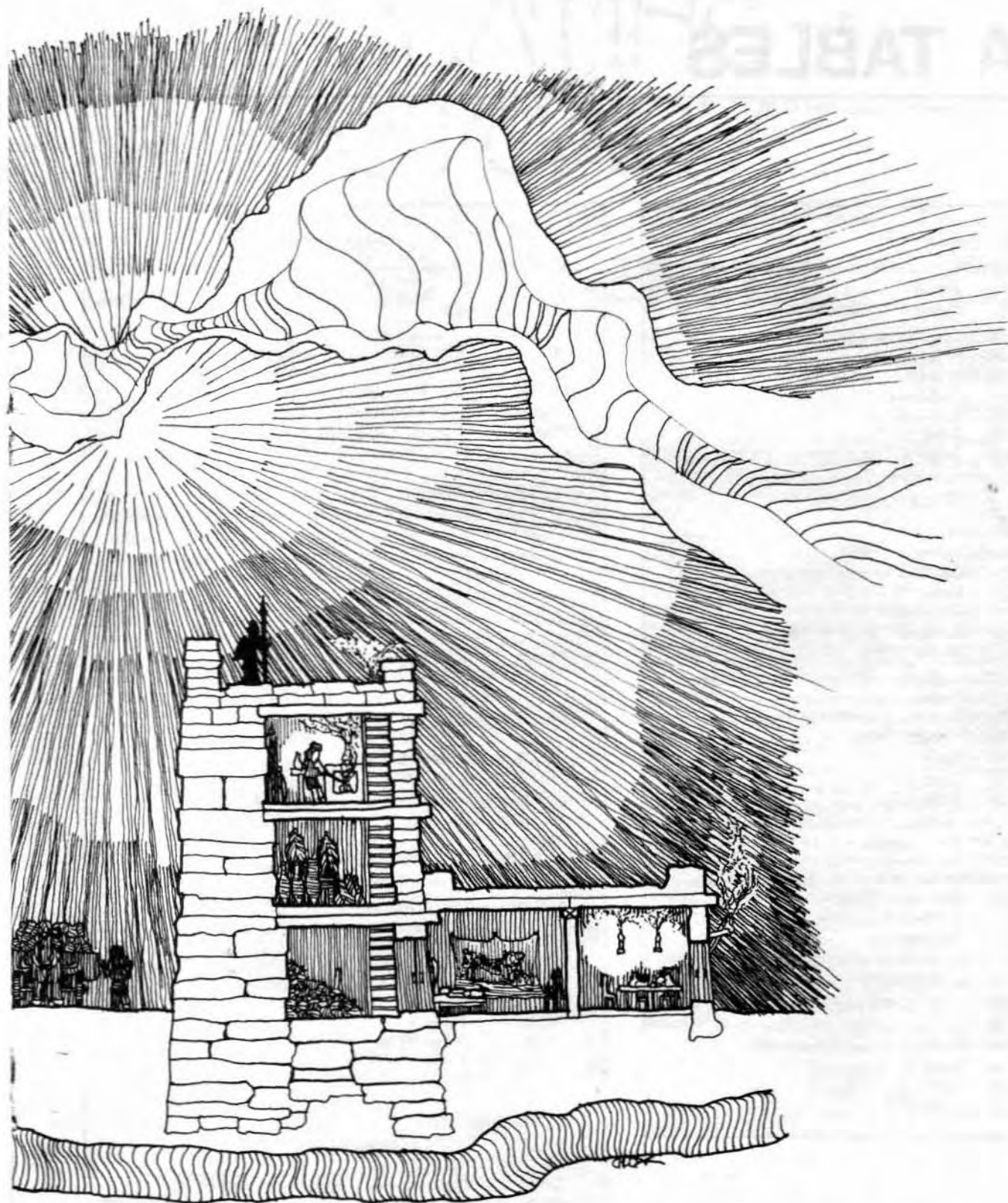


SANCTUARY CUT-AWAY

Yurt

In this sample cut-away drawing, the viewer looks west along Governor's Walk. An early waft of Sanctuary's frequent fog passes across the sun. The man and his banana-laden cart move east along the street.

To the right is a cross-section of the palace wall. Workplaces and storage rooms actually occupy much of the interior side of the wall. An armorer works in the uppermost room. To the furthest right is shown part of one of the structures built in the lee of the wall for various purposes. All of them originally would have had fire-proof roofs.



Chodak

An alchemist studies strange reactions in the building to the left of Governor's Walk. The outside of a building is shown to demonstrate the exposed-beam style of construction and that all windows in Sanctuary (at least all of those through which no visitors come) are barred.

Below, armed men approach the alchemist's cellar through a tunnel. Their mission is unknown. (This drawing does not portray any particular place in Sanctuary.)

AREA TABLES

I. JEWELER'S QUARTER

A. Already-Named Streets for Business

- 1. Jeweler's Alley
- 2. Street of Goldsmiths

B. 1D100 Building Type

- 01-30 Empty
- 31-50 Residence, other than those listed on Tables VIII, IX, or X
- 51-85 Table VIII
- 86-95 Table IX
- 96-00 Table X (use judgment on businesses marked "O")

II. PROCESSIONAL

A. Already-Named Streets for Business

- 1. Corridor of Steel (weapons)
- 2. Street of Arms
- 3. Silk Corner
- 4. Street of Leatherworkers
- 5. Weaver's Way

B. 1D100 Building Type

- 01-35 Empty
- 36-50 Residence, other than those listed on Tables VIII, IX, or X
- 51-85 Table IX
- 86-95 Table X
- 96-00 Table VIII

III. WESTSIDE

A. Already-Named Streets for Business

- 1. Shamble's Cross (to west are tanners)
- 2. Southwest Corner (chapel houses)
- 3. Fishmarket
- 4. Street of Smells (assorted bad smelling businesses)

B. 1D100 Building Type

- 01-30 Empty
- 31-50 Residences and Tenements
- 51-75 Table X
- 76-97 Table IX
- 98-00 Table XIII

SPECIAL AREAS

(Don't include these businesses in the total tally)

IV. THE MAZE

1D100 Building Type

- 01-60 Empty (officially, but may be in use)
- 61-80 Residence or Tenement
- 81-95 Roll on Table X
- 96-98 Roll on Table IX
- 99-00 Roll on Table VIII

V. THE BAZAAR

The large structures against the wall are permanent buildings, the others are booths. (Remember, do not include booths in the running total of businesses as merchants may maintain both a booth and regular store.)

1D100 Booth Type

- 01-10 Empty
- 11-25 Wine or Ale
- 26-50 Prepared Food: includes Sweets (candy, confections, etc), Breads (and/or pastries), Sausages (other meats), and any other prepared food appropriate to the culture
- 51-72 Table IX
- 73-92 Table X
- 93-00 Table VIII—ignore rolls indicating residences

VI. STREET OF RED LANTERNS

Most entertainment businesses are located here.

1D100 Building Type

- 01-10 Empty
- 11-30 Pawnshop/Moneylender
- 31-60 Brothel (80% "next business is the same" roll)
- 61-80 Gambling Hall (60% chance "next business is the same" roll)
- 81-90 Table X
- 91-97 Table IX
- 98-00 Table VIII

VII. DOWNWIND

1D100 Building Type

- 01-50 Empty
- 51-85 Residence or Tenement
- 86-95 Table X
- 96-98 Table IX
- 99-00 Table VIII



*A — This business type needs a fairly-large working area, often outside.
M — A street of this type of business is already on the map; start there.
O — Strong odor associated with this type of business; place it on the Street of Smells unless otherwise specified.
W — This type of business needs access to water.
**For each successive roll, halve the probability.

see bottom of page 34 for code letter explanations

**TABLE VIII
BUSINESS GENERATING TABLES**

1D100 Business Type (notes)*

01-03 Baker
04-10 Alchemist
11-12 Artist
13-16 Chandler
17-24 Goldsmith (M)
25-33 Jeweler (M)
34-38 Miller (W or A)
39-40 Music Shop
41-50 Physician

percentile probability
next business rolled
is the same **
total number of
businesses from
tables I-III

10 2
20 7
20 2
60 3
80 6
80 6
10 3
40 2
40 8

51-56
57-58
59-61

Silversmith
Spice Merchant
Stable (O,A)
Tavern (A)
Residence, Astronomer/
Navigator

% #
80 5
80 2
10 2
10 4
— 1

73-74
75-76
77-80

Residence, Architect
Residence, Biologist
Residence, Engineer

— 1
— 1
— 1

81-82
83-86
87-90

Residence, Geologist
Residence, Interpreter
Residence, Linguist

— 1
— 2
— 2

91-92
93-98
99-00

Residence, Mathematician
Residence, Scholar
Public Bath

— 1
— 3
40 1

**TABLE IX
BUSINESS GENERATING TABLES**

1D100 Business Type (notes)*

01-02 Animal Trainer (A,O)
03-08 Armorer (M)
09-10 Baker
11-14 Bowyer/Fletcher (M)
15-18 Cartographer
19-20 Camel Trader (A,O)
21-22 Engraver
23-24 Glassblower
25-26 Cabinet Maker
27-29 Carpet/Tapestry Maker (M)
30-31 Coppersmith
32-35 Freight Shipper (A)
36-39 Horse Trader (A,O)
40-41 Illuminator
42-46 Leather Worker/Weaver (M)

percentile probability
next business rolled
is the same **
total number of
businesses from
tables I-III

10 2
80 6
10 3
80 6
40 5
60 2
40 3
40 3
40 2
60 4
40 3
10 5
60 5
40 3
80 6

see bottom of page 34 for code letter explanations

47-50
51-52
53-57

Outfitter
Perfumer (O)
Produce

% #
20 5
40 3
10 6

58-59
60-62
63-65

Public Bath
Residence, Ship's Captain
Scribe

10 2
— 4
10 4

66-67
68-69
70-73

Ship Builder, Office (A)
Silk Merchant (M)
Smith

40 2
80 3
10 5

74-79
80-81
82-88

Stable (A,O)
Tailor
Tavern

10 8
60 3
10 8

89-90
91-93
94-95

Veterinarian
Weapons Maker (M)
Wheel/Cartwright

10 3
80 6
40 3

96-98
99-00

Wineshop
Woodcarver

10 2
40 3

**TABLE X
BUSINESS GENERATING TABLES**

1D100 Business Type (notes)*

01-03 Baker
04-05 Barber
06-08 Barrel Maker
09-13 Butcher (O)
14-15 Brewery (O,W)
16-17 Brothel
18-20 Candle/Lamp Maker
21-24 Carpenter
25-28 Cobbler
29-30 Distiller (O)
31-33 Dyer (O,M)
34-38 Fishmonger (O)
39-41 Fortuneteller
42-43 Fuller (O,W)
44-45 Gambling Hall

percentile probability
next business rolled
is the same **
total number of
businesses from
table I-III

10 3
10 2
40 3
10 6
40 2
10 2
10 3
40 4
80 4
40 2
80 4
10 6
10 3
40 2
10 2

see bottom of page 34 for code letter explanations

46-47
48-51
52-55

Laundry
Mason
Moneylender

% #
10 2
10 4
60 4

56-60
61-62
63-65

Pawnshop
Painter, Buildings & Marine
Paper-Ink Maker

60 5
10 2
10 3

66-70
71-74
75-76

Potter (W)
Rope/Net Maker (A)
Sailmaker (A)

60 6
10 4
10 2

77-78
79-80
81-83

Sharpener
Sign Painter
Spinner

10 2
10 2
60 4

84-86
87-88
89-95

Stable (A,O)
Stonecutter (A)
Tanner (O,W,M)

10 3
10 2
80 6

96-00

Tavern

10 5

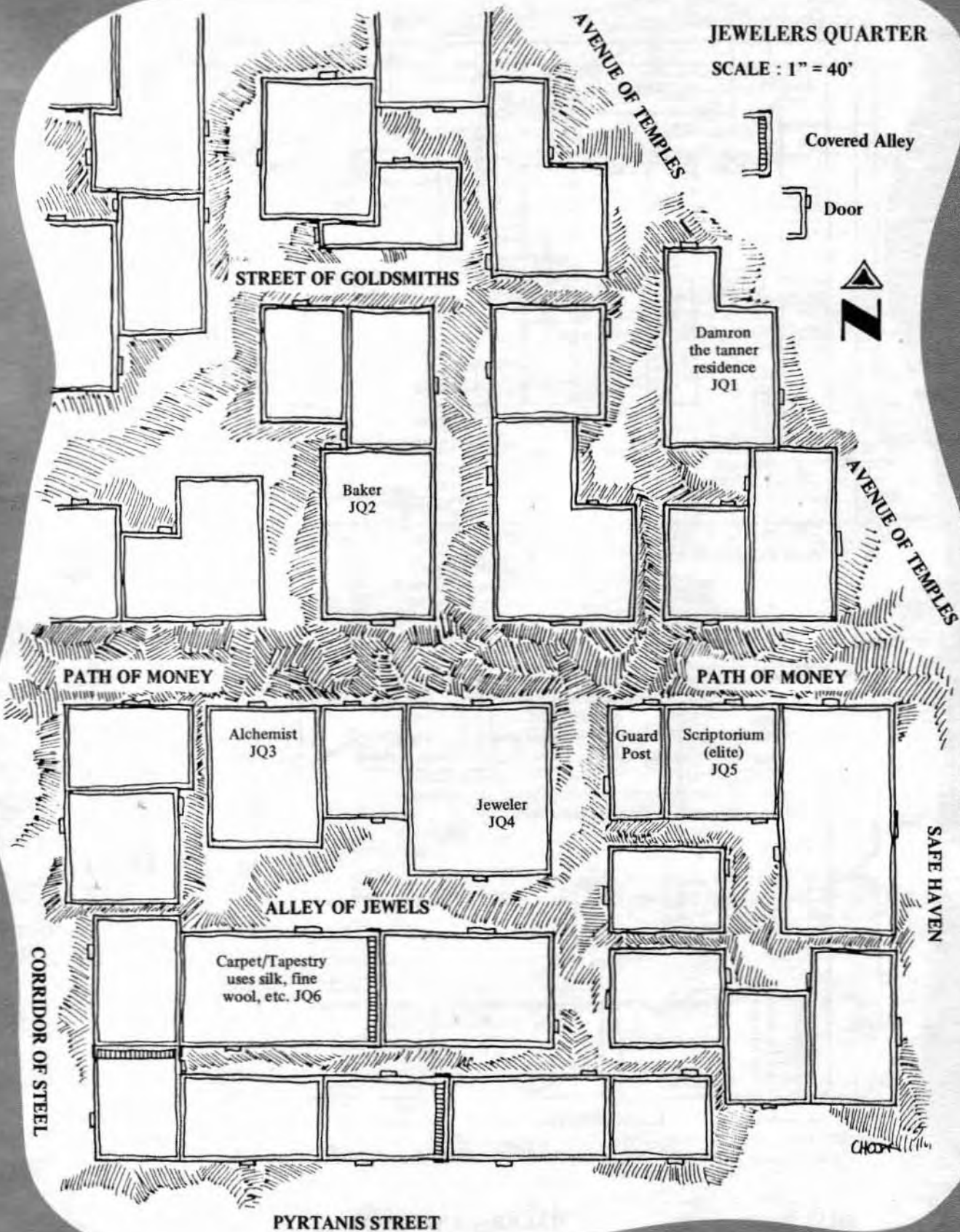
PLACES & PLANS

Nearly all maps and floorplans have been drawn to three scales: the large city map is at 1":200', the area maps are at 1":40', and the floorplans are at 1":10'. The Maze area map in the book is at a reduced scale to fit it into the book; a separate Maze map (and a Maze Underground map as well) is included in the box at the consistent 1":40' scale. The reduced city map in the players' guide is at a 1":400' scale; the sewer schematic on the back cover of this book is at 1":800'. The area maps (like the JQ map on the facing page) are illustrative not full maps of the named areas. The full areas are outlined in the Players' Guide.

