

THE MINES of KERIDAV



Camelords, Ltd.

A FABULOUS DWARVEN TREASURE OF GOLD!!

A LOVELY, HELPLESS PRINCESS HELD CAPTIVE!!

DANGER, AND HEART-THROBBING EXCITEMENT!!

Within the fabled Mines of Keridav lies an immense treasure in gold and fine gems. And . . . the lovely princess Irzeena, daughter of the King in Tualyn is held captive somewhere deep in the bowels of the Mines -- her father offers great rewards for her rescue and return. A simple task for a band of hardy adventurers -- storm the mines and rescue the girl, pick up a few pieces of golden jewelry encrusted with finely cut and faceted gems in the process. Simple enough!

However, here also can be found the potent mage Keridav, master of many spells, and the 300 strong orcish army he used to capture the mines of the dwarves years ago. The rescuers will need stealth and guile to enter the Mines and abstract the lovely captive, for their lives are forfeit if they should get caught by the orcs!

The Mines of Keridav is a scenario packed with possibilities for adventure. From the rescue of the King's daughter to the freeing of the few remaining dwarves at the Mines to woodland encounters with assorted beasts, the excitement never ends -- yet it is suitable for lower level characters. A fine play aid, usable with all the major systems.

A FOREWORD

On the last few pages of this book can be found the specific character statistics for most of the Non-Player Characters used in this book. These are given in standard Thieves' Guild™ format. For those not familiar with the Thieves' Guild™ series, an explanatory section is included. These statistics are provided so GamesMasters may more readily adapt the NPCs and monsters to their own campaigns.

The Mines of Keridav is a significant departure in method for Gamelords, Ltd. This book and its companion volume, The Demon Pits of Caeldo, are the first generic adventures published by the company. There will probably be more to follow. If you, the reader (GamesMaster), have ideas of what you would like to see in these possible future volumes, please drop us a line at:

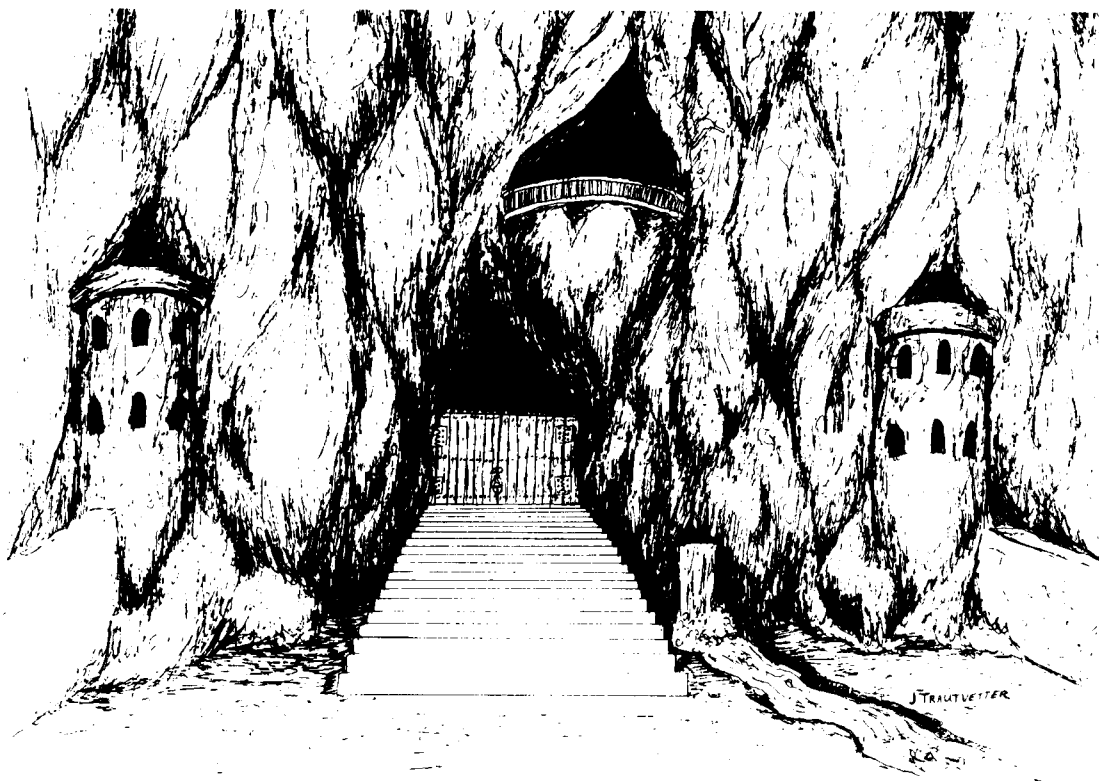
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The Mines of Keridav

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The Mines of Keridav is a prepared play-aid for use with fantasy role-playing games such as:

Arduin Grimoire

Grimoire Games
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Each of the above rules systems covers the mechanics of fantasy role-playing in its own distinctive way. They all answer the question *how*—how to move, how to fight, how to generate a character, etc. This scenario answers the questions *what, where, when* and *who*.

Our playtesters have found that it is easy to convert *The Mines of Keridav* for use with any set of game mechanics. The biggest change from one system to another is in the non-player character and monster descriptions. In this scenario we have listed the *Armor Equivalency, Movement, Level, Damage Done* and *Damage Potential* for each non-player character and monster. These figures may have to be adjusted when using *The Mines of Keridav* with some game mechanics. To aid you in this we have left plenty of room next to the characteristics, so you can write the numbers needed for the game mechanics you are using directly into this book. A good Gamesmaster can accomplish this task in just a few minutes.

Magic systems change from one set of game mechanics to another. We have assigned the spells that non-player characters and monsters use in this scenario general names, such as *Image Distortion* and *Invisibility*. You will easily be able to find equivalent spells in whatever system you are using.

The last thing the Gamesmaster should check before running this scenario is the value and amount of the treasure to be found. The amount of treasure available changes not only from game system to game system, but also from campaign to campaign. Each Gamesmaster has an idea of how much treasure should be available to the characters. We suggest that the Gamesmaster go through this scenario with an eye toward changing the amount of treasure available, if necessary, to put it in line with his own campaign.

Once the above has been accomplished, the Gamesmaster is ready to run. You now have a complete role-playing scenario, individualized for your own game mechanics and campaign. You will find there are endless possibilities within this scenario. Your players can interact with the townsfolk, or explore the countryside, or proceed stout-heartedly to the mines. You will find that most possibilities have been accounted for.

Kerry Lloyd and his Fantasy Campaign have been delighting Washington area FRP gamers for years. Kerry will be giving us more glimpses into his world for our Role-Playing Scenarios series. If you like *The Mines of Keridav*, drop us a line. We'll put you on our mailing list, and keep you up to date on our publications plans.

Introduction

The Mines of Keridav contains maps of the mines, their entrances, a goodly portion of the surrounding territory, and the town of Farverol. It contains descriptions of the various rooms and chambers of the mines, the inns and houses of the village, notes on the major personalities and monsters, and the legends of the mines. It also contains descriptions of the wilderness area around the mines and the village—the peaceful (mostly) Valley of the Tiraval.