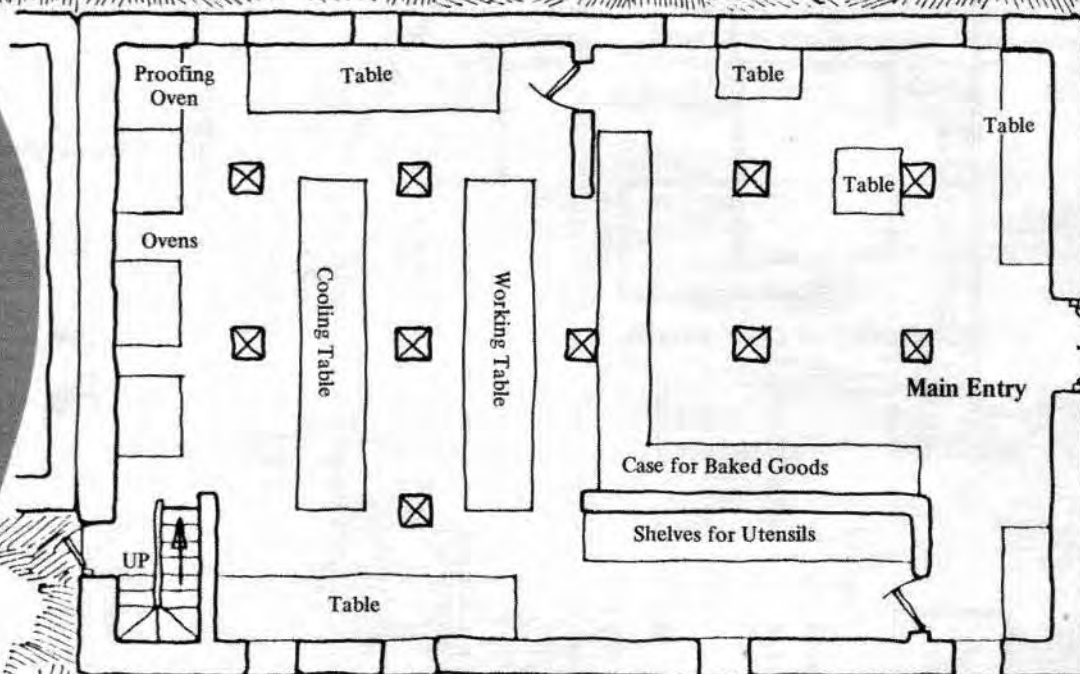
JEWELERS QUARTER A SECTION

code description

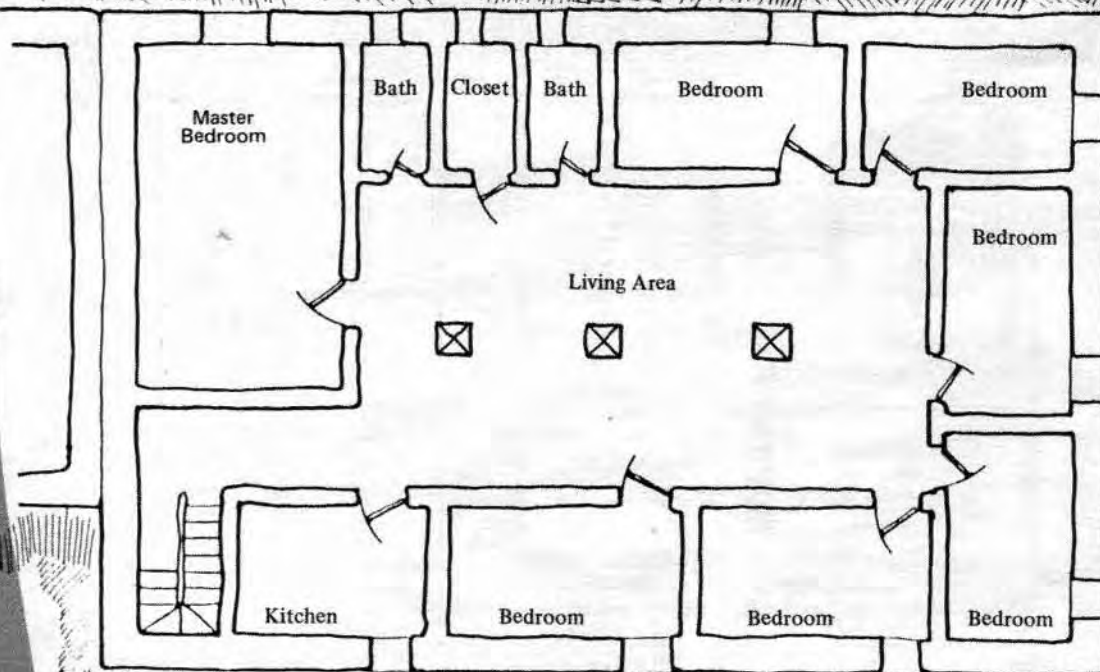
- JQ1 Residence, tanner.** Damron the tanner owns the large, prosperous-looking tannery located at WS2. Since his business is relegated to the Street of Smells because of its odor, he maintains a residence here in the Jeweler's Quarter. His wife, Nora, is as blustery as he is nervous, which may be why Damron spends a lot of his time at the tannery. His habit of coming home in his work clothes, stained and reeking of curing hides, has made him unpopular with his swanky neighbors, to the disgust of his wife and two sons, and two daughters.
- JQ2 Baker.** Pantaleone is a very fat man of medium height. He loves children as much as he loves food, especially his own eight children. He mourns his late wife, Carla, but appreciates a nice figure and a pretty smile. He keeps a small jar of cookies under the display case for young "customers." He uses the best ingredients and is known for his creations in sugar frosting for cakes. Though his prices are high, they are reasonable for the quality. He maintains a day-old counter which has lower prices, and it is frequented by many housewives in Sanctuary. *[Floorplan included.]*
- JQ3 Alchemist.** Lakmed is a large, powerful man who looks more like a bouncer than an alchemist. A confirmed bachelor, he habitually daydreams, often breaking off in mid-conversation. His shop is well-lit, if a little disorganized. Only trusted friends are allowed behind the counter and fewer yet have been upstairs. He is unusual in Sanctuary, being strictly honest, giving good quality for good prices. He sells a few magic items, which are never advertized. *[Floorplan included.]*
- JQ4 Jeweler.** A small, pretentious man, Herewick is proud of his skill in creating fine jewelry. He does excellent work, occasionally showing a flash of genius. None are allowed past the counter, and two guards enforce this. Herewick is devoted to his wife and two boys, although cold to anyone outside the family circle. Unknown to him, his oldest boy is a member of a gang of wealthy boys who terrorize Downwind for fun and excitement. Herewick is a top jeweler in Sanctuary, and his shop is often frequented by nobles. *[Floorplan included.]*
- JQ5 Scriptorium.** Gorolan and his wife Arta run this small, elite scriptorium. Although Meilot (see *Personalities of Sanctuary*) offers a wider knowledge of obscure languages, Gorolan provides honest work for a good price. His wife Arta specializes in multi-colored illumination and gold-leafing. They are training their son and daughter in their work, which is the finest in the city.
- JQ6 Carpet/Tapestry-Maker.** Zapala specializes in flat-woven rugs and tapestries, rather than the knotted rugs also produced in Sanctuary. He prides himself on having the best and most modern looms in the city, the constant expense of which cuts his profits drastically, much to the chagrin of his sharp-tongued wife, Karen. His brocaded rugs are his best item, and the finest for hundreds of miles. Zapala has good connections with top smugglers and Cape Pirates, from whom he gets some of the best silk and wool.



SCALE : 1" = 10'



SECOND FLOOR PLAN



FIRST FLOOR PLAN

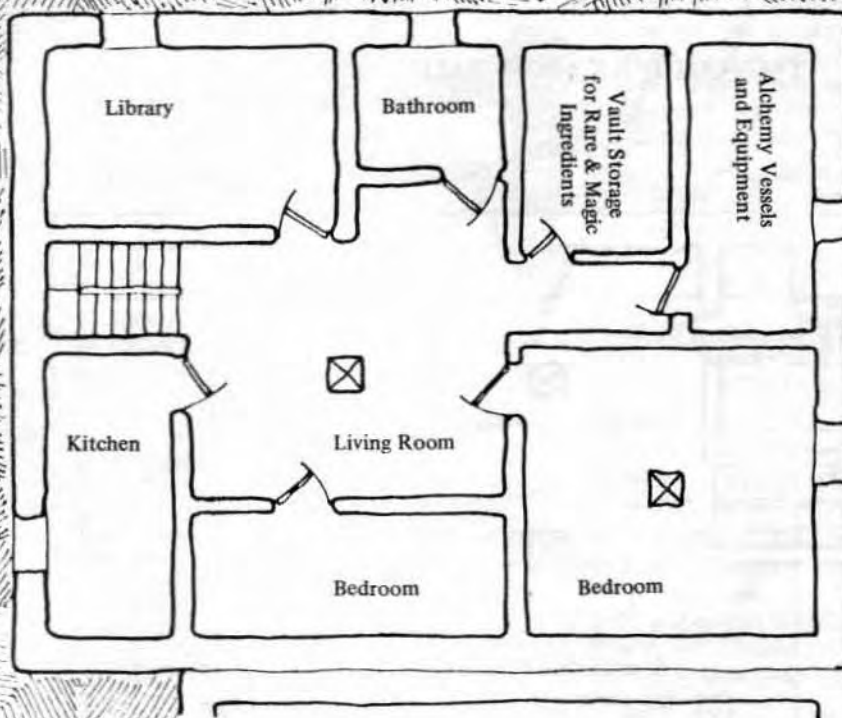
BAKER, PANTALEONE, JQ2

Baker Lives with Wife and Eight Children

ALL WINDOWS BARRED



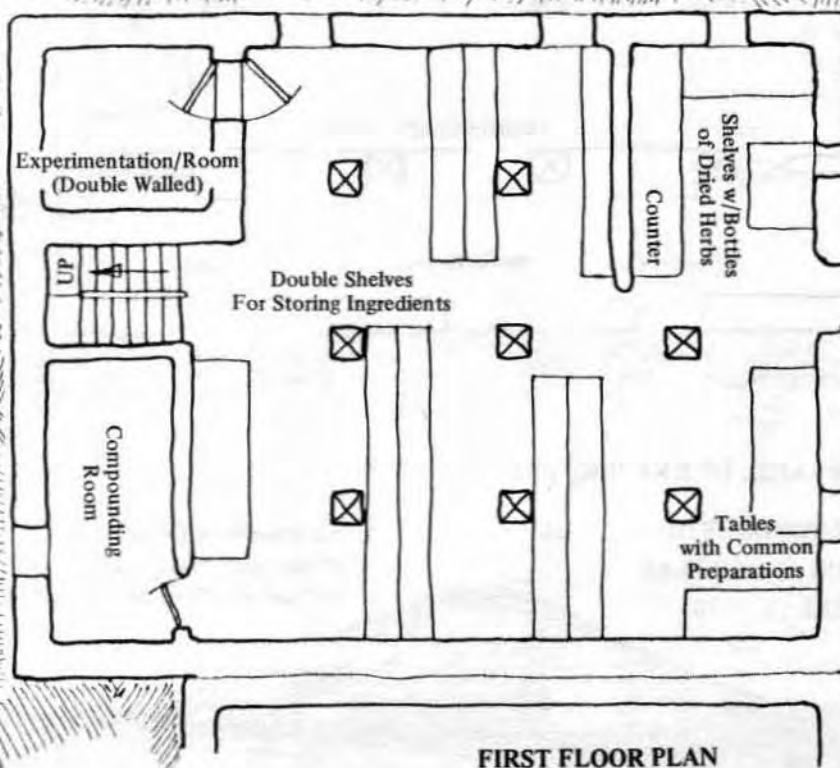
SCALE : 1" = 10'



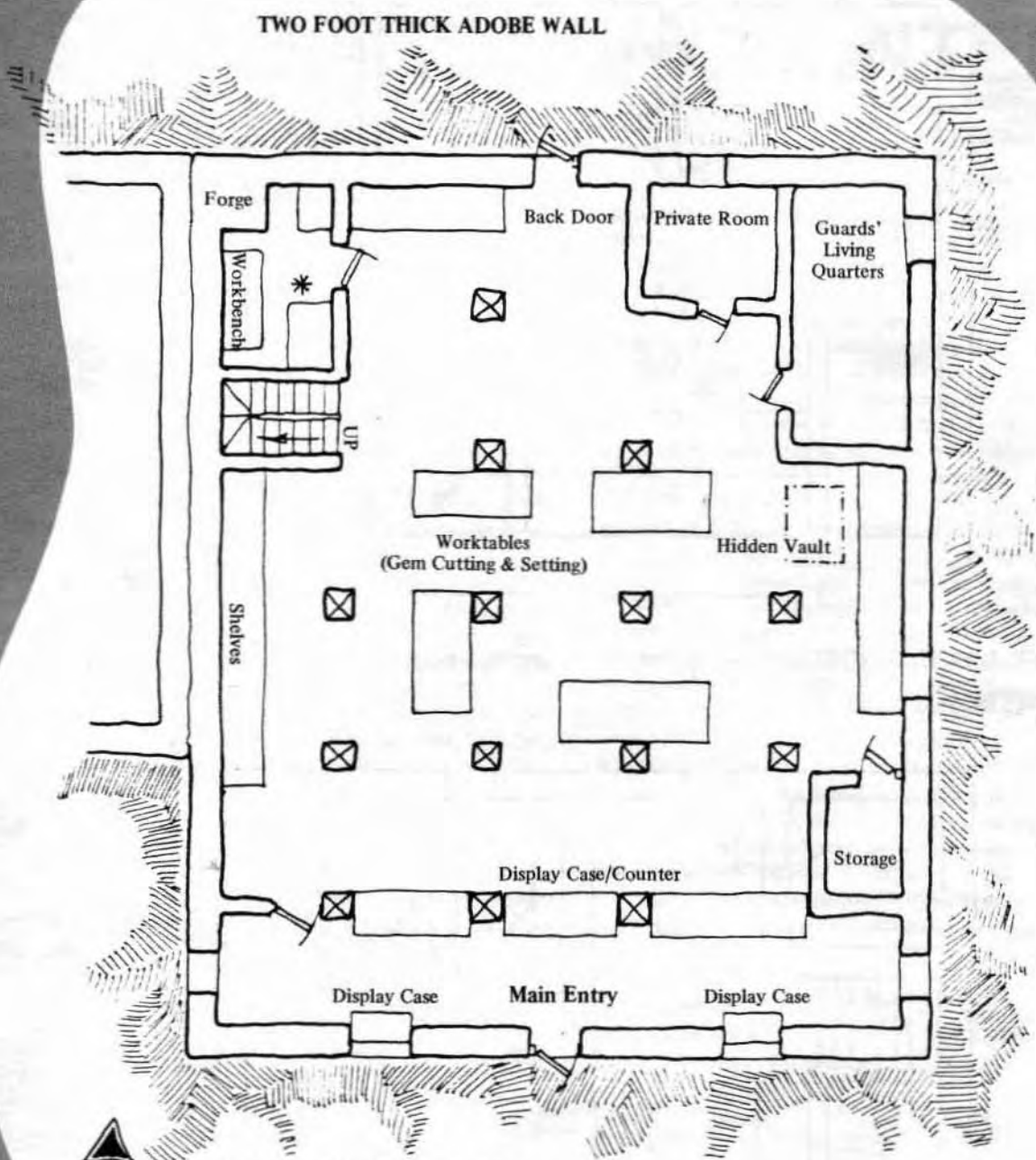
ALCHEMIST, LAKMED, JQ3

SECOND FLOOR PLAN

ALL WINDOWS HEAVILY BARRED



FIRST FLOOR PLAN

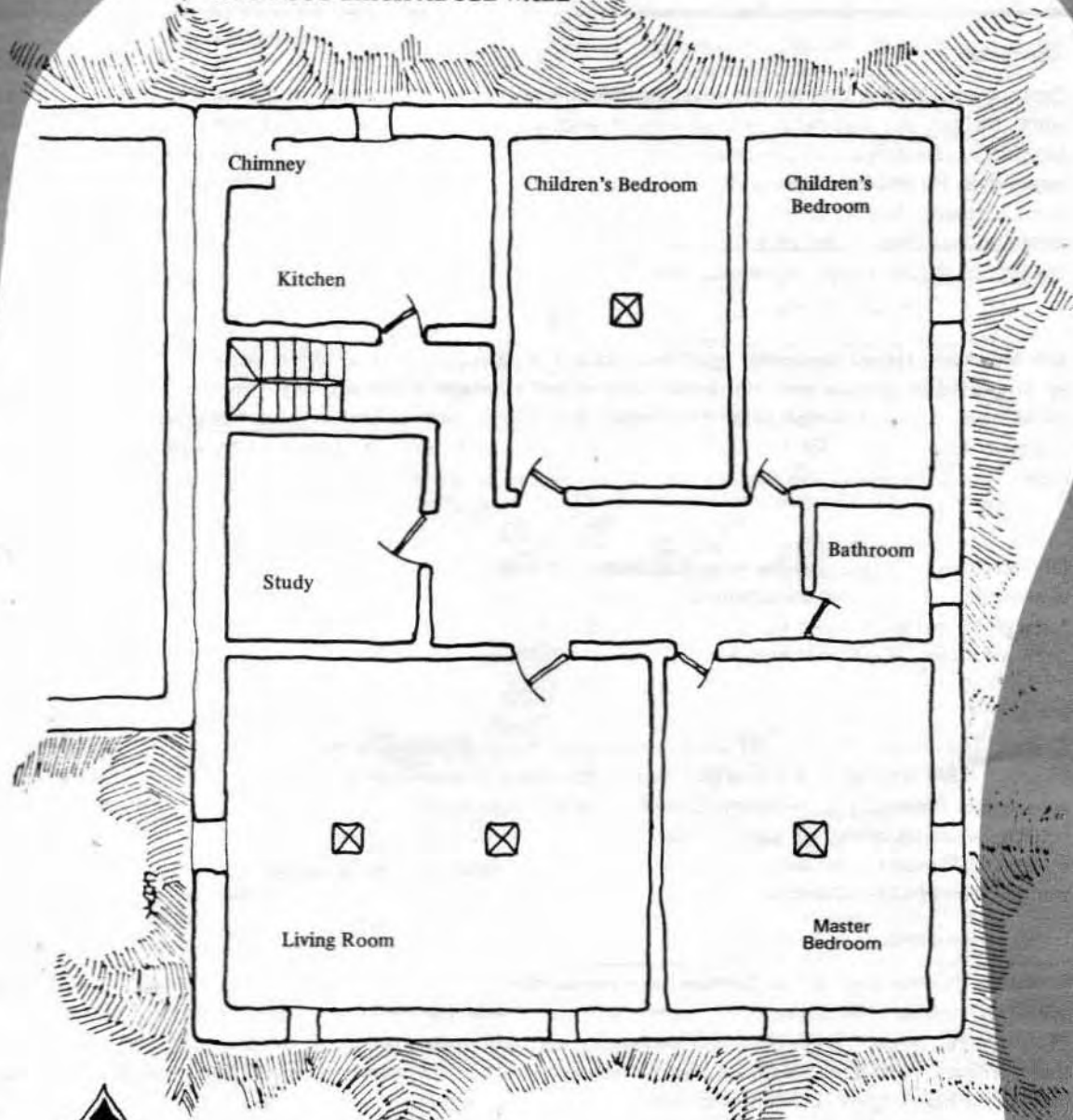


JEWELER, HEREWICK, JQ4

ALL WINDOWS HEAVILY BARRED
FIRST FLOOR PLAN
SCALE : 1" = 10'

* Goldsmithing Done Here on a Small Scale
Doors Have Heavy Bolts Inside
and are also Barred at Night

TWO FOOT THICK ADOBE WALL



JEWELER, HEREWICK, JQ4

All Windows Have Curtains

ALL WINDOWS HEAVILY BARRED
SECOND FLOOR PLAN

SCALE : 1" = 10'

PROCESSIONAL

A SECTION

code description

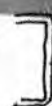
- PR1 Scriptorium.** Melilot's offers the most complete knowledge of languages in Sanctuary, although not the best work. Melilot, the proprietor, is a fat eunuch with a high whiny voice and black, greasy hair (see *Personalities of Sanctuary*). Dealing in forgery, blackmail and mistranslation, he has built a thriving business from very humble beginnings. He employs many scribes and a number of young, sweet-voiced boys who advertize his wares throughout Sanctuary. The scriptorium was once a family mansion, the property of a noble who wasted his money in gambling and drink. Subo of the House Kiri, the previous owner, now lives in the wattle and daub structure on the roof of the three story mansion. *[Floorplan included.]*
- PR2 Silk Merchant.** Hessel the owner is self-righteous, rich, arrogant, and fat. He is single, too in love with himself to be interested in anyone else. He desires only to make himself richer and more decadent. His bedroom upstairs could have belonged in the palace; his fingers are covered with expensive rings. His shop is reasonably well-lit, although the windows are heavily barred. Hessel deals in fine-quality bolts of silk, with some fine cotton and linen. Though expensive, his fabric is some of the best to be found in Sanctuary. *[Floorplan included.]*
- PR3 Silk Merchant.** Nichols and his wife, Sara, run a small shop selling spun silk and some finished goods. His quality is generally fair although an occasional lot of poorer quality finds its way into his dark shop. He and his wife long for a child and are suckers for any cute kid. He is not really interested in his small business, having inherited it from his father. *[Floorplan included.]*
- PR4 Tavern, The Golden Oasis.** Jord Blacktongue runs this profitable establishment, located on the largest street in Sanctuary. He and his wife Lorna and his two daughters serve average-to-good food for inflated prices. His rooms are sparsely furnished but well-barred, which is useful in Sanctuary. Jord got his name from his pessimistic outlook on life, which is offset by Lorna's cheerful nature. Lorna is very protective of her daughters, but not above a discreet dalliance herself with an attractive customer. Jord is somewhat blind to his wife's wanderings but extremely jealous once he notices.
- PR5 Outfitter.** Brigitte and her son Samson run a prosperous business selling various types of hardware and equipment useful to travellers and adventurers, as well as townspeople. Here you can find rope, spikes, hammers, a couple of old lamps, torches, waterskins and backpacks, etc. Although these items can also be purchased directly from their primary producers (leatherworkers, netmakers, etc.), the convenience of Brigitte's store enhances the number of her customers. Her low prices also help, which some say are due to connections with the Cape Pirates. None say it too loudly, since Brigitte stands almost as wide as she is tall, and what isn't bone is muscle. Her products are of good quality. Many appear to be slightly used.
- PR6 Guard Post.** This is the main office of the City Guard, from which Captain Aye-Gophlan commands his men (see *Personalities of Sanctuary*). It is also the best place for complaints to be made, although few in Sanctuary avail themselves of this service.
- PR7 Tailor.** Markan fashions dull, sturdy clothing for those in Sanctuary with enough money to buy rather than make their clothes. His clientele does not include the higher classes, who seek more fashion and fancier materials. He disdains such stuff as superfluous, to the distress of his wife Clarice, who enjoys a touch of frill here and there. His prices are quite reasonable.

PROCESSIONAL AREA

SCALE : 1" = 40'



Covered Alley



Door

Main Gate

PROCESSIONAL

GOVERNOR'S WALK

STUMBALL'S WAY

SILK CORNER

Melilot's
Scriptorium
PR1

Silk
Trader
PR2

Silk
Trader
PR3

Tavern
PR4

Outfitter
PR5

Captain PR6
Aye-Gophlan's
Main Offices

Tailor
PR7

STUMBALL'S WAY

STREET OF MONEY



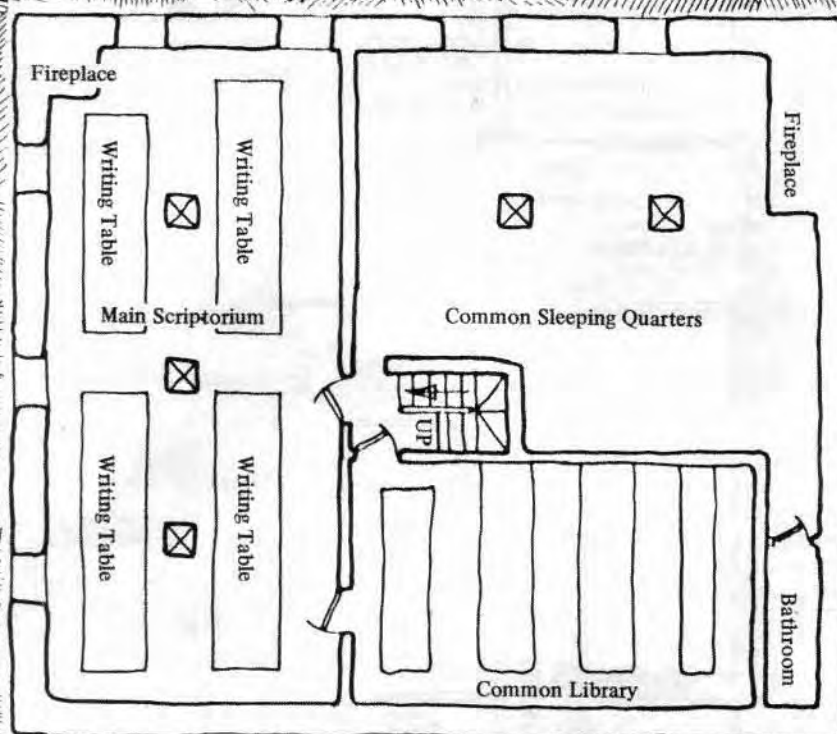
MELILOT'S SCRIPTORIUM, PR1

ALL WINDOWS BARRED

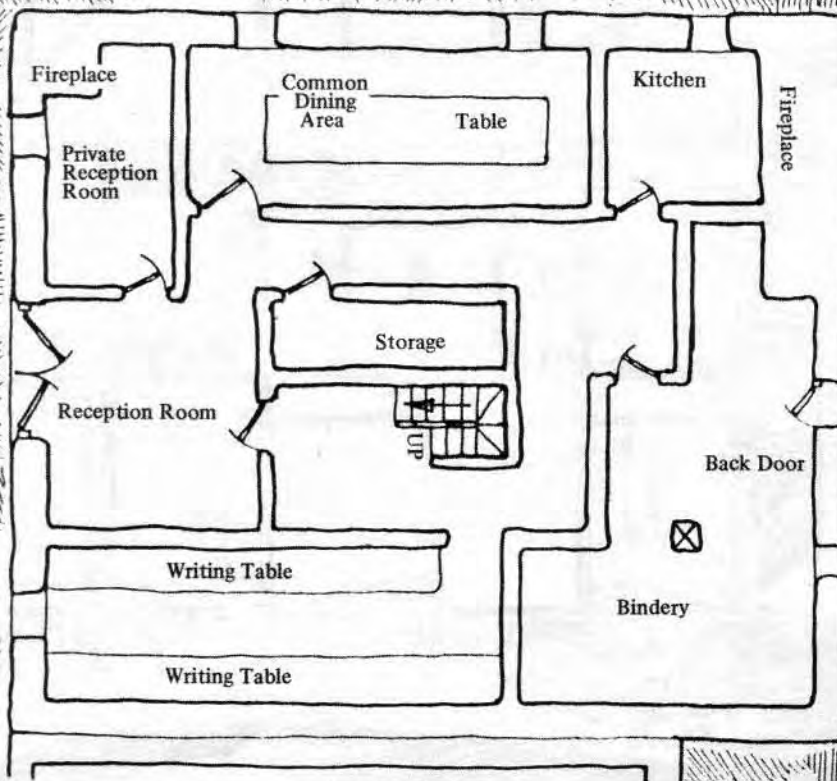
SCALE : 1" = 10'



SECOND FLOOR PLAN



FIRST FLOOR PLAN

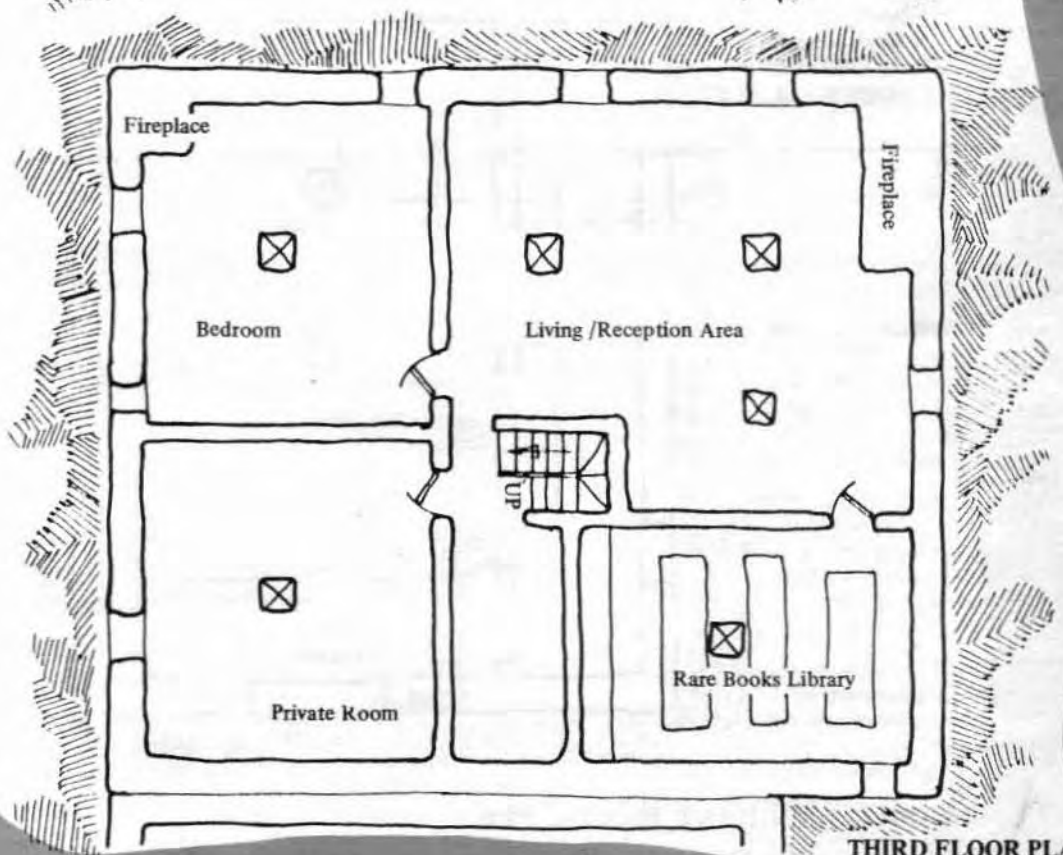
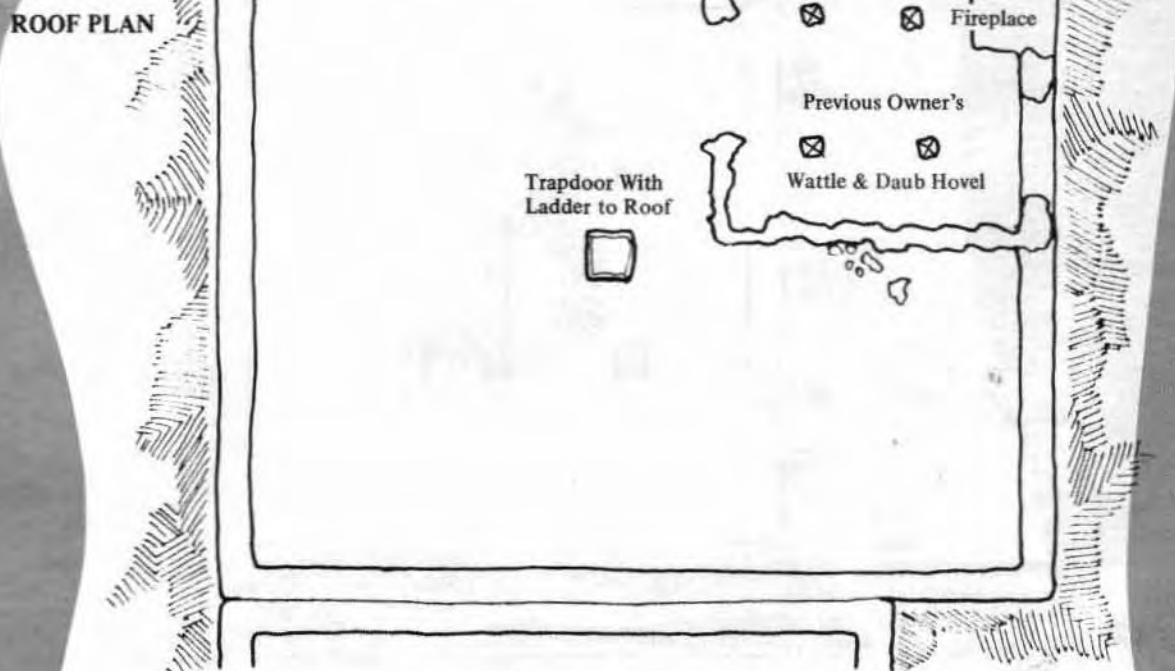