A Gamesmaster running this scenario should note that there are possibilities here for many different adventures, in town, castle, wilderness, and of course the mines themselves. This scenario was designed primarily for characters of lower rank, up to and including the 4th experience level. It is possible for an entire party of adventurers to come to a grievous end, but any party which uses a modicum of caution and wit can survive, and profit handsomely.

It should be noted that as one approaches the area of the mines, one may encounter patrols of orcs, who are guarding the mine entrance. There is also a high probability that any party entering the town will attract the attention of Keridav's spies, and guard patrols will be doubled.

If a second attempt is made to penetrate the mines, the Gamesmaster should make sure its denizens are well prepared and wary. Guards will be increased, both inside and outside the mines. There will be more spies in the town, and also along the river Tiraval. However, if the guards of the mines are fairly sure that none of the adventurers escaped alive, they will be more lax in their duties.

A Gamesmaster should not end this scenario with the adventurers leaving the mines. The scenario should end only when the adventurers exit along the Great Road, unless the adventurers plan to take up residence in the area and it is to be part of an ongoing campaign. A lot can happen to adventurers from the time they leave the mines to the time they get onto the Great Road, where they are (at least technically) under the King's protection.

A final note: should the adventurers actually manage to rescue the Princess Irzeena, they are in for an unpleasant surprise. The King will be overjoyed to be reunited with the Princess, and will immediately hold a banquet for the adventurers. He will grant them baronies, as promised. But when it comes time for the adventurers to receive their money, they will find the King no longer willing to see them. If they inspect their baronial holdings they will find them in bad repair, overgrown and neglected, and perhaps invested with thieves and highwaymen. The clearing out of these holdings could become an interesting scenario in itself.

Conventions

AE—Armor Equivalency: This indicates the difficulty of striking the target. The following abbreviations are used to indicate varying effectiveness of armor:

- P&S:** Plate armor and shield
- P:** Plate armor
- M&S:** Chainmail armor and shield
- M:** Chainmail armor
- L&S:** Leather armor and shield
- L:** Leather armor
- S:** Shield in use
- C:** Clothing
- N:** No armor at all

MV—Movement: This is given in terms of feet covered every six seconds (i.e. one Combat Turn). A second figure means that the being in question can travel in a different environment as well (air or water).

CL—Creature Level: This indicates the relative effectiveness of the being in combat. In some games this is used to cross-reference with the target's AE to determine the being's chance to cause damage to the target. It is also used to indicate an NPC's experience level.

DD—Damage Done: This is usually given as a range of damage points which are subtracted from the target's DP (see *Dice Conventions*).

DP—Damage Potential: This is the number of points of damage the being can suffer before he dies.

Remember that if a twenty-sided die (D20) is used to determine if a target is struck, an alteration in the probabilities of 5% modifies the die roll needed by 1. For example, a creature is 10% harder to hit than P&S. An adventurer must normally roll higher than 16 on a D20 to strike a target in P&S. In this case, the adventurer would have to roll 18 or higher. If the adventurer had a sword with a +5% hit probability, he would only have to roll 17 or higher.

Room Descriptions: In the descriptions of some rooms, the name of the chamber is followed by a number in parentheses. This number is a code to indicate what type of walls, floor and ceiling the room has:

code #	walls	floor	ceiling
1	rough stone	rough stone	rough stone
2	finished stone	finished stone	finished stone
3	finished stone	tiled	finished stone
4	stone, plaster	tiled	stone/plaster
5	wood panels	tiled	stone/plaster
6	natural stone	natural stone	natural stone
7	natural stone	earthen	natural stone

Dice Conventions: Die rolls of various kinds are used in this scenario. When a die roll is called for, it will be noted in the following form: $x\text{D}y$.

"y" indicates the type of die to be used. D6 means a regular six-sided die; D20 means a twenty-sided die; D% means percentile dice (1-100); etc. "Odd" types of die rolls can be made by manipulating standard types of dice; for example, to roll "D3," roll a D6 and divide the result by 2, rounding up.

"x" refers to the number of dice to be rolled; the total score of all the rolls equals the final figure. 2D6, for example, yields a figure from 2-12; 3D% a figure from 3-300; etc. It is also possible to indicate a flat addition to a die roll; for example, "2D6+3" would yield a figure from 5-15.

(+x%) indicates an addition to the being's hit probability with a given weapon. (+10%) would mean, for example, an addition of +2 to hit probability, if a D20 is used for combat.

Overheard at the Tavern of the Dancing Bear in the City of Tualyn

But my good sir, you must have heard about the kidnapping of the Princess Irzeena! For the past fortnight there has been talk of nought else... Well then, let me find the beginning of the tale, and start there.

'Twas three weeks to this very day that the mage Keridav came to this fair city to pay homage to King Harol. Keridav, knowing that the Royal Coffers were less than filled, had another reason to come to Tualyn. He had hoped to buy himself a legitimate title, perhaps a dukedom, and a good chance he had too. Our King, Harol the Fair, had so greatly reduced the Royal Coffers by buying precious baubles for the Princess Irzeena, that he gave consideration to Keridav's petition.

Unfortunately, during his audiences with King Harol, Keridav was introduced to our fair Princess Irzeena, and like so many others before him, his heart was captured by her. 'Twas barely a fortnight ago that Keridav had his last fateful audience with King Harol.

A word or two about Keridav the man are now in order. He is of average height, with a fair countenance, and his face does not show his full fifty years and five. He is habitually well dressed, and his manners are pleasing. He has one affliction. When he is nervous or under stress he has trouble with his memory, and also begins to stutter. A bad quality for a mage you say—how much worse for a suitor?

During his last audience with King Harol, Keridav asked for the hand of Princess Irzeena in marriage. Being a man as other men, he grew nervous when asking for the hand of Princess Irzeena, and began to stutter badly. The next sound to be heard was that of Princess Irzeena's laughter: she had been listening from a darkened alcove to the audience. The King and his courtiers stood aghast as both Keridav and the princess disappeared, with only a faint swirl of dust to mark the places they both had stood.

My tale ends here, but the Princess Irzeena's (gods willing) does not. The King has graciously offered a reward of 20,000 gold coins and a barony to whoever returns the Princess to him. There is an additional reward of 10,000 gold pieces for the head of Keridav. It is said that Keridav's lair is but 150 miles north along the Great Road—but I am afraid that we have no heroes left brave enough to rescue the poor Princess.

Common Knowledge in the Valley of the Tiraval

For eons the mighty Cliffs of Vardern have stood silent vigil over the valley below. Over their broad shoulders the River Tiraval thunders majestically to the valley floor, then flows at a more sedate pace toward the village of Farvelor, and the civilized lands beyond. It is six hundred years, men say, since the first dwarves came to the Cliffs of Vardern. They settled near the Falls of the Tiraval, and began mining and expanding the caverns which they discovered in the sheer face of the Cliffs. And for many years and a day they dwelt there in peace.

The dwarves were quickly accepted by the folk of the valley. They were little seen, as they kept mostly to their caves. Occasionally however, a small party of dwarves would follow the banks of the Tiraval to the village of Farvelor. In Farvelor, the dwarves would trade their marvellously faceted gemstones, their weapons of

razor sharpness and fine balance, and lovely pieces of jewelry, for local foods. The dwarves would linger to sample the fine, and potent, ale of the village before returning to the mines. In this way year followed year.

During the Time of Darkness, Farvelor and the dwarves suffered, as did all of Midguarde. A huge party of Goblins, Hobgoblins and Ogres invested the valley and laid siege to the dwarves in their mountain fastness. The valley was devastated, and all good men fled, but the stout dwarves withstood attack after attack by the loathsome enemy. When the evil tide was finally turned back, villagers and farmers returned again to their valley homes. They asked the dwarves to help them rebuild their fair valley, but the dwarves bethought them of their solitary struggle against evil, and withheld their aid. Since this time there has been little commerce between dwarf and villager.

It has been five years since a dwarf was last seen in Farvelor. For many seasons the Cliffs of Vardern have been shunned by villagers and farmers alike. No one now knows how the dwarves fare, nor do many care. Lately, orcs have been reported seen near the Cliffs, and some solid citizens believe that they have seen a dragon to the north of the town. Strangers are no longer so welcome as in times of yore, and all good people now bar their doors and windows when the sun goes down.

For the Gamesmaster

Fifteen years ago, Keridav, then an itinerant mage, paid a visit to the dwarves in their mines. Being hungry for news of the world, the dwarves foolishly extended him their hospitality. Keridav was shown parts of the mines; and the parts he saw were so rich that he dreamed at night of the richness that must be hidden from him. After a long stay, Keridav bid adieu to the dwarves and strode off once again into the world. This was the last the dwarves were to see of him for ten years.

Keridav finally returned to the mines, and once more was made welcome by the dwarves. On this occasion Keridav came not to tell tales but to conquer. He had hidden a mangy band of orcs in the forest outside the mines. When all the dwarves were gathered together at their evening meal, Keridav held them entranced with his tales as he prepared a spell that put one and all to sleep. His band made short work of the sentries, and when the sun rose Keridav was master of the mines.

Keridav keeps the dwarves busy working the mines, and also making weapons, jewelry and other items that can increase his treasury. Keridav is currently keeping Princess Irzeena in a luxuriously furnished chamber in the mines. He is convinced that no woman can resist his charms for long (when he isn't stuttering), so she is left to her own devices most of the time.

Evil seeks evil; so the ancient saying goes. And so it is in the valley. Once a woman could walk from one end of the valley to the other with a gold circlet on her arm and a melody on her lips, and not be molested by being nor beast. Now the Cliffs and the surrounding area are shunned by all good folk. Orcs, wolves, thieves, giant ants, dragons and other horrible things have been seen in the Valley of the Tiraval. It takes a brave man to go near the Cliffs, and brave men are few.

Hints for the Gamesmaster

Hints on handling each adventure area (castle, town, wilderness and mines) will be given at the beginning of the appropriate section. These hints will cover some of the odd situations in which players may find themselves.

General Hints

The Gamesmaster (GM) should start his players at the southern exit of the Great Road, if he is not going to start them in the city of Tualyn, and let them proceed as they will. If they elect to visit Farvelor, and specifically Skenshi's Tavern, there are possibilities for a good brawl, or for the gathering of information. Elsewhere in the town, the party may hear some rumors of what lies ahead, and advice on the general direction in which to travel.

Coshing

Occasionally a player or non-player character (NPC) may wish to sneak up behind some unsuspecting being and cosh or blackjack him. Following is a suggested method for handling this:

First, the being must move silently up from behind the intended victim. To move silently: roll 1D20, subtracting one pip for each dexterity point in excess of 15 (if dexterity is scored on 3D6); with class C (clothing) rated at zero (0), add one point for each class of armor the victim is wearing. If the result is equal to or less than the being's dexterity, he has moved silently. The GM should make this check for every 20 feet of movement. If the roll fails, the victim has heard his attacker and turns to fight, run, or yell for help.

If the attacker has reached the victim silently, roll on the table below for success of the cosh. If the roll of 1D20 is greater than the number shown for the particular headgear the victim is wearing, then the victim is rendered unconscious. If the roll is 10 or more over the minimum, 1D6 of damage is also done. If the roll is exactly equal to the number, there is a 50% chance the victim is rendered unconscious, but has a

chance to yell for help first, and a 50% chance the blow has missed completely. Add one pip to the die roll for each point of dexterity the attacker has in excess of 15 (again, if 3D6 are used); subtract 3 if the victim has a camail (neck protection).

Coshing Table	
headgear	to hit (D20)
metal helm	16
leather helm	12
coif only (helmet liner)	9
nothing	3

The Valley of the Tiraval

Wilderness Hints

A party blundering indiscriminately about in the countryside without a plan of action will usually present some monster with a fine dinner. If the players gather rumors carefully, and pay attention to them, their best course of action should be to swing straight east from Farvelor to the holding of Thos and his sons. They should then work north to the secret entrance to the mines. A successful evasion of the orc patrol would help to conceal the party's presence until they gain entrance into the mines.

Do not be too free with information about the mines and the surrounding countryside. The players should be made to work to gather sufficient information to tackle the mines. If it was easy to gain entrance to the mines and destroy Keridav—many others would have

already done so. A couple of weeks spent in the vicinity of the village should enable the players to gather most rumors that are available about the mines, and perhaps engage in some side adventures.

There are sufficient hunting ranges in the wilderness (see Map B) to eliminate the need for wandering monsters; if the Gamesmaster truly desires to make life difficult for his players, he may add some on his own—we suggest, though, that he remember that this is supposed to be a scenario for lower levels of experience or relatively new characters, and not populate his wandering monster table with world-gobblers.

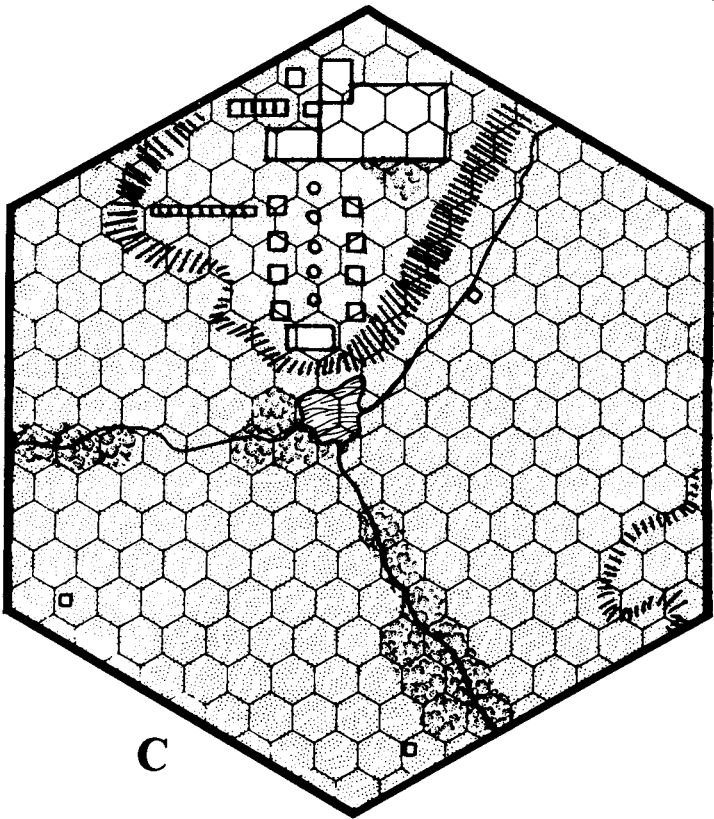
A final note: remind your players that they may run away from most of the monsters encountered. A live coward may turn into a live hero, but a dead hero only turns into dust.