MELILOT'S SCRIPTORIUM, PR1

ALL WINDOWS BARRED

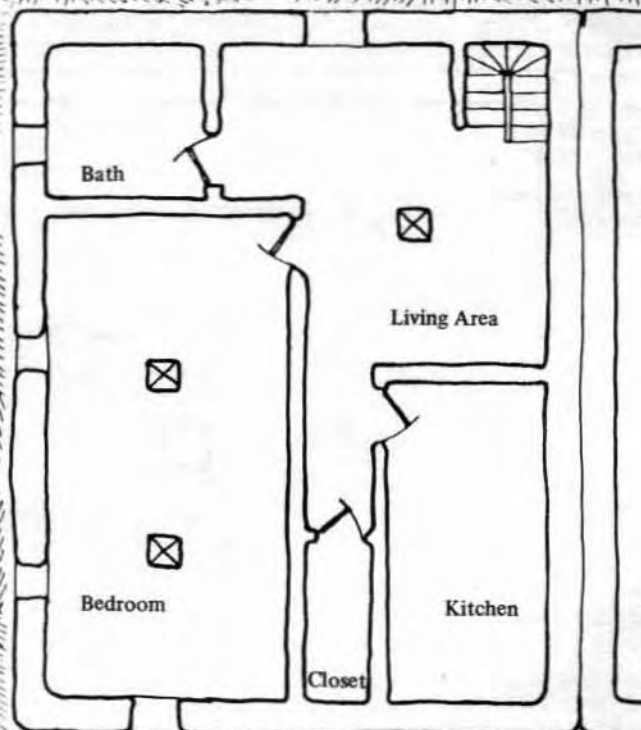
SCALE : 1" = 10'

ROOF PLAN

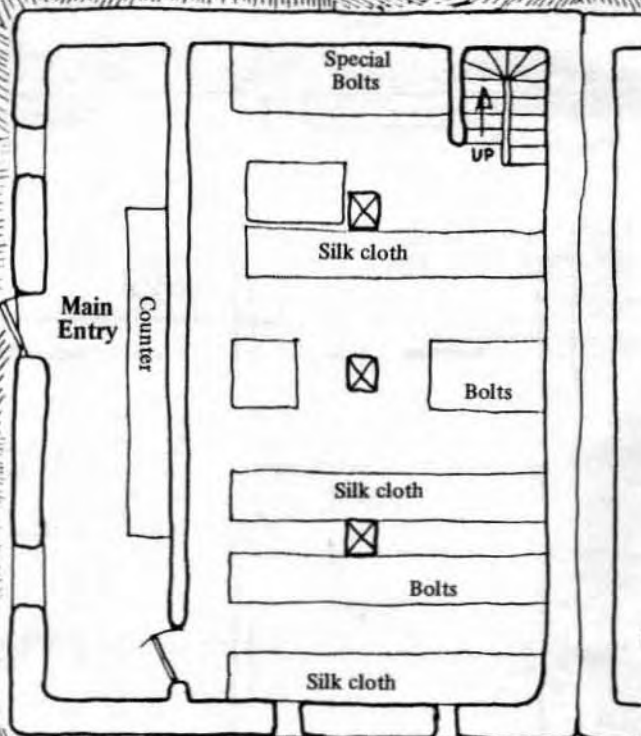


THIRD FLOOR PLAN

TWO FOOT THICK
ADOBE WALL



SECOND FLOOR PLAN



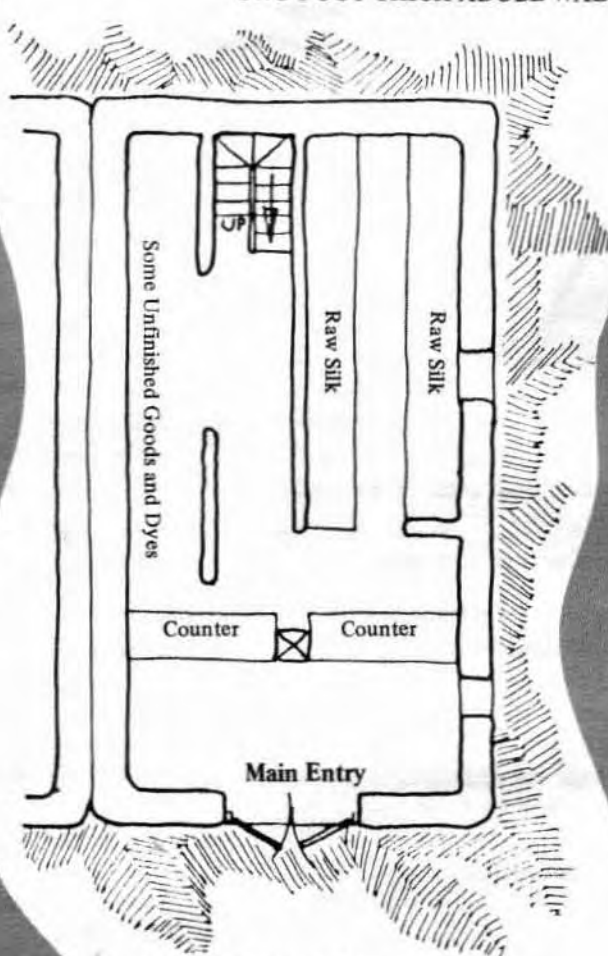
FIRST FLOOR PLAN

SILK MERCHANT, HESSEL, PR2

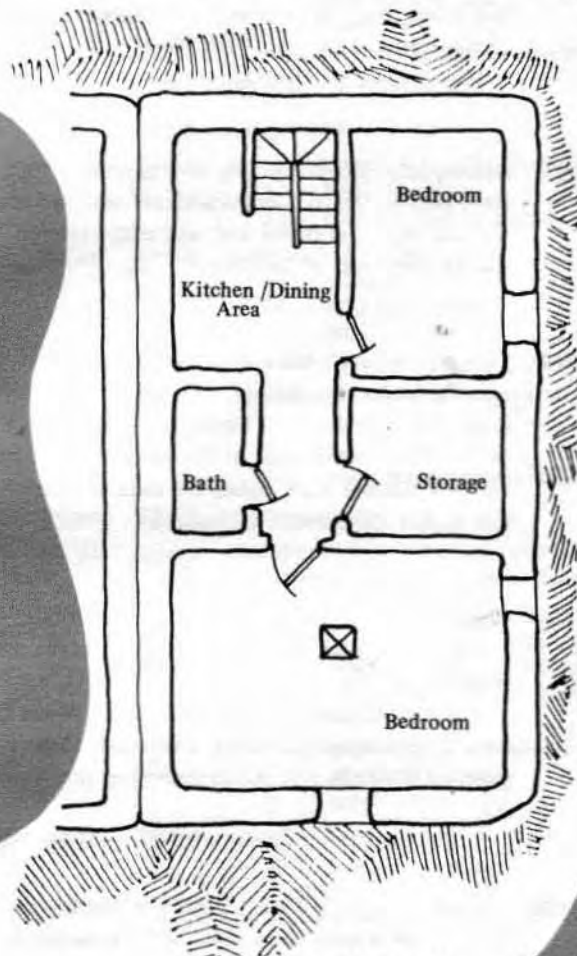
ALL WINDOWS BARRED

SCALE : 1" = 10'

TWO FOOT THICK ADOBE WALL



FIRST FLOOR PLAN



SECOND FLOOR PLAN

SILK MERCHANT, NICHOLS & SARA, PR3

ALL WINDOWS BARRED

SCALE : 1" = 10'



WESTSIDE

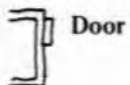
A SECTION

code description

- WS1 Dyer.** Sorahan, the owner, is seldom seen outside his office (when he is present at all). He is a well-off man who prefers to spend his time in areas where the air is sweeter. He is an astute businessman and trusts his loyal foreman (whom he pays very well) with the day-to-day operation. Walrad, the foreman, is a capable manager, and not too much shirking goes on under his eye. The shop is very busy and there is constant hustle and bustle in and out of the doors. The customers are all local, and quite a bit of silk goes in and out of Sorahan's doors. His work is usually well done, although on cheaper items the quality varies. *[Floorplan included.]*
- WS2 Apothecary.** Alten Stulwig is a physician and herbalist, although he does not deal in magical healing potions. He is well-versed in poisons and will sell his expertise as well as the product. A tall, dark man, he prides himself on his way with the ladies and will often attempt to procure payment from pretty ladies in the form of their favors (see *Personalities of Sanctuary*).
- WS3 Tanner.** Damron, the owner, seems to be everywhere at once. He can often be found alongside his workers—in fact, he looks like one of his workers. His clothes are usually stained and he reeks of hides. He is a small quick man with nimble fingers and has a nervous air about him. His managing foreman, Ton-Nu, usually spends a lot of his time keeping out of Damron's way. Damron's products range from the softest kid leather to sturdy hides and are usually well done. He tans all manner of leather from good to the poorest quality. He and his family live at JQ1. *[Floorplan included.]*
- WS4 Charnel House.** Run by two aging brothers, Gorse and Darl, this unpleasant building houses embalming and undertaking services. A slow-moving stream, a branch of the open sewer running down the Street of Smells, runs between this building and the tanners. It carries blood and slop west from this business and others like it, eventually dumping them into the Swamp of Night Secrets. It contributes to the unique odor of the area. The brothers have a reputation for being a bit odd; some say they prefer the company of their customers to that of normal people. They are not above accepting money for criminal use of bodies, or for accepting murder victims on the q.t.
- WS5 Laundry.** Zoplay's Fine Laundry is the biggest laundry in Sanctuary. They will do anybody's laundry and while the quality is only so-so, they will try harder to do a better job if your bill is large. Zoplay is usually around keeping an eye on things and making sure no one is sneaking a quick nap under the laundry-covered drying racks. Zoplay is a nondescript kind of man—medium height, medium build, brown hair and eyes. He wears a large gold ring on his left hand. *[Floorplan included.]*
- WS6 Perfumer.** Carrigan Drumler oversees the perfume-making which goes on here along the Street of Smells. The perfumery is owned by the merchant Mikkum, who maintains a smaller shop in the Jeweler's Quarter where he sells the perfumes concocted here. Carrigan is well-known for his innovative methods and materials, which is why Mikkum put him in charge and why this perfumery fronts on the Street of Smells. In general, however, the odors coming from the perfumery, pungent and often strange as they may be, are vastly preferable to the odors of the open sewer. Because of this, Carrigan's old mother and his spinster sister maintain a tavern next door (see WS7), where patrons may eat their food with some relief from the stench of the area.
- WS7 Tavern, Marta's Place.** Old Marta and her aging daughter Rena, run a popular tavern in this section of town. This is not so much due to the food, which is average at best, or the rooms, which house more vermin than people, as it is due to the perfumery next door. At least here the air is usually bearable, even if not pleasant. The perfumery is overseen by Marta's son, Carrigan, who often uses Rena to try out new perfumes. No one has let Rena know one should use perfume sparingly, not bathe in it.

WESTSIDE AREA

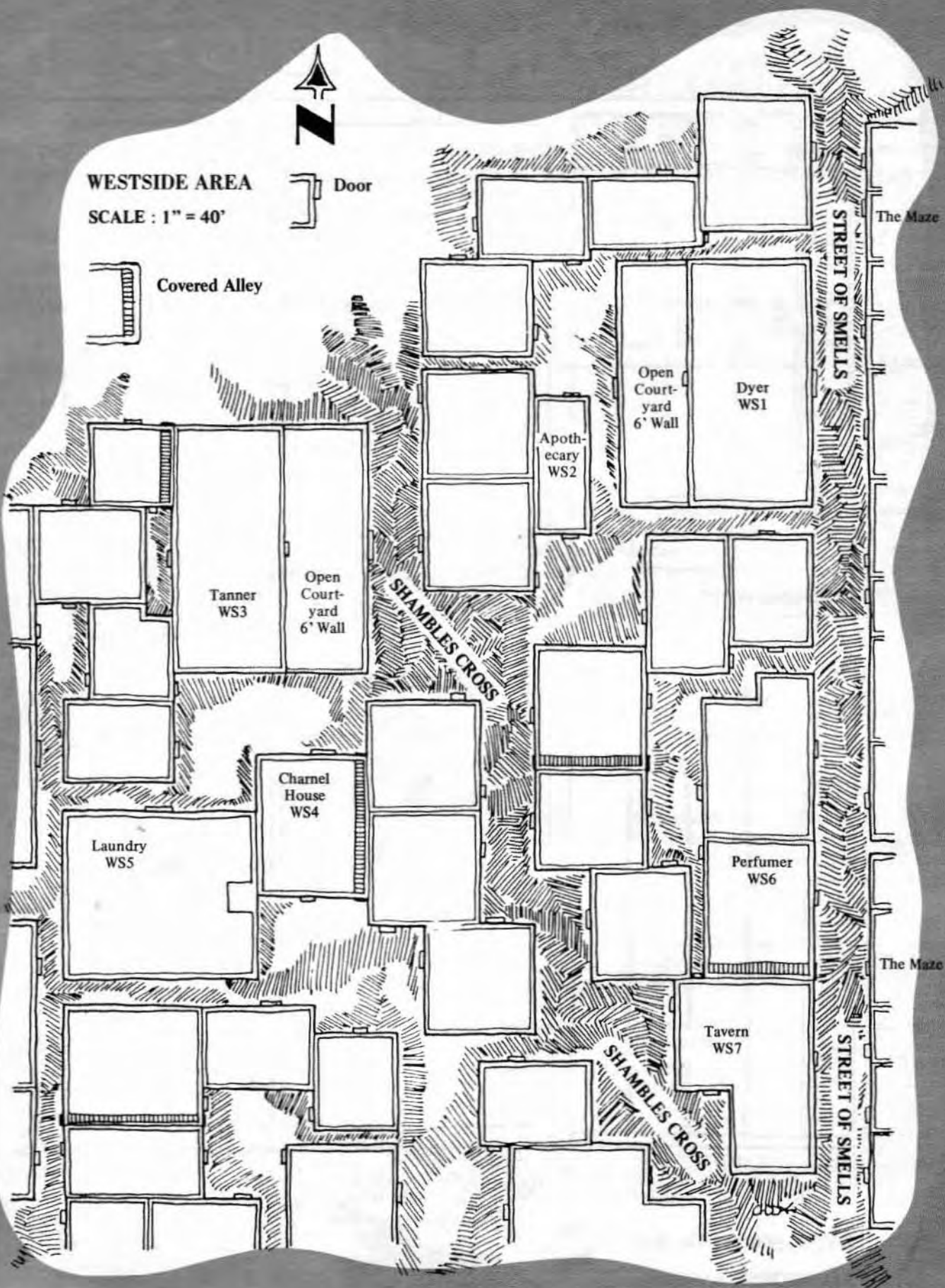
SCALE : 1" = 40'