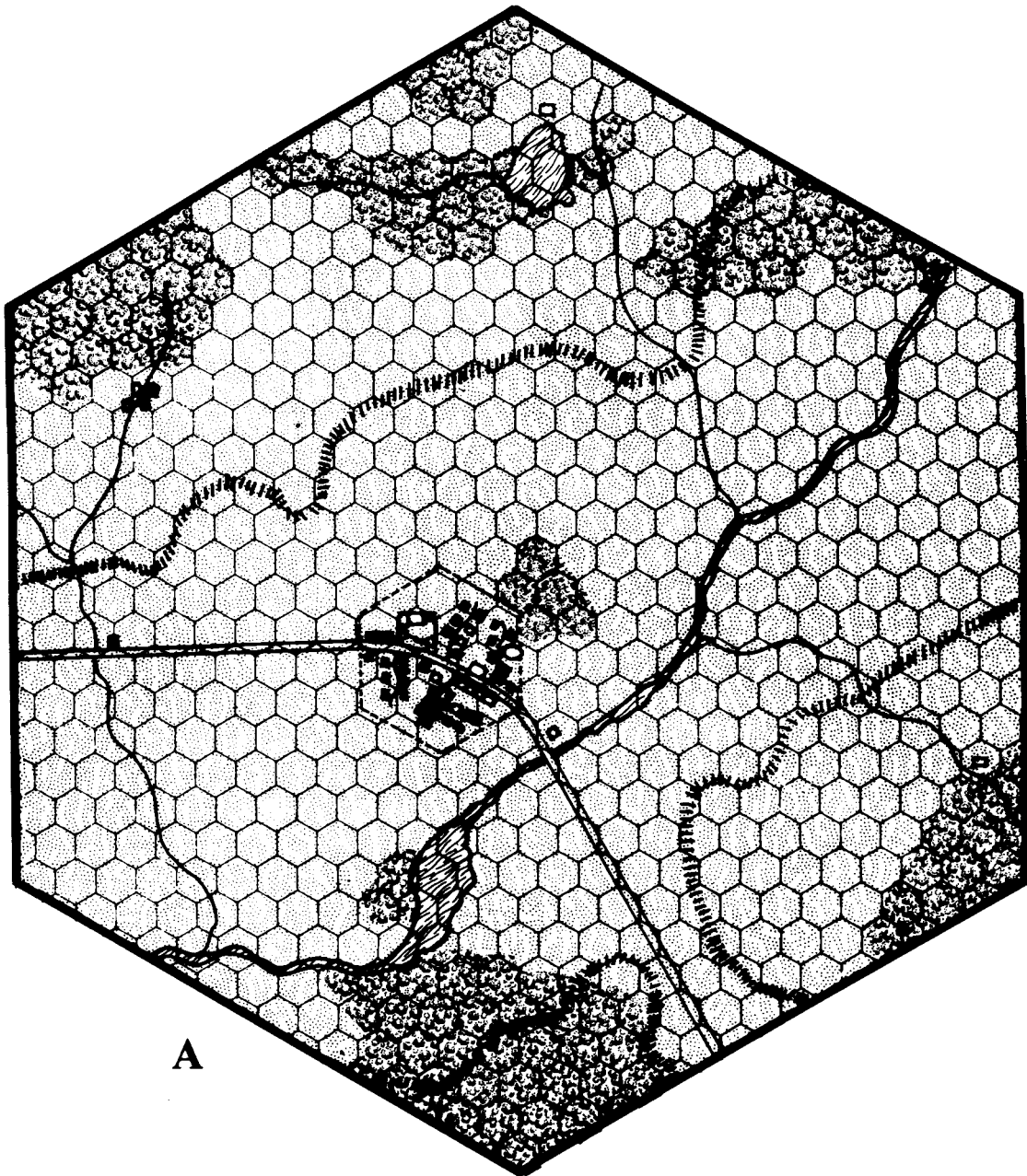
Wilderness Map Key

A Farvelor
The town of Farvelor, population about 450; site of Skenshi's Tavern. There is a healer residing in the town who is capable of cutting healing time for wounds in half. (see p. x ff.)

B Castle Caeldo
The ruins of Castle Caeldo, population (known) about 13. This edifice has been in ruins for over 300 years, and is currently the lair of a gang of highwaymen. Rumor has it that there is fabulous treasure (and horrible death) awaiting whosoever is brave enough to venture into its haunted depths. The rumor is true. (see p. x ff.)

C Thos's Steading
The holding of Thos and his eight sons, population about 35. This is a self-sufficient family steading, which rarely trades with Farvelor. It is said that Thos's hospitality is generous.





A

D Tolon

The hamlet of Tolon, population about 60. This is a small farming community whose populace trades in Farvelor. There is a rumor passed in the tavern about an old miser living in Tolon who has amassed over 5,000 gold pieces and hidden them on his property. The rumor is false.

E Suthon

The hamlet of Suthon, population about 50. This is another small farming community. It is rumored that this is the location of the tomb of Cordres, a valiant hero who died in single combat with a red dragon (the dragon died too). He is rumored to have been buried with much treasure of gold and weapons. This rumor is true.

F Wolves

The hunting range of a pack of 15 wolves. There is a 20% chance per hex of territory crossed within the range that the pack will scent a party and give chase.

Wolf Leader

AE: L
MV: 100'
CL: 3
DD: 1D4+1 (+5%)
DP: 16

Pack Wolves

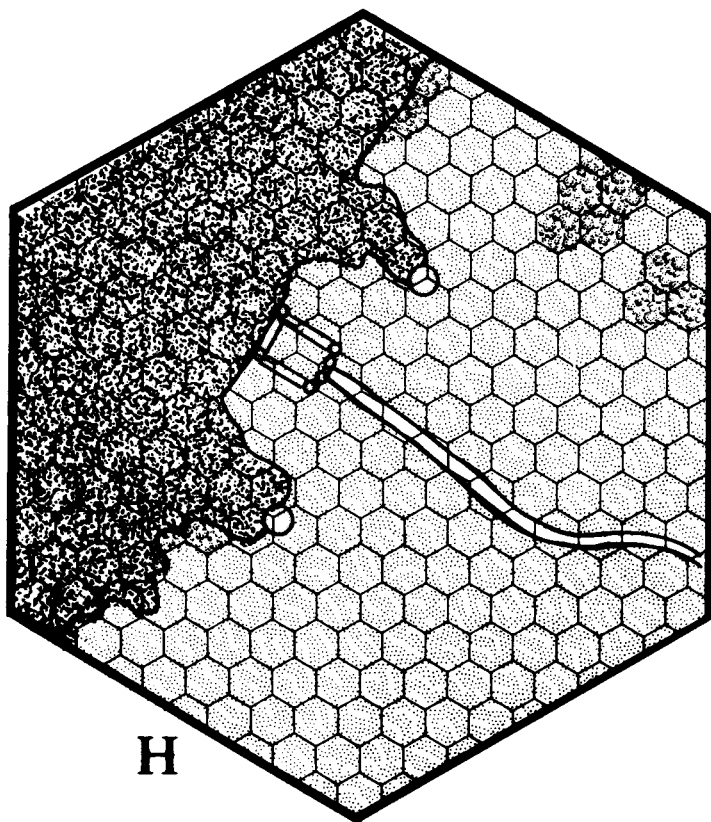
AE: L
MV: 90'
CL: 2
DD: 1D4+1
DP: 13, 8, 9, 5, 15, 12, 11, 6, 11, 11, 9, 14, 11, 9

G Orc Patrols

The patrol ranges of the orcs guarding the mines. There are normally six patrols of 7 orcs each. There is a 25% chance per hex of meeting an orc patrol—if an orc patrol is met, there is a 20% chance the party will not know they have been spotted. If a patrol is fought, any escaping member of the patrol will carry warning to the mines. A perfect clean-up of the entire patrol leaves only a 5% chance of detection by the next patrol to pass by; patrols are comprised of 1 rank 3, and 3 each rank 2 and rank 1 orcs.

H Main Entrance

The main entrance to the mines. (see *p. x ff.*) Note the fortifications, which are patrolled. Note also the two isolated sentry posts on the cliff face. Each holds 1 orc of rank 1, teleported there by Keridav on a weekly rotation. The posts can only be reached by flying or teleportation.



H

I Baboons

The range and feeding grounds of a pack of baboons, 45 strong. If a party camps in their territory, they will attempt to overrun the campsite at night. They will steal anything they can get their hands on, particularly food. There is a 40% chance that if chased a baboon will drop any given item. There is a 30% chance that if chased a baboon will turn and fight.

Male Baboons

AE: L&S
MV: 150'
CL: 1
DD: 1D6
DP: 12, 10, 9, 8, 8, 9, 7, 10

Female Baboons

AE: L
MV: 120'
CL: 1
DD: 1D4
DP: 8, 1, 5, 5, 5, 1, 3, 8, 2, 3, 2, 2, 7, 5, 3

Young Baboons

AE: S
MV: 100'
CL: ½
DD: 1D3
DP: 2, 4, 2, 3, 3, 3, 1, 1, 1, 3, 1, 1, 3, 2, 2, 2, 1, 4, 3, 4, 2, 4

J Green Dragons

Cavern home of four green dragons. There is a 10% chance per hex of being spotted and investigated by one of the adults if within ten hexes of their home. There is a 60% chance of evasion if spotted. Evading the dragons increases chances of being spotted by an orc patrol by 25%. The dragons will automatically defend themselves if attacked or threatened in any manner.

These dragons do not speak, nor can they cast any magic spells. Their cave contains 7,500 gold pieces, and 16 gems. Half the gems are worth 100 gold pieces each, the others 50. Note that the damage done by a dragon's breath weapon is always equal to its current DP. If a dragon takes hits, its breath weapon will decrease in effectiveness.

Male Dragon

AE: P&S
MV: 90'/240'
CL: 9
DD: 1D6/1D6/2D10; breath = gas for 54 DP
DP: 54

Female Dragon

AE: P&S
MV: 90'/240'
CL: 8
DD: 1D6/1D6/2D10; breath = gas for 40 DP
DP: 40

Young Dragons

AE: P
MV: 70'/180'
CL: 7, 7
DD: 1D4/1D4/2D8; breath = gas for 21, 14 DP
DP: 21, 14

K Lake Ladur

Lake Ladur, whose bottom has never been plumbed, where dwells a tribe of mermen. There is a 20% chance that any character swimming in the lake will be taken prisoner by the mermen, never to be seen again.

L Black Dragons

The hunting range of a family of black dragons who live on Dragon Isle (see *N*). There is a 15% chance per hex of being spotted and investigated by one of the adults if in the forested area, and a 45% chance of being spotted if on the beach. There is a 60% chance of evasion in the forest and a 20% chance of evasion along the beach. There is a 60% chance that any character escaping the dragons by going into the lake will be captured by the mermen. The dragons will attack automatically if they are attacked or molested. See listing *N* (Dragon Isle) for their stats.

M Gorgons & Wyverns

The hunting range of 3 gorgons and 2 wyverns. There is a 15% chance per hex that a party will encounter the gorgons during the daylight, with an additional 10% chance per hex along the river. There is a 40% chance of evasion in the forest, but only 25% along the river. There is a 10% chance of the party being visited by the wyverns if they camp in the range for the night, with an additional 40% chance if a fire has been lit. There is a 75% chance of evasion of the wyverns if no fire has been lit, but only a 20% chance if there is a fire; there is also a 35% chance of a visit by the gorgons if a fire has been lit; there is only a 15% chance of evading the gorgons at night.

Gorgons

AE: P&S
MV: 120'
CL: 8
DD: 2D6; breath = petrification
DP: 38, 43, 34

Wyverns

AE: P
MV: 60'/240'
CL: 8
DD: 2D8; sting = 1D6 + poison (death)
DP: 32, 45

At the gorgons' lair is a petrified elf. The elf has a broadsword +5%, and a shield +5%, and a cloth backpack containing a piece of jewelry worth 1,100 gold pieces.

At the wyverns' lair is a skeleton in a rotted robe, clutching a wand (*lightning strike*, 5 dice of damage, 7 charges), lying on a backpack containing 7 gems worth 50 gold pieces each, and a scroll (*find hidden object*, and *fear spell*). If the party buries the skeleton, where they dig they will find a small chest containing 500 gold coins and a potion of *invisibility*.

N Dragon Isle

On Dragon Isle, amid jumbles of overgrown rock, live 5 black dragons. There are 6,500 gold pieces and a ring of *safety from fire* to be found in their lair. Of course there will always be at least one dragon in the lair.

Male Dragon

AE: P
MV: 120'/240'
CL: 8
DD: 1D5/1D5/3D6; breath = acid for 40 DP
DP: 40

Female Dragon

AE: M&S
MV: 120'/240'
CL: 7
DD: 1D5/1D5/3D6; breath = acid for 28 DP
DP: 28

Young Dragons

AE: M
MV: 90'/180'
CL: 7, 6, 6
DD: 1D4/1D4/2D6; breath = acid for 14, 12, 6 DP
DP: 14, 12, 6

O Secret Entrance

This is the secret entrance to the mines. The path wanders for about two miles through many linked small caverns. Eventually it comes to a three-way fork. This junction is 200 yards south of the main body of the living quarters. The right passage goes to the first level barracks rooms (room 9), the left goes to the juncture of all the passages between all three mine levels (near room 14), and the center passage goes down to the forge room on the second level (room 57). (see *Maps C, D & E*) There is a 20% chance for each cavern passed through that the party will encounter 1D4 Cavern Lizards. There is also a 10% chance that a solitary Lizard will be encountered in the passageways between the caverns. If 4 or more Lizards are encountered in any cavern, there is a 35% chance that one of them will be the "Cavern King."