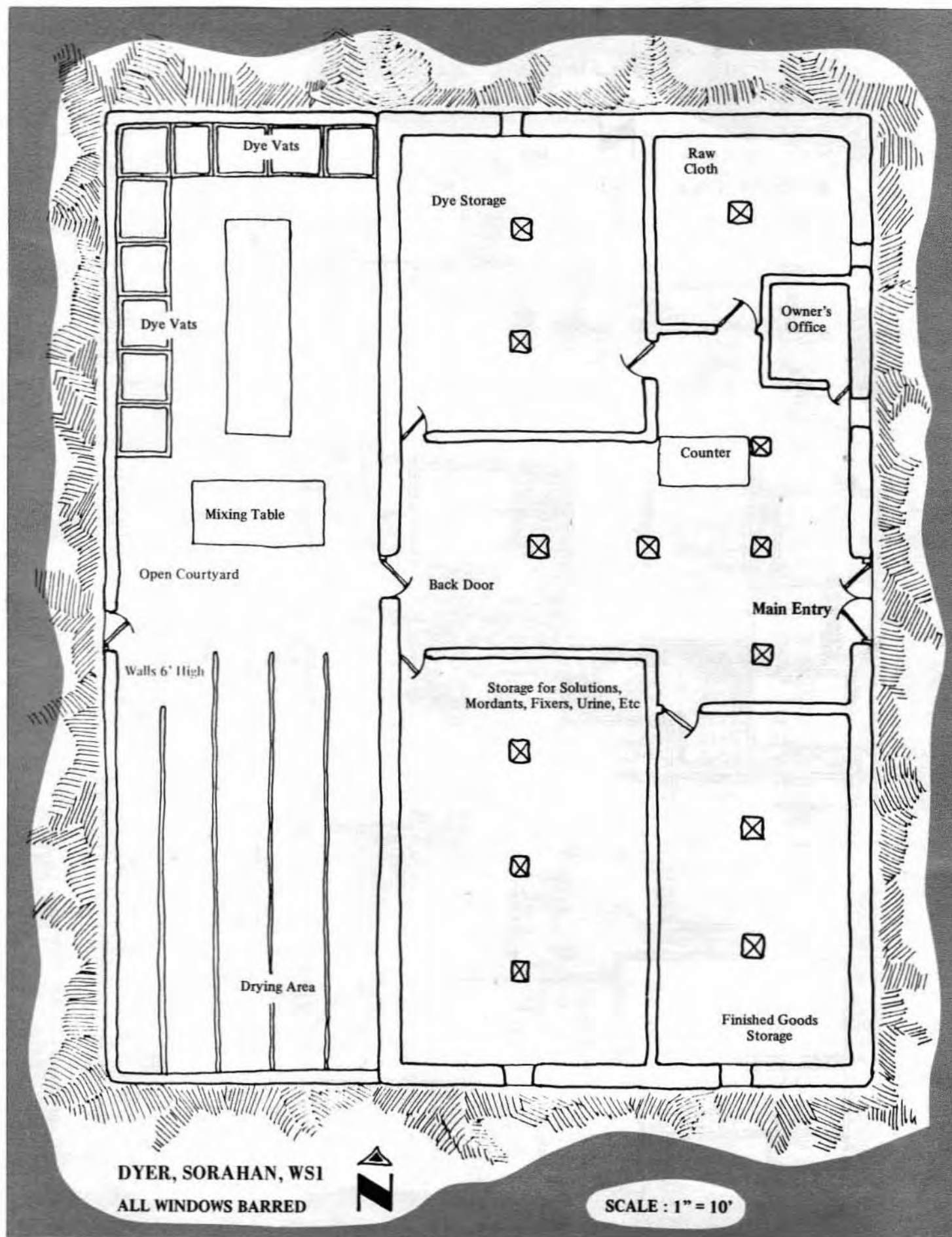


Door



Covered Alley



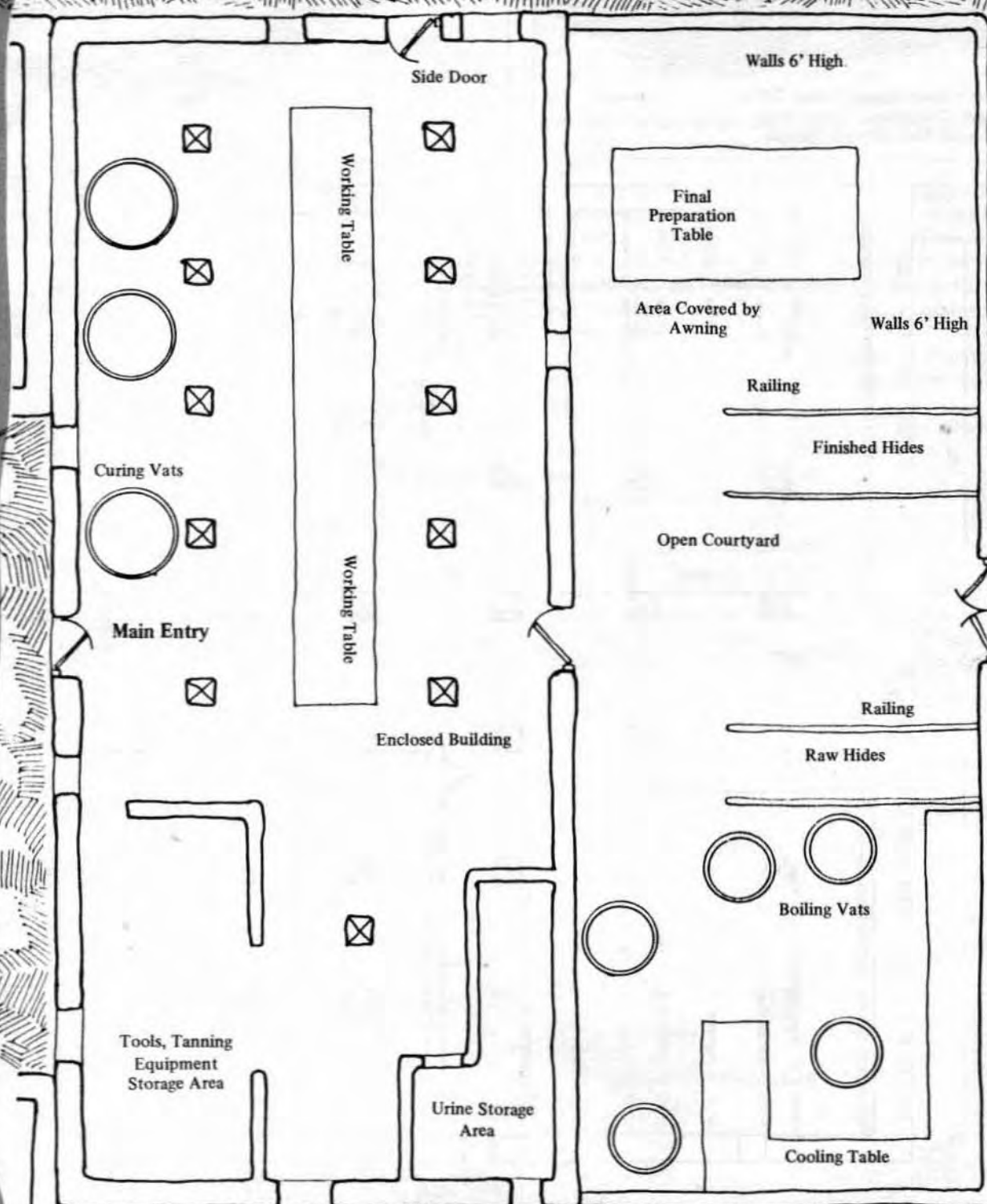


DYER, SORAHAN, WS1
ALL WINDOWS BARRED



SCALE : 1" = 10'

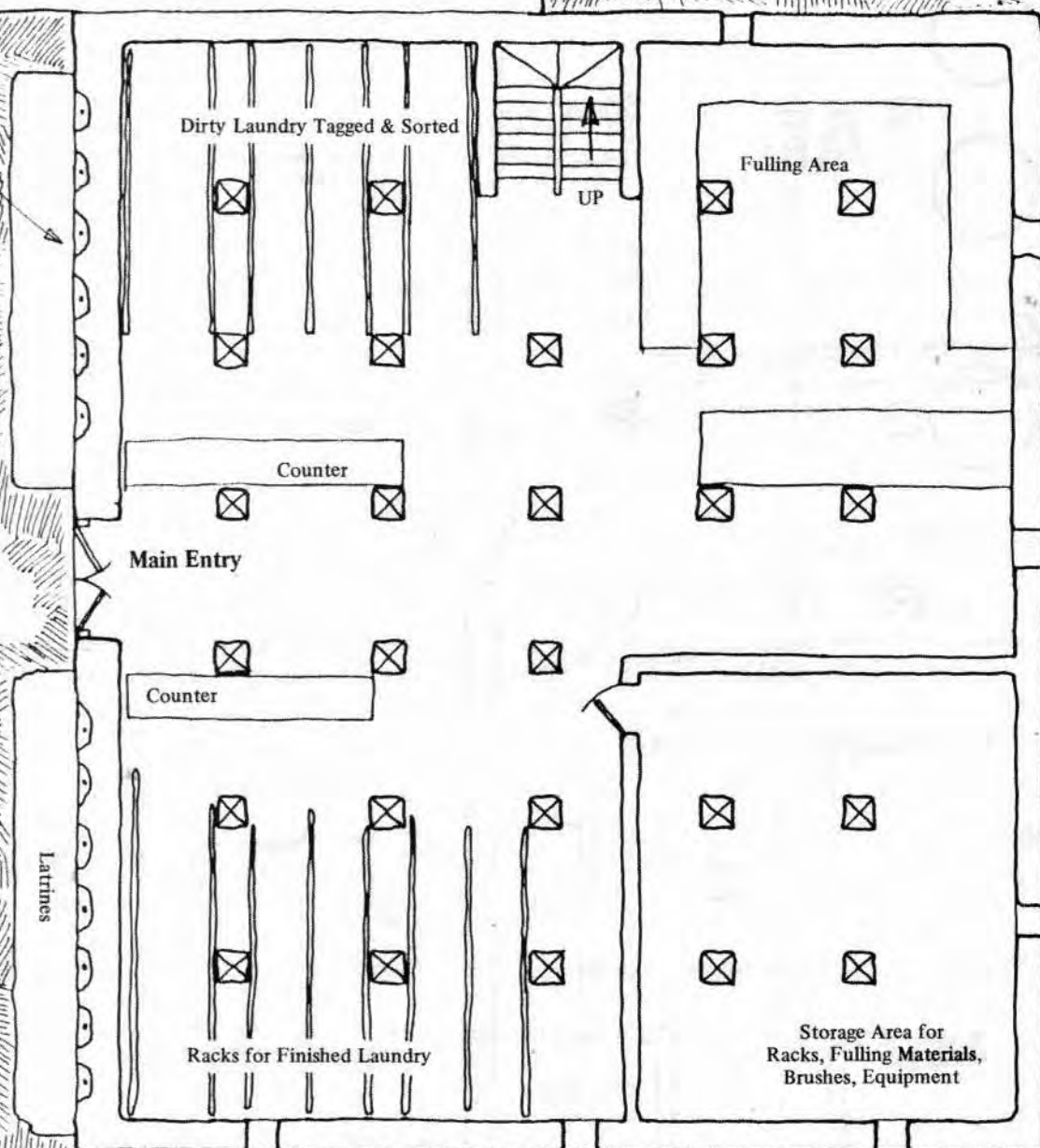
SCALE : 1" = 10'



TANNER, DAMRON, WS3

Fifteen Foot High Building – Vents in Roof – Windows Barred

Latrines Where Passersby May
Relieve Themselves – Urine Goes
to Storage Tank Beneath Building



LAUNDRY, ZOPLAY'S FINE LAUNDRY, WS5

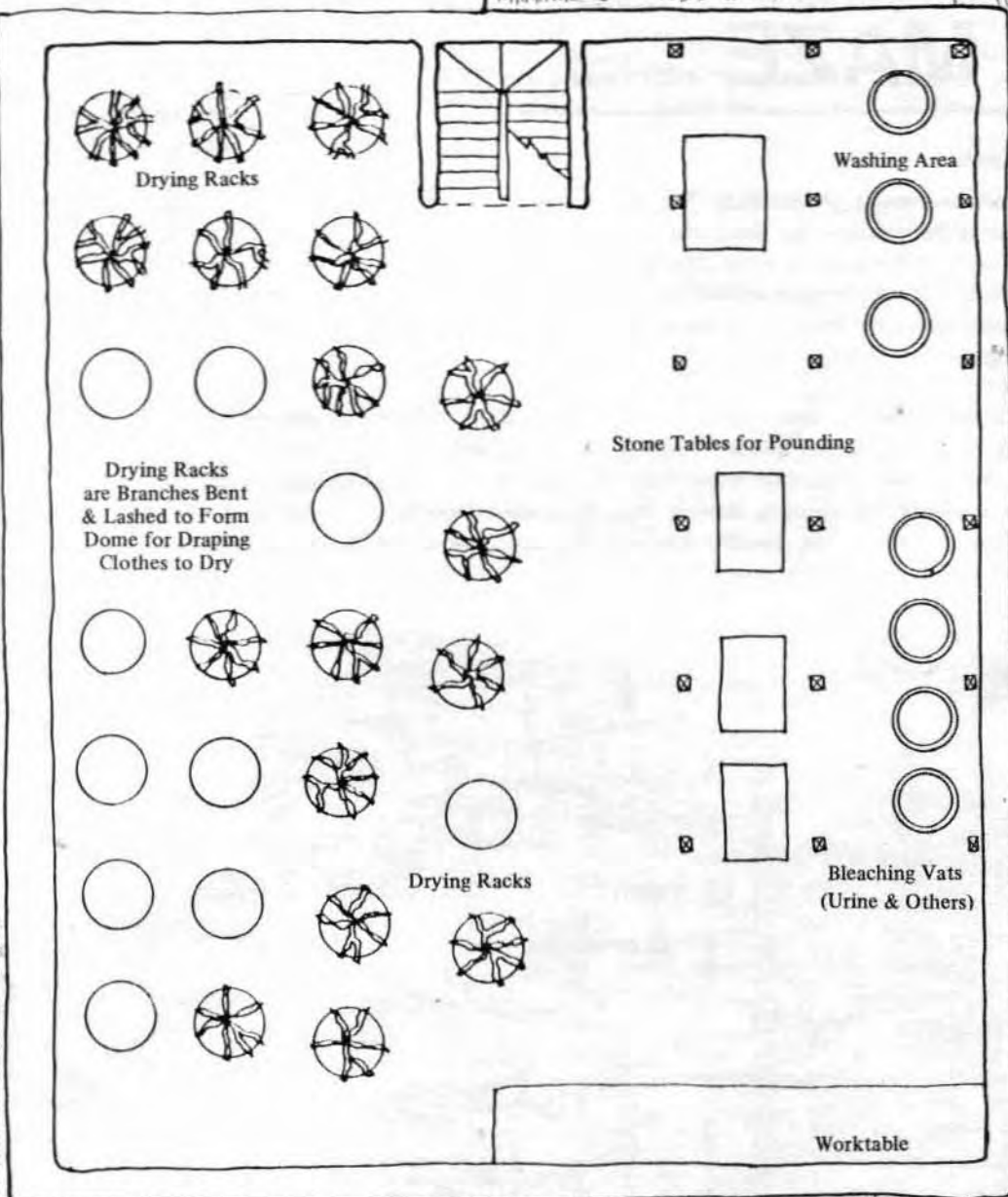
ALL WINDOWS BARRED

SCALE : 1" = 10'

FIRST FLOOR PLAN



SCALE : 1" = 10'