Cavern Lizards

AE: L&S
MV: 80' (on any surface)
CL: 3
DD: 1D4 + poison (st. +3; slumber 4D6-hours)
DP: 2D8+4

Cavern King

AE: M&S
MV: 60' (on any surface)
CL: 5
DD: 1D6 + poison (st. +1; slumber 6D8 hours)
DP: 27

P Giant Ants

This is the nesting and foraging grounds of a tribe of giant ants. The dotted lines are trails the ants follow to their foraging areas; there is a 45% chance of encountering 3D6 ants if a party crosses a trail. 10% of the ants encountered will be warriors. There is a 70% chance of encountering 5D6+10 ants per hex if the main foraging area is crossed; 40% of these ants will be warriors. There is a 75% chance of evasion from ants away from the main foraging area, and a 25% chance of evasion in the main foraging area.

The ants' nest is located in the middle of their foraging area. There is a 15% chance per character who goes into the nest that he will become so lost in the winding tunnels of the nest that he will not be seen again. If the nest is entered 3D6 warriors will appear to defend the Queen. 3D6 additional warriors will appear every fifth combat turn. In the Queen's chamber are 40 of the largest warriors, and a pile of gold nuggets worth 9,000 gold pieces. There is only a 35% chance that the Queen's chamber can be located. The chance of becoming lost applies to adventurers going into the nest and coming out as well.

Warrior Ants

AE: P
MV: 180'
CL: 3
DD: 2D4
DP: 3D8

Worker Ants

AE: P
MV: 180'
CL: 2
DD: 1D6 (only in self-defense)
DP: 2D8

Queen's Guards

AE: P&S
MV: 120'
CL: 4
DD: 2D6
DP: 4D8

The Queen is immobile and defenseless.

R Unicorn

The grazing ground of a unicorn. There is a 5% chance per hex that the party will spot this rare creature. There is a 10% chance that the unicorn will approach the party on its own. It will come close to the group only if the group includes a female. There is a 40% chance that the unicorn can be tamed and ridden by a virgin female, but only if the unicorn elects to approach the party on its own.

Unicorn

AE: P&S
MV: 240'
CL: 5
DD: 1D6/1D6/1D12(+10%); initial charge = 2D12
DP: 24

S Griffons

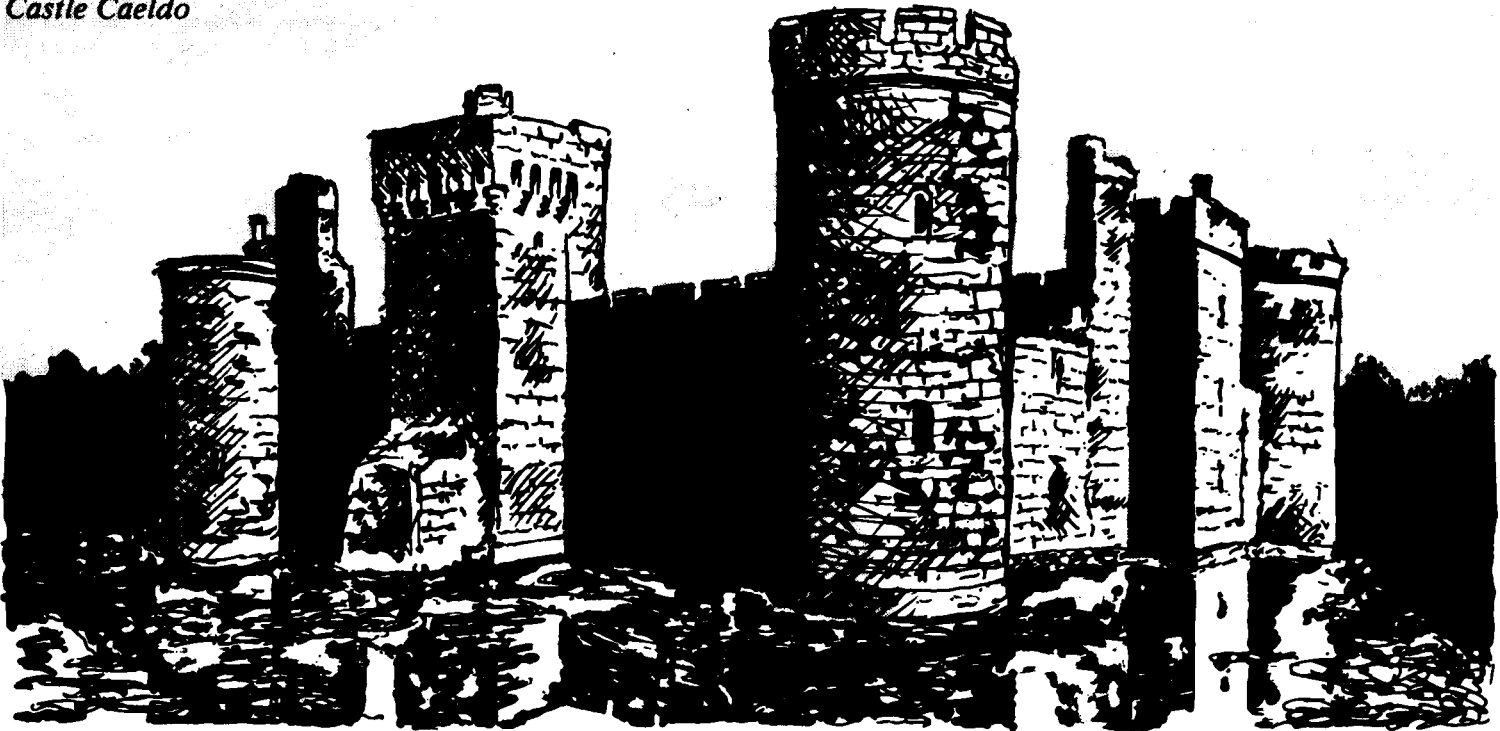
This is the lair of 2 griffons. It is located high up on the cliffs. There is a 15% chance that the griffons will investigate any party within three hexes of their lair (roll once per day). The griffons will attack 25% of the time if they appear to investigate. A party has a 20% chance of evading the griffons, but this evasion adds 25% to their chances of being spotted by an orc patrol. If the griffons are tracked to their lair a pair of eggs will be found in the griffons' nest. Further search of the nest will reveal 3D4 gems worth 10 gold pieces each. There is a 40% chance of falling off the cliffs for each character without climbing skills. The lair is 650 feet up the cliff, and 1D6 damage is suffered per 100 feet fallen.

Griffons

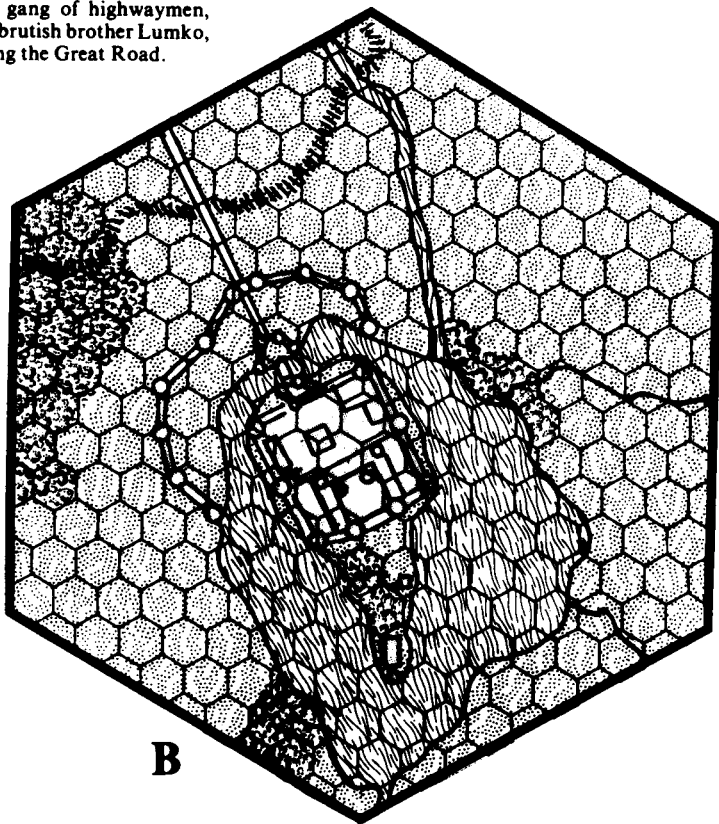
AE: P
MV: 120'/300'
CL: 7
DD: 1D4/1D4/2D8
DP: 44, 21



Castle Caeldo



Castle Caeldo, once a mighty baronial fortress, is now abandoned, and falling into ruin. The Castle has an evil reputation, and the folk of the valley will not go near it. It is currently the lair of a gang of highwaymen, captained by Skeyrod and his brutish brother Lumko, who prey upon the traffic along the Great Road.



B

Castle Caeldo Hints

Skeyrod and his men are highwaymen. They are not wanton killers, however, and will only fight if there is a promise of loot. There is a 45% chance that there will be an ambush mounted at any give time, along the Great Road between Castle Caeldo and the south edge of the map. If the party is not too heavily armed (no more than six obvious fighters) the ambush will be sprung. Either Skeyrod or Lumko will step into the middle of the road and call out "Stand and deliver!" If he is attacked, the hidden bowmen will fire first at those attacking him, and on successive combat turns will try to fire at any magic users casting spells. The archers fire twice each combat turn, and are so skilled that they have a +15% chance to hit. If the party is too powerful, the ambushers will stay in hiding and let the party pass.

If the party "stands and delivers," the highwaymen will show themselves and will relieve the party of all coins, gems, jewelry, and very obvious magical items. Wands, staves, etc. will not be lifted, but there is a 20% chance that an enchanted weapon will be detected and confiscated.

After the robbery, the party will be given one gold piece per character and allowed to proceed to the town.

Skeyrod and his men inhabit the ruined castle's gatchouse and upper levels only. They have no desire to plumb the depths of the castle. They prey upon rich (they hope) travellers on the Great Road which runs below the castle. They never raid Farvelor, and they have an agreement with the local constable to fade into the surrounding forests for a short spell when the constable mounts a "raid." Skeyrod, Lumko and Meran are frequently found at Skenshi's Tavern, and may agree to provide escort to within a few miles of the mines for suitable remuneration. They must be paid before the journey begins, and will keep their word and not molest the adventurers. When they come near the mines, Skeyrod and his men will fade away into the forest, leaving the adventurers alone to face the mines.

The bandit encampment is in the gatehouse and outer works of the castle. The drawbridge to the castle proper is down, but only Skeyrod, Lumko and the lieutenants are in the habit of going there; the other highwaymen are loath to do so.

The gang's treasure consists of 3,500 gold pieces, 4 pieces of jewelry worth 1,400, 3,000, 700, and 1,600 gold pieces, and 24 gems worth 100 gold pieces each. This treasure is kept in a small room off the land-side gatehouse entrance. The chest is one of six, all of which appear to be filled with clothing of various qualities; the treasure is concealed under the clothing in #4.

Discourage your players from visiting Castle Caeldo, unless you have the scenario *The Demon-Pits of Caeldo*, or are willing to draw up the castle and populate it yourself.

The Highwaymen

Skeyrod

Skeyrod is the leader of the highwaymen who infest the ruined castle of Caeldo. He is a vicious fighter of the fourth level. He was Lord of Caeldo, and fell into outlawry through bad luck. He is considered a fine leader and a reasonable protector by his men. He fights only with sword and shield.

Skeyrod
AE: M&S
MV: 100'
CL: 4
DD: 1D8
DP: 24

Lumko

Lumko is Skeyrod's younger brother. He is a giant of a man who lives to fight, drink and wench. He has the mentality of a reasonably bright chipmunk, and is watched over by the entire band. He fights with two huge clubs. If his opponent is hit in the same combat turn by both clubs, his opponent will be stunned for 1D4+2 combat turns. He is a fighter of the second level.

Lumko
AE: L
MV: 120'
CL: 2
DD: 1D6/1D6 (+20%)
DP: 17

The Highwaymen

There are eleven other ruffians in Skeyrod's band: two lieutenants, and nine others.

The Highwaymen

name	CL	DP	AE	MV	DD	weapon
Meran (Lt.)	3	22	M	100'	2D6	two-hand sword
Dano (Lt.)	2	16	M&S	110'	1D8	broadsword
Abel	2	9	L	100'	1D12	halberd
Bekar	2	10	L&S	100'	1D8	broadsword
Carli	2	12	L	110'	3D4	great two-bitted axe
Elred	1	7	L	120'	1D6/1D8	longbow, sword
Fronk	1	6	L&S	100'	1D8/1D8	spear, sword
Geron	1	4	L&S	100'	1D8/1D8	spear, sword
Haskel	1	5	L&S	100'	1D8/1D8	spear, sword
Jak	1	7	L	120'	1D6/1D8	longbow, sword
Konni	1	8	L	120'	1D6/1D8	longbow, sword

The Village of Farvelor

Farvelor occupies a strategic place astride the Great Road. It is the only village of any size for 150 miles in either direction. It is also situated by the Tiraval River, and boatmen load up goods there for sale downstream. The village proper is a few miles from the river, to protect it from the spring floods. Farvelor was the first town in the valley and along the Great Road to be resettled after the Time of Darkness. Over the years, Farvelor has attracted many interesting people and much trade.

Farvelor is the focus of life in the valley. Folk come to town from up and down the Great Road to buy, sell or trade for necessities and luxuries. The inhabitants of Farvelor do no farming themselves, but live by providing services to travellers and to the people of the valley. The town depends on foodstuffs brought in from the neighboring farms. Many of the poorer folk in the town live by selling goods in the Market. Others

sell their services to local merchants and others. There are a few town-houses belonging to successful farmers who have turned their farms over to overseers, and now live in Farvelor. Although the town is not large, many interesting folk can be found there.

Village Hints

If adventurers visit Farvelor, there is a 25% chance that one of Keridav's paid informants will notice them and send warning to Keridav. The usual method of rapid communication with the mines is by carrier pigeon. Once Keridav has been warned, he will double the guards at the mines for a period of one month. If a

month goes by and the mines have not been attacked, Keridav will assume that the adventurers have been eaten by one of the various denizens of the forest, and will cut back his patrols. Excessive boasting by player characters about previous exploits against the forces of Evil results in a 50% chance of warning.