LAUNDRY, ZOPLAY'S FINE LAUNDRY, WS5

Open to the Air, Awnings can be Drawn Over
Washing/Bleaching Area

SECOND FLOOR PLAN



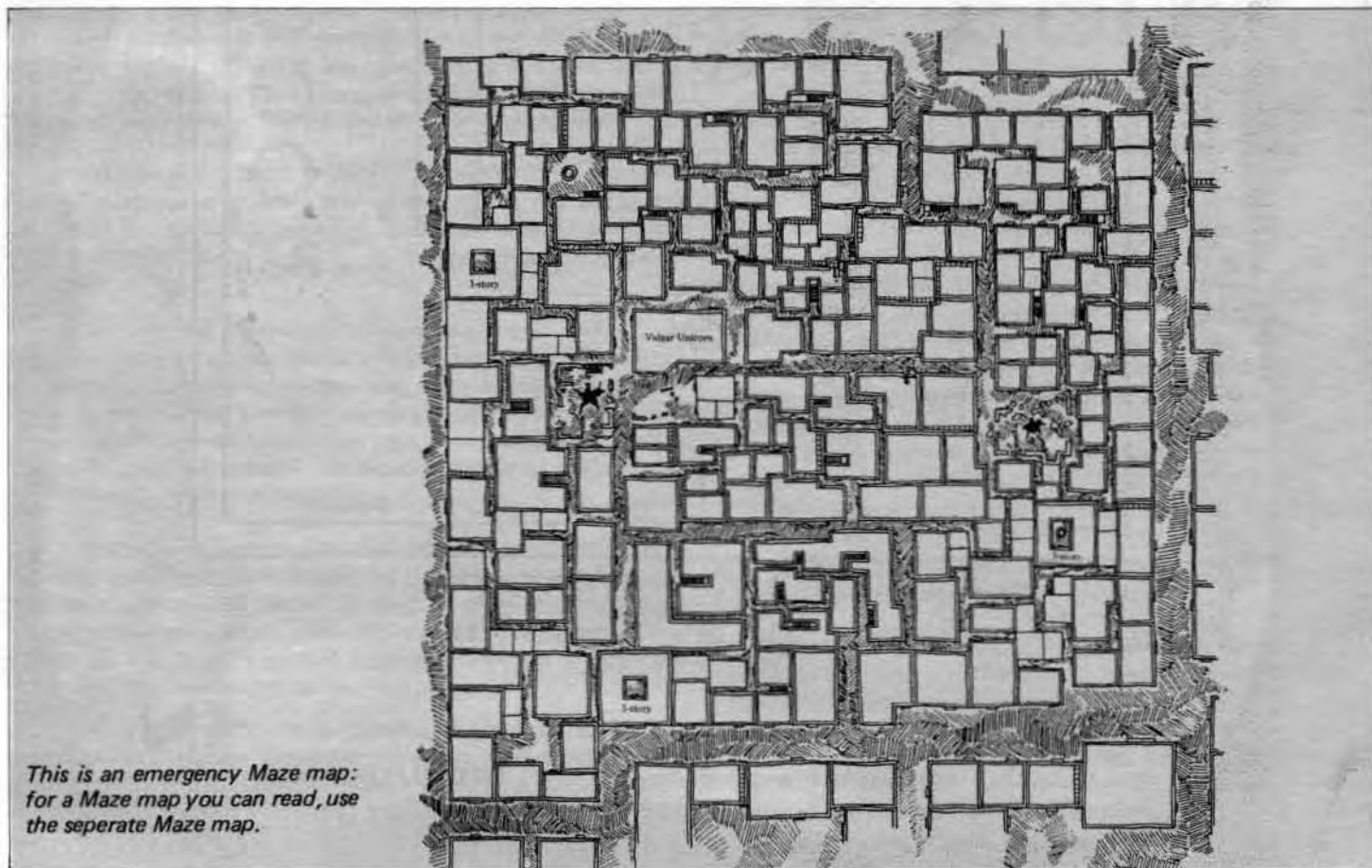
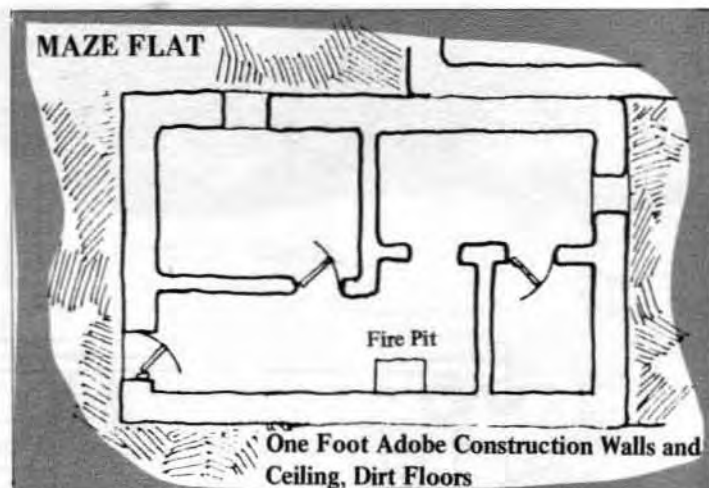
THE MAZE

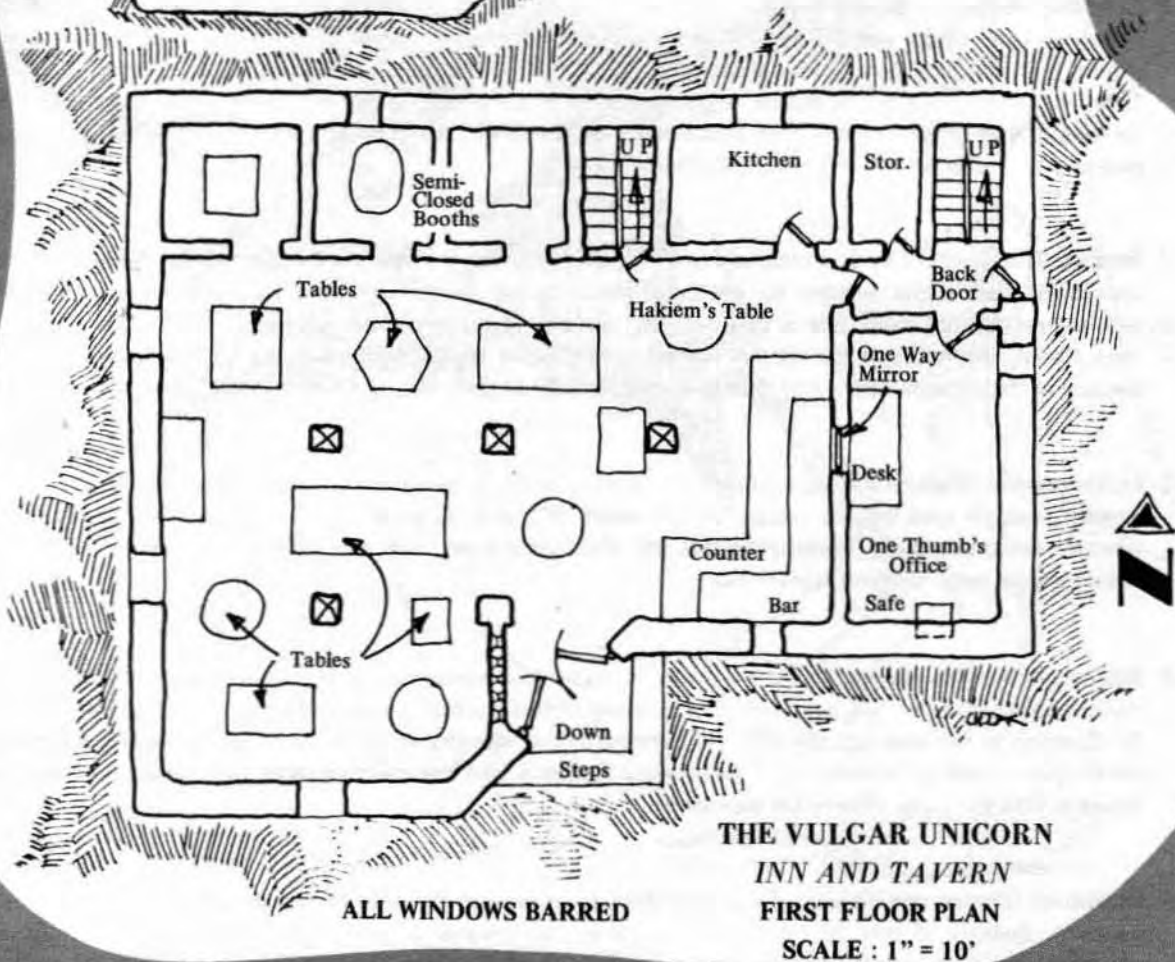
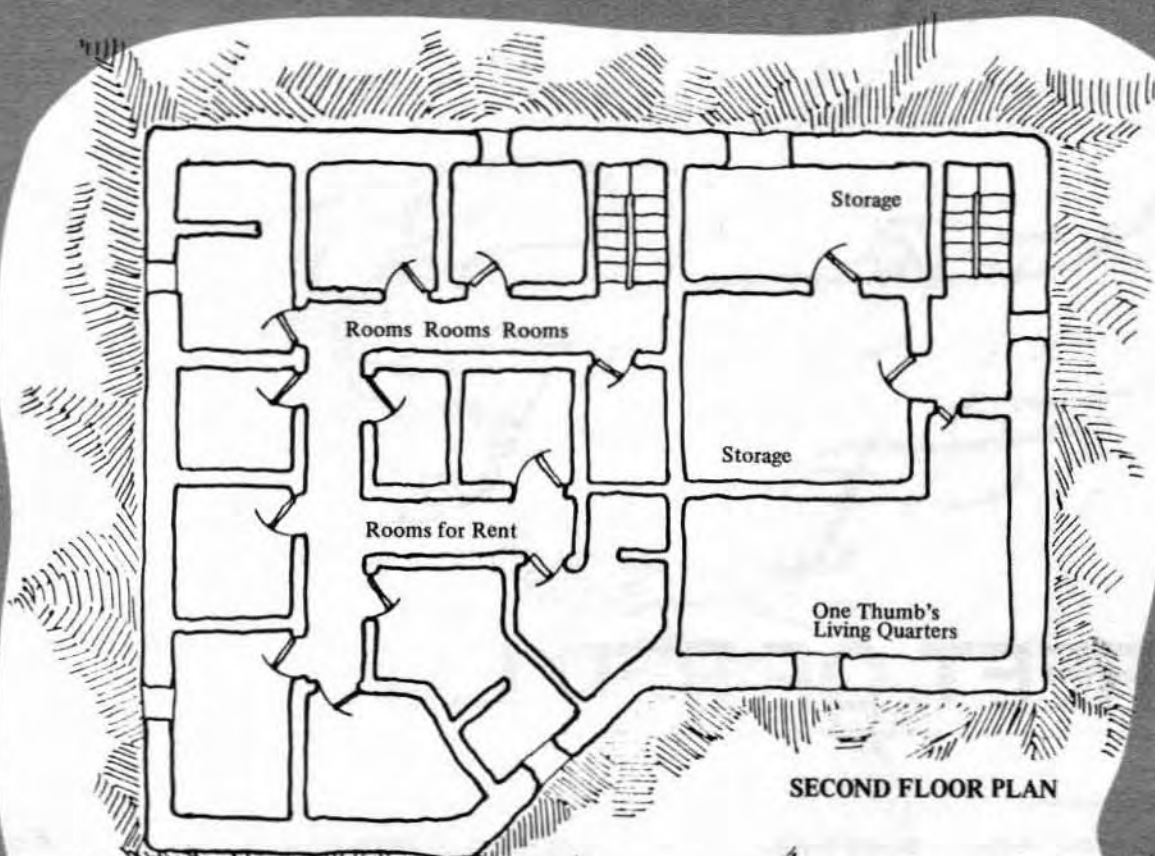
A SECTION

code description

MZ1 Typical Apartment of the Maze. The layout of this apartment is duplicated throughout the city, but the Maze version is distinguished by being more cramped, and much more dirty. It may also have a collapsing roof, a door sagging on its hinges or missing altogether, and a pervasive smell made up of equal parts of the general effluvia of the Maze and the noxious aromas from the Westside businesses just outside the Maze. The apartment shown is ostentatious for the Maze, for it has an extra small room to use as a chamber pot closet, or clothes closet, or both. *[Floorplan included.]*

MZ2 The Vulgar Unicorn. This is the real hub of the Maze, though its location is not, in fact, at the geographical center. Anyone wanting a line on what's happening will come here, because everyone else does. Its proprietor, One-Thumb, has established a tradition of throwing out the obnoxious drunks and keeping the street people from bothering the patrons. Besides that, his upstairs rooms, while just as dingy and dirty and smelly as any other room in the Maze, actually have working doors and locks, and the special doors leading to the rooms are always kept locked. *[Floorplan included.]*

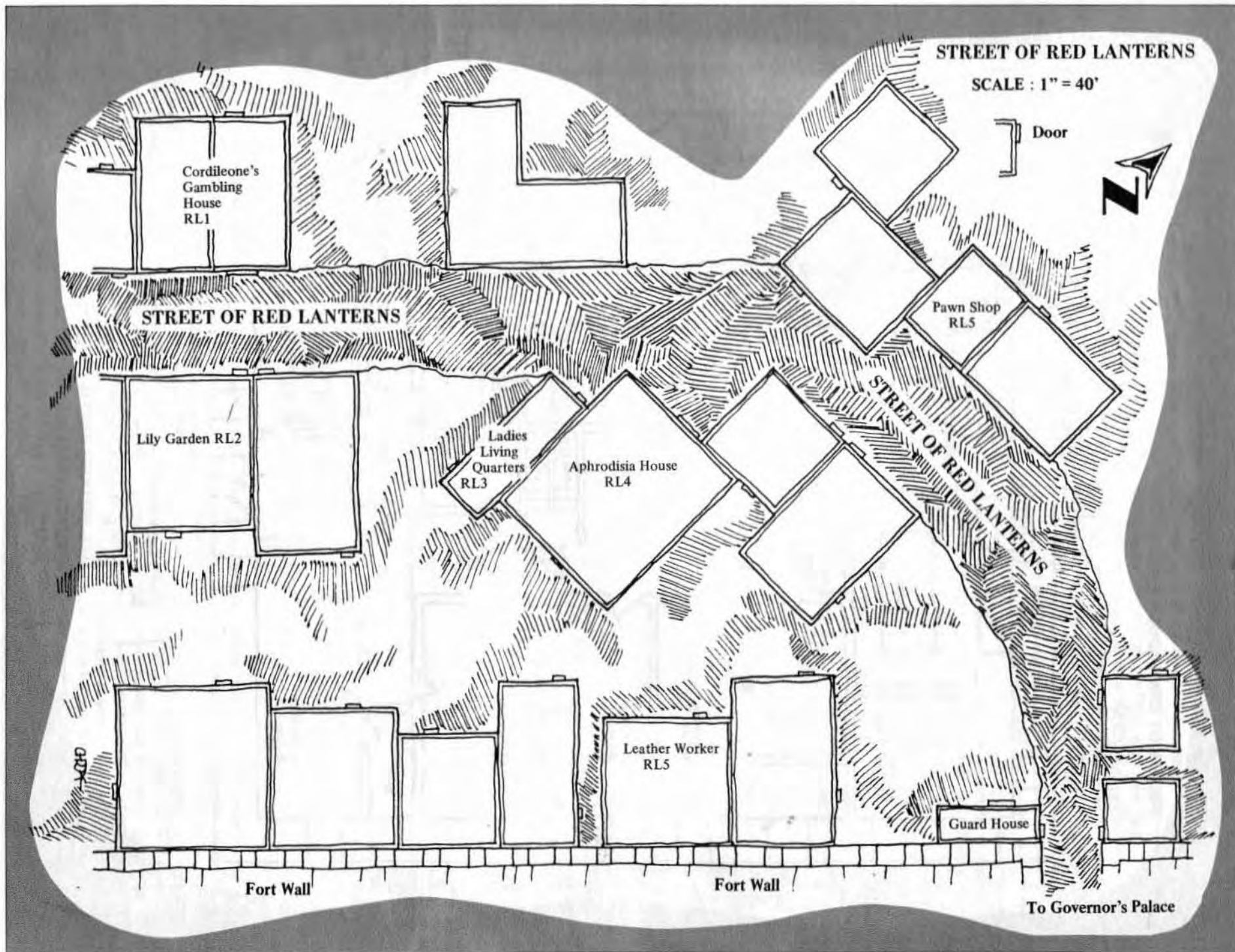




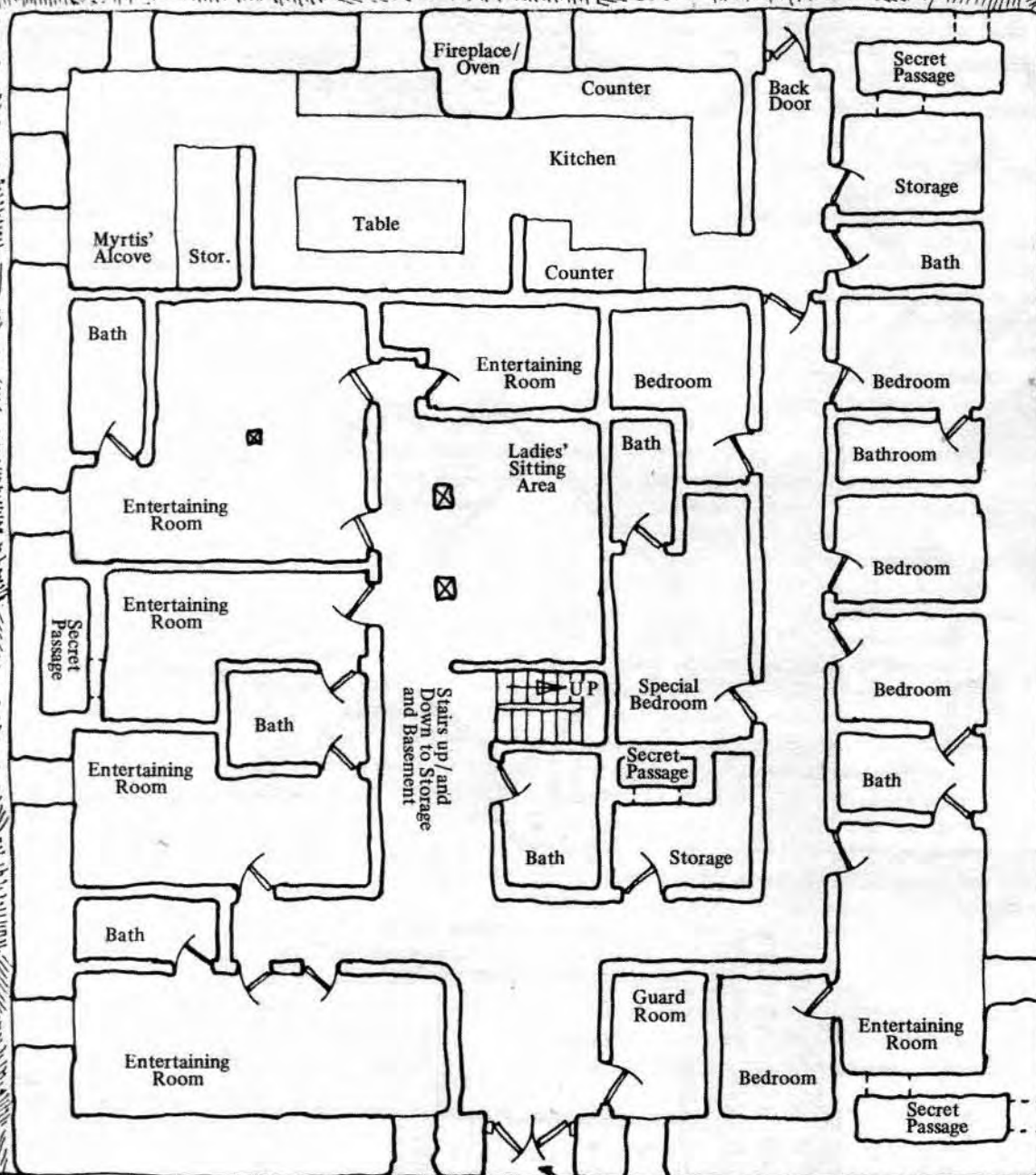
STREET OF RED LANTERNS A SECTION

code description

- RL1 Gambling House.** Cordileone's is one of many gambling houses on the Street of Red Lanterns. One of the larger houses (though by far not the largest), it offers a variety of games of skill and chance, including private gaming rooms. It looks fairly nice, inside and out, although it does not match the opulence of the larger houses on the street. Cordileone is a flashy dresser and knows most of the people in the room by first name. He is very friendly (as long as you spend money). Few fights occur on the floor, as the bouncers keep a close eye on things. Upon occasion things do get out of hand. *[Floorplan included.]*
- RL2 Brothel.** The Golden Lily is a relatively popular house run by the aging but still beautiful Amoli. She is looked upon with disdain and avoided by the other madames on the Street of Red Lanterns because she addicts her girls to *krrf* to hold them. She is also the only madame in the street who was not trained by Myrtis of Aphrodisia House, the leader of the brothel owners, and opposes Myrtis' leadership. Amoli is usually short of money because of the expense of the *krrf*, and is always alert for a new, cheaper source.
- RL3 Leatherworker.** Macwen Awlman runs this small shop on the Street of Red Lanterns. He specializes in the unusual leather products used by the houses on the street. His work is good, but he charges good money for leather-wrapped croupier's sticks, jeweled slippers, etc. Macwen is short, thin and balding. He is courteous, but will not reduce a price once his mind is made up.
- RL4 Brothel, Aphrodisia House.** This is the industry leader in the oldest profession in Sanctuary. Myrtis, the virtually tually ageless madame, has maintained its position in the marketplace since before Sanctuary became a part of Il. Catering to the needs of the rich and famous, in the legendry of the city a "night in the Aphrodisia House is worth three years in Heaven." The Aphrodisia House is also the main entrance into the catacombs under the Street of Red Lanterns. *[Floorplan included.]*
- RL5 Pawnshop.** Garsten and his wife, Rosa, and their daughter, run the only honest pawnshop on the Street of Red Lanterns. Because of this, it is one of the smaller, less popular shops, for the rest have connections with the smugglers, the Cape Pirates and belong to the League of Changers. Garsten is almost fanatically protective of Rosa (who is very pretty) because of the businesses on the street.



FOUR FOOT THICK ADOBE WALL

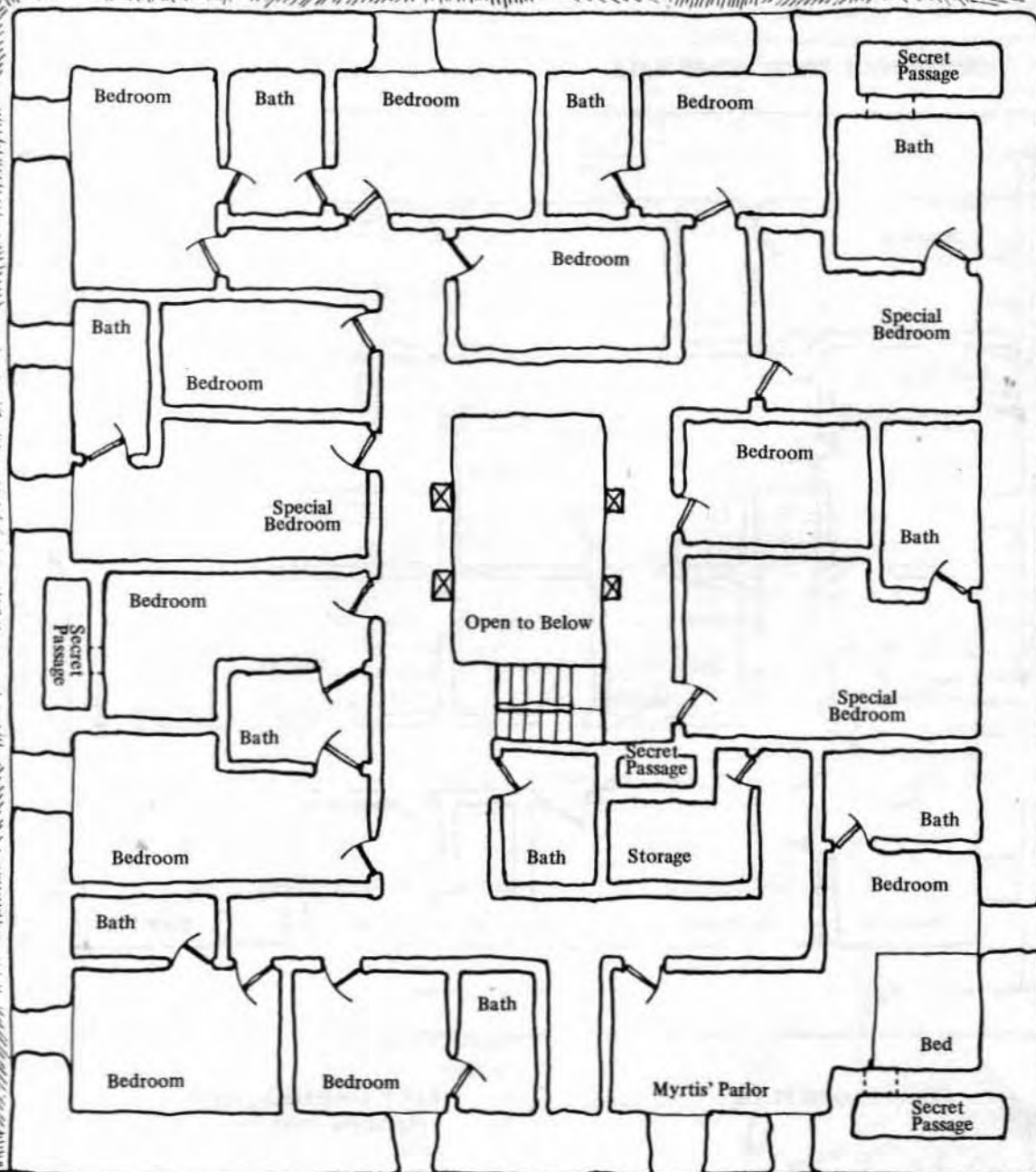


Main Entry

APHRODISIA HOUSE, RL4
ALL WINDOWS HEAVILY BARRED
FIRST FLOOR PLAN
SCALE : 1" = 10'



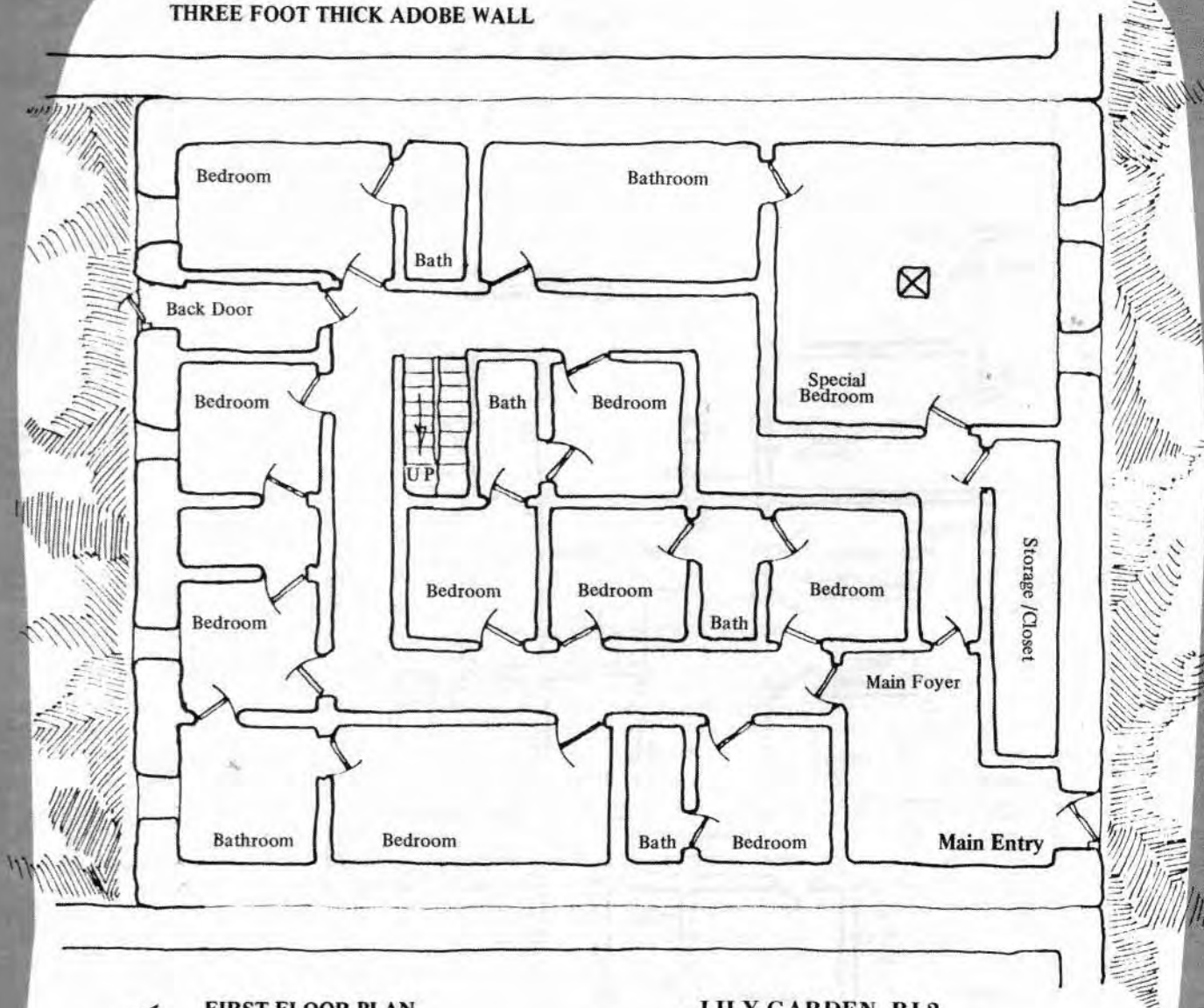
FOUR FOOT THICK ADOBE WALL



APHRODISIA HOUSE, RL4
ALL WINDOWS HEAVILY BARRED
SECOND FLOOR PLAN
SCALE : 1" = 10'



THREE FOOT THICK ADOBE WALL

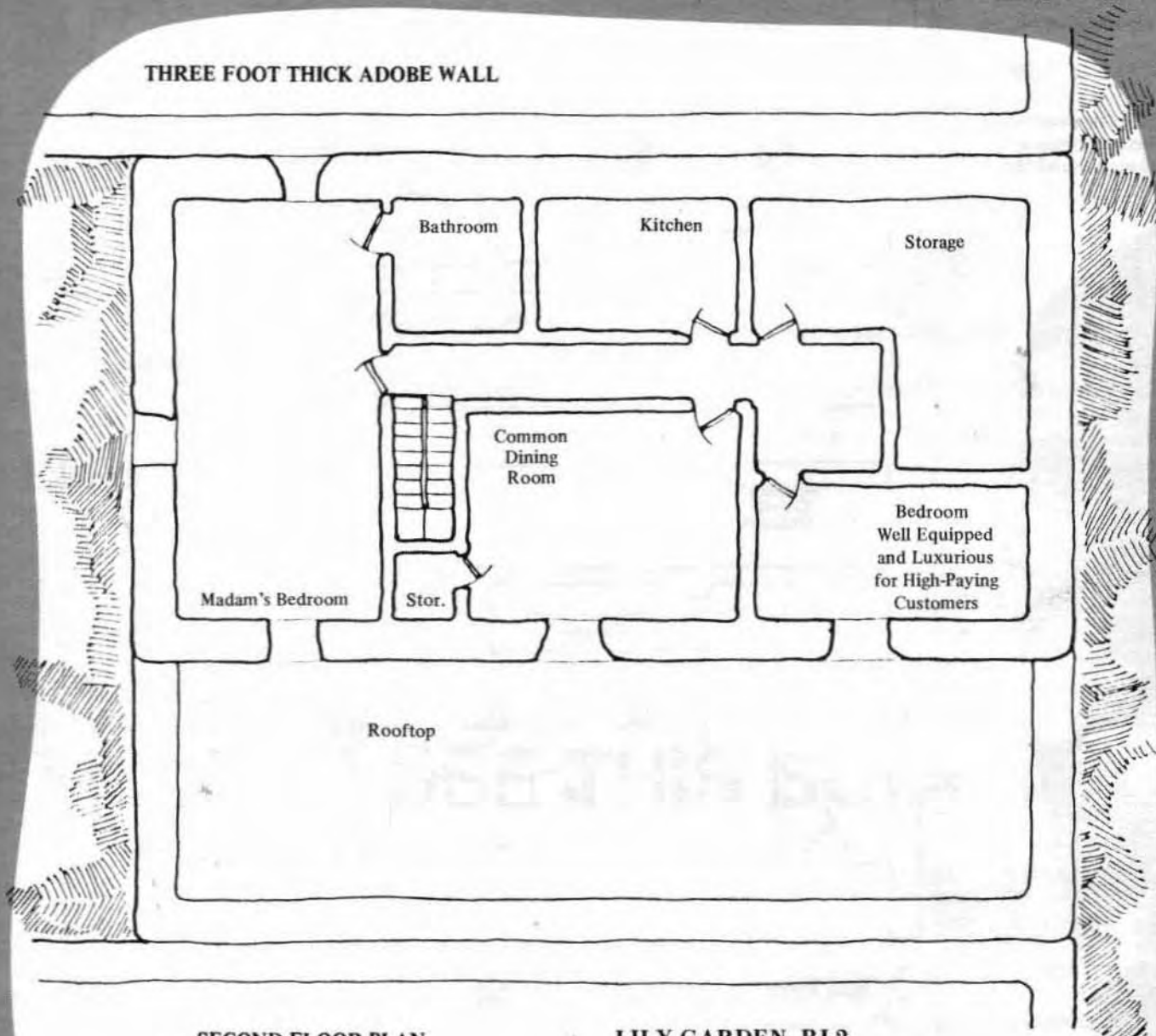


FIRST FLOOR PLAN

LILY GARDEN, RL2
AMOLI'S GOLDEN LILY

ALL WINDOWS HEAVILY BARRED
SCALE : 1" = 10'

THREE FOOT THICK ADOBE WALL



SECOND FLOOR PLAN

LILY GARDEN, RL2

AMOLI'S GOLDEN LILY

ALL WINDOWS HEAVILY BARRED

SCALE : 1" = 10'



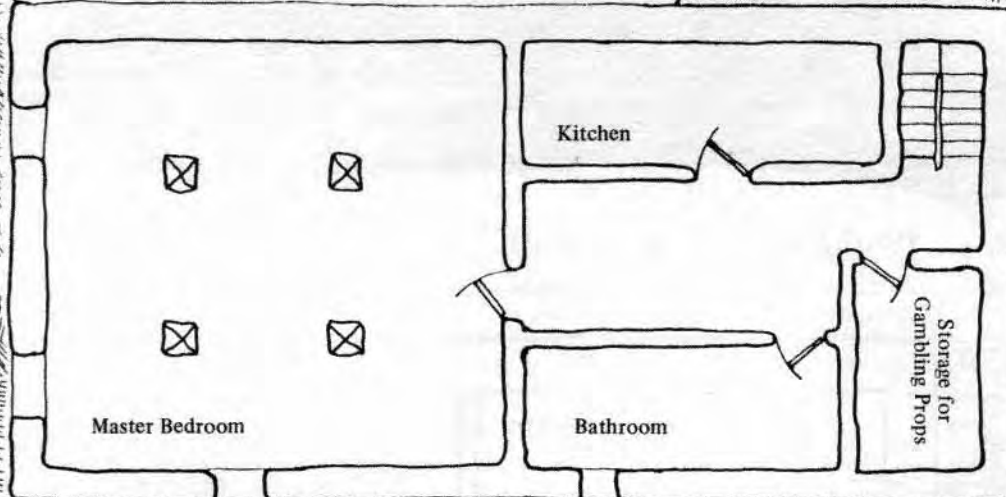
CORDILEONE'S GAMBLING HOUSE RL1

All Windows Stoutly
Double-Barred

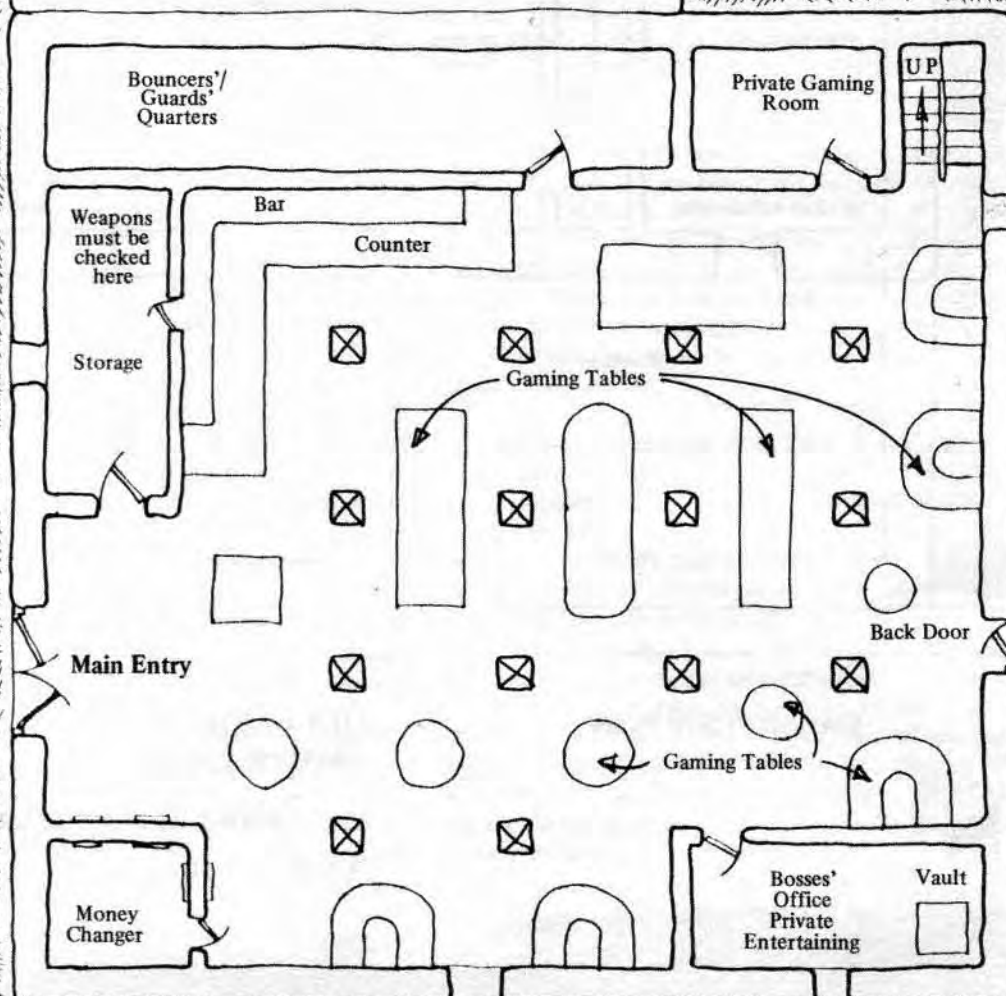
SCALE: 1" = 10'

Cordileone employs
15 bouncer/guards
working around the
clock

THREE FOOT THICK ADOBE WALL



SECOND FLOOR PLAN

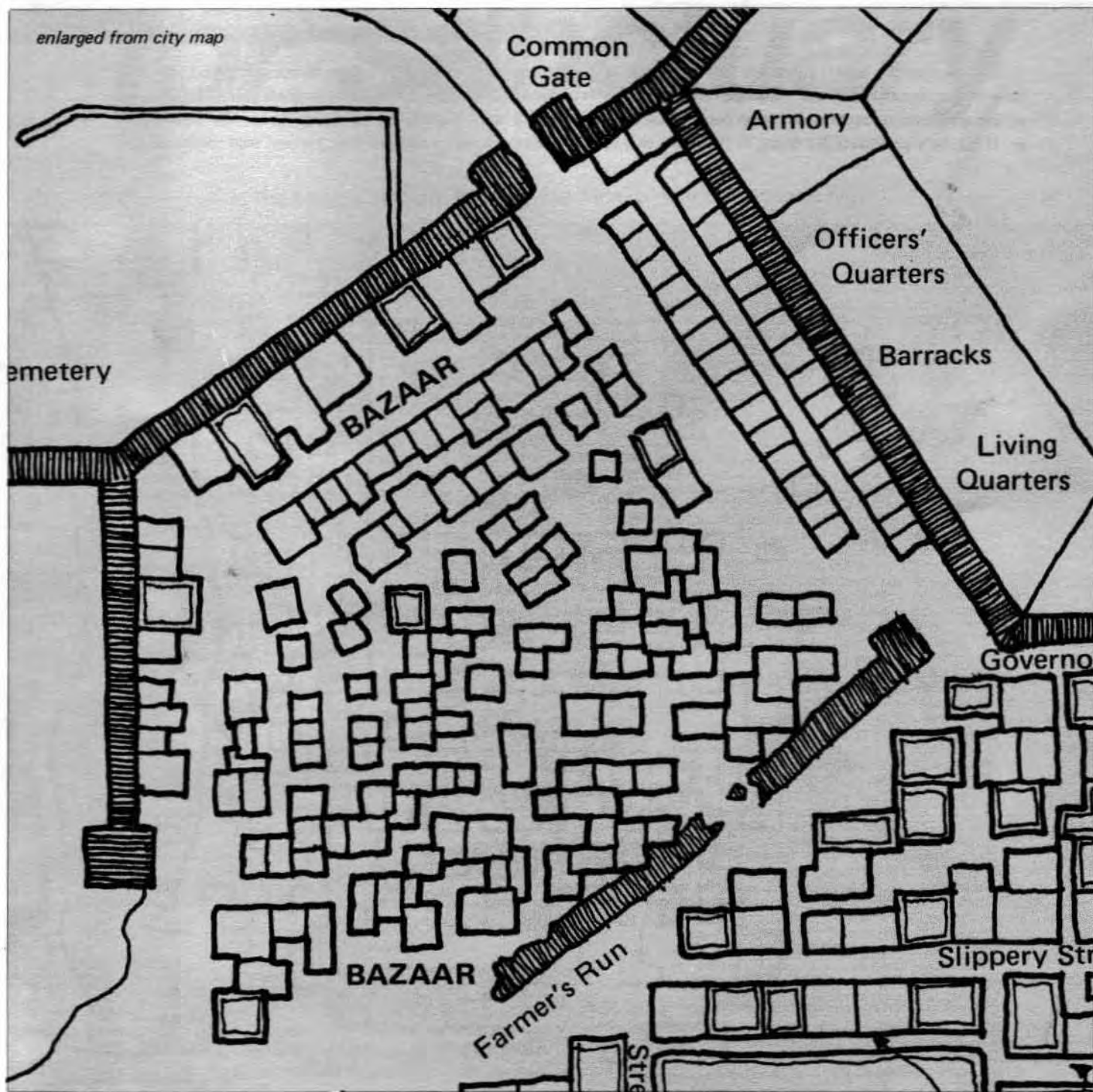


FIRST FLOOR PLAN

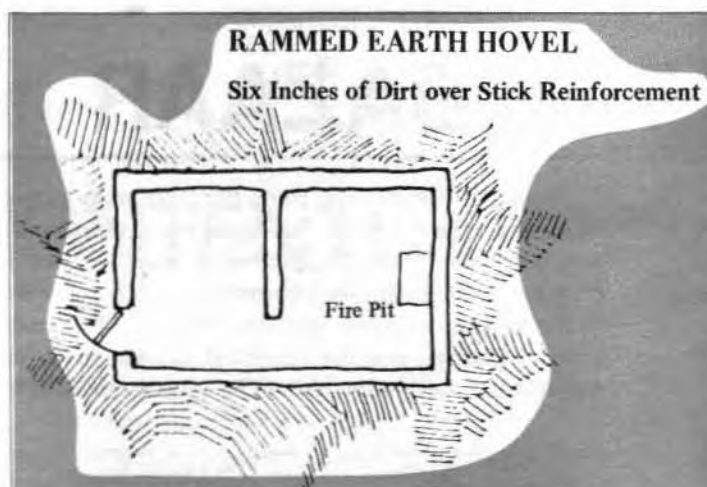
THE BAZAAR

Except for the shanties along the three walls of the bazaar, all the booths in the bazaar are taken down each night at sundown and put up again every morning at false dawn. They are generally sturdy tents rigged into approximately 10' by 10' shapes and generally have one occupant/shopkeeper. The tent might be divided by a cloth partition, to give the occupant some privacy or shield the more valuable or illicit articles he has to sell.

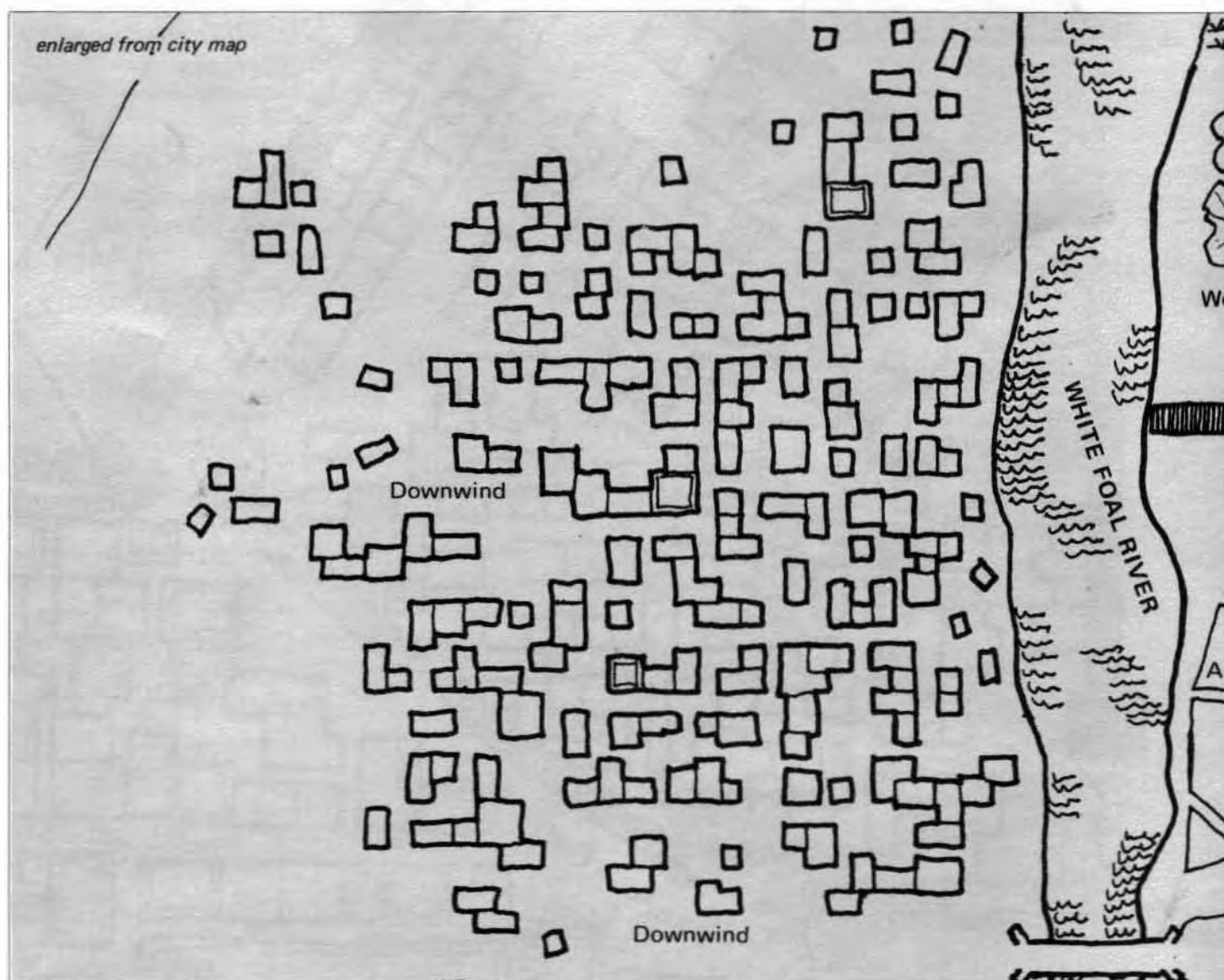
Some tents are open, allowing the public full access to closely examine the wares. Most are closed off with a board counter, and the interested shopper must indicate his choice to the keeper, who will bring it from a free-standing shelf in the back to be closely examined by the potential purchaser.



DOWNWIND



This is a rather stately hovel for Downwind. It is made from dried mud, rather than scrounged wood, and may have lasted through the last three or four fires relatively intact (although the owners probably didn't). The wall which attempts to separate the two parts of the hovel may be a later addition by an upwardly mobile Downwinder. If so, he's undoubtedly living in the Maze this very moment, climbing another step toward true respectability.



THE SEWERS OF SANCTUARY

When Sanctuary was founded, the town sewage ran down its streets into the bay or into the White Foal river. As the city grew, and more permanent buildings rose from the ruins of the mud and wattle hovels, the original street sewers became first central gutters and then covered gutters. When the Kingdom of Ilsig conquered the town, engineers turned the gutter system into a full sewer system, marked as double lines on the accompanying map. During this renovation many old sewers were blocked off and circumvented, which started the original tunnels of the city's elaborate underground.

Neither gamemasters nor players should be misled by the existence of sewers: the streets of Sanctuary still run with offal and garbage. The street sewers feed into the sewer system every three or four blocks, and the offal must move through the streets to reach the sewers.

Goraddis Jarl, Ilsig governor of Sanctuary 20 years before the Rankan invasion, originally conceived the full tunnel system as a means for surreptitious movement by defending troops. But Goraddis was removed from office for misappropriation of funds; his successors had no firm knowledge of the system when Ranke attacked.

The map shows the full extent of the system in the days of Goraddis Jarl. Details are not exact. Every tunnel has another tunnel paralleling it, weaving around it, or feeding into it in any given hundred foot section.

Since the Rankan conquest, more elements of the system have been blocked off or altered. Only one of these changes is shown on the map: the tunnel which now connects the villa of Lastel with the Lily Garden has been isolated from the rest of the network by the magics of Lythande.

According to Myrtis' testimony to Zalbar, all other tunnels still interconnect—but this may be wishful thinking. All that can be said for sure is that the catacombs under the Street of Red Lanterns connect with the Governor's Palace and with the watch post on the White Foal river. Kadakithis barely realizes that the tunnels exist, and no attempt thusfar has been made to chart the system.

Gamemasters should note that the tunnels and sewers interconnect, and that some of the tunnel blockages and sewer back-ups come from overflows among these interconnections. See the map of the Maze Underground to appreciate just how the interconnections develop.

After trial and travail, player-characters may find the above map in the private vault of Myrtis, in the library of Enas Yorl, in the memory of Lythande, in Melilot's Scriptorium (in a recently-bought pile of scrolls which Melilot has yet to examine), and in Jubal's private library. Each version differs, and has many hand-made corrections. Many fraudulent versions are for sale in the Maze and elsewhere.

—Steve Perrin