Skenshi's Tavern is the clearing-house for rumors, information and misinformation of all types. The GM should give his players as much false information as he does true. In Skenshi's Tavern, there is a 10% chance that a spontaneous brawl will start at any time. It will usually start at the long tables where the commoners drink (these commoners are the best sources of information, however). The "good" citizens will quickly quit the tavern if a brawl breaks out. Those who do not leave will likely be found in the curtained alcoves to one side, or on the stairs on the right side of the big fireplace.

Brawling

In the fun-loving town of Farvelor, and particularly in Skenshi's Tavern, the players may find themselves involved in good-natured brawls from time to time. Brawling does not—usually—result in normal battle-type damage, but can easily lead to a black eye and a short nap.

When conducting a brawl, first figure out each participant's brawl points (BP). The formula is

BP = (constitution × 2) + DP. (GM note: the brawling rules are based on personal characteristics rolled on 3D6; adjustments must be made for other systems.)

There are two styles of fighting used in brawls: fist-fighting (toe-to-toe, as it were), and using makeshift weapons picked up near at hand. Use of actual weapons, such as knives or swords, is unsporting, and will earn the user either a taste of the King's Justice, or a

sound beating and a ride out of town on a rail. For fist-fighting, use this table (the numbers in parentheses are rolls on a D6, used to determine an NPC's chosen tactic in each round):

(see chart on next page)

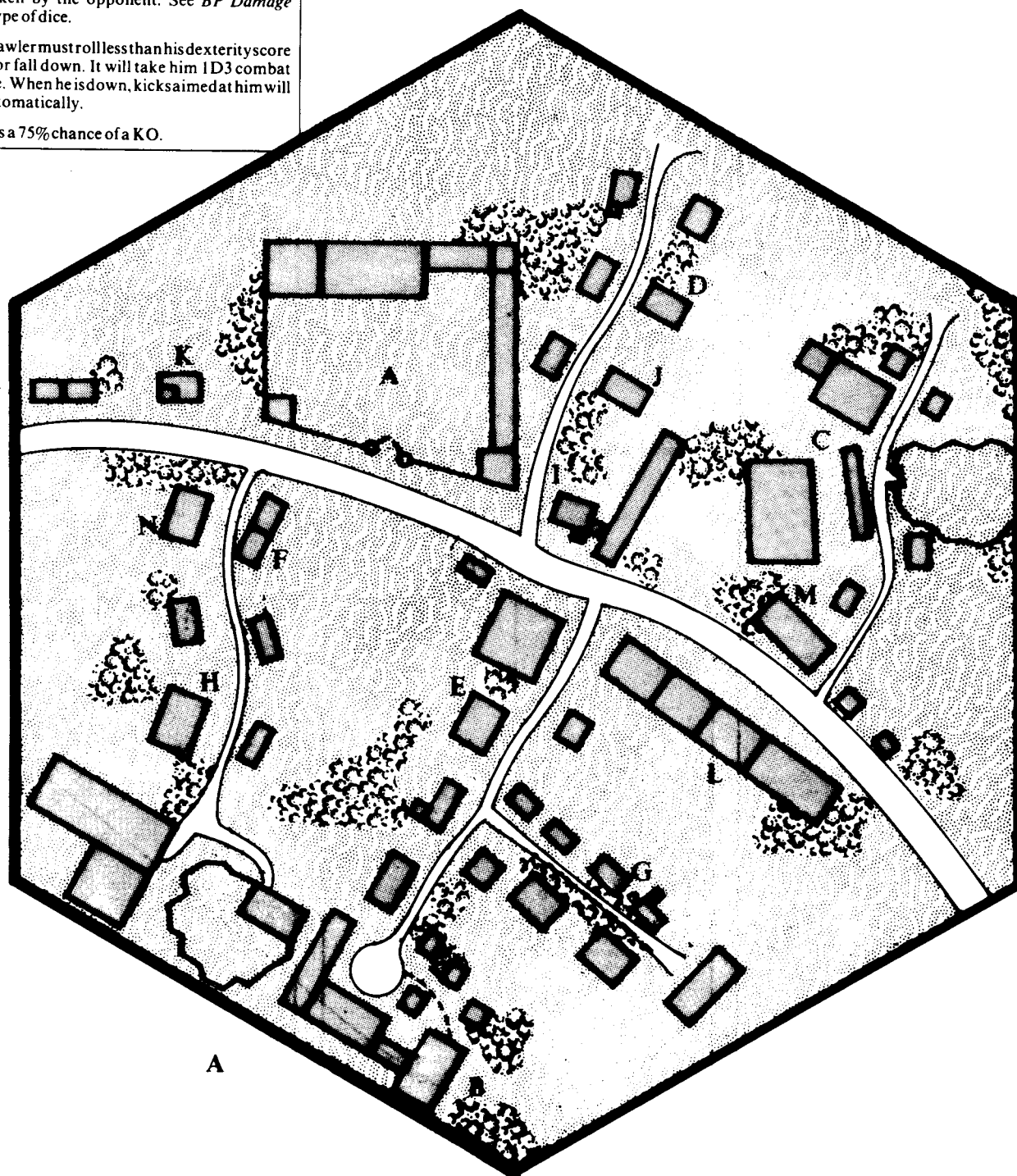
Fist-Fighting Chart

character tactic	opponent tactic	BP Damage Table					
punch	punch (1-2)	kick (3-4)	duck (5)	block (6)	brawler	punch	kick
kick	1/2D/1D	1D/-	-*/-	-1/2D	man-size	1D6	1D8
duck	-/1D	1D*/1D*	-/2D**	1/2D/-	smaller	1D4	1D6
block	-/-*	2D**/-	-/-	-/-	larger	1D10	2D8
	1/2D/-	1D/-	-/-	-/-			

1D/1D: The first figure indicates the dice of damage (in BP) taken by the character; the second figure is damage taken by the opponent. See *BP Damage Table* for type of dice.

* The brawler must roll less than his dexterity score on a D20, or fall down. It will take him 1D3 combat turns to rise. When he is down, kicks aimed at him will connect automatically.

** There is a 75% chance of a K.O.



To pick up and wield a makeshift weapon, a character must roll less than his dexterity score on a D20. Once he has done so, he can attempt to strike his opponent as in normal combat, but doing damage in BP. Possible makeshift weapons are:

Bottle: a bottle inflicts 1D8 damage, and a hit has a 50% chance to KO the opponent. It breaks after the first hit.

Chair: a chair requires 11+ strength to swing. It does 2D8 damage, with an 80% chance of a KO. A hit will break it on a roll of 1-5 on a D6.

Bench: a bench requires 15+ strength to wield. It does 3D6 damage, with an 80% chance of a KO. It breaks on a roll of 1 on a D10.

Throw: to physically pick up and throw an opponent requires 11+ strength for a smaller than man-size opponent, 14+ if man-size, and 18+ if larger. Roll less than dexterity on a D20 to accomplish this. It does 2D6 damage, with a 65% chance of a KO, and the victim is on the floor for 1D4 combat turns.

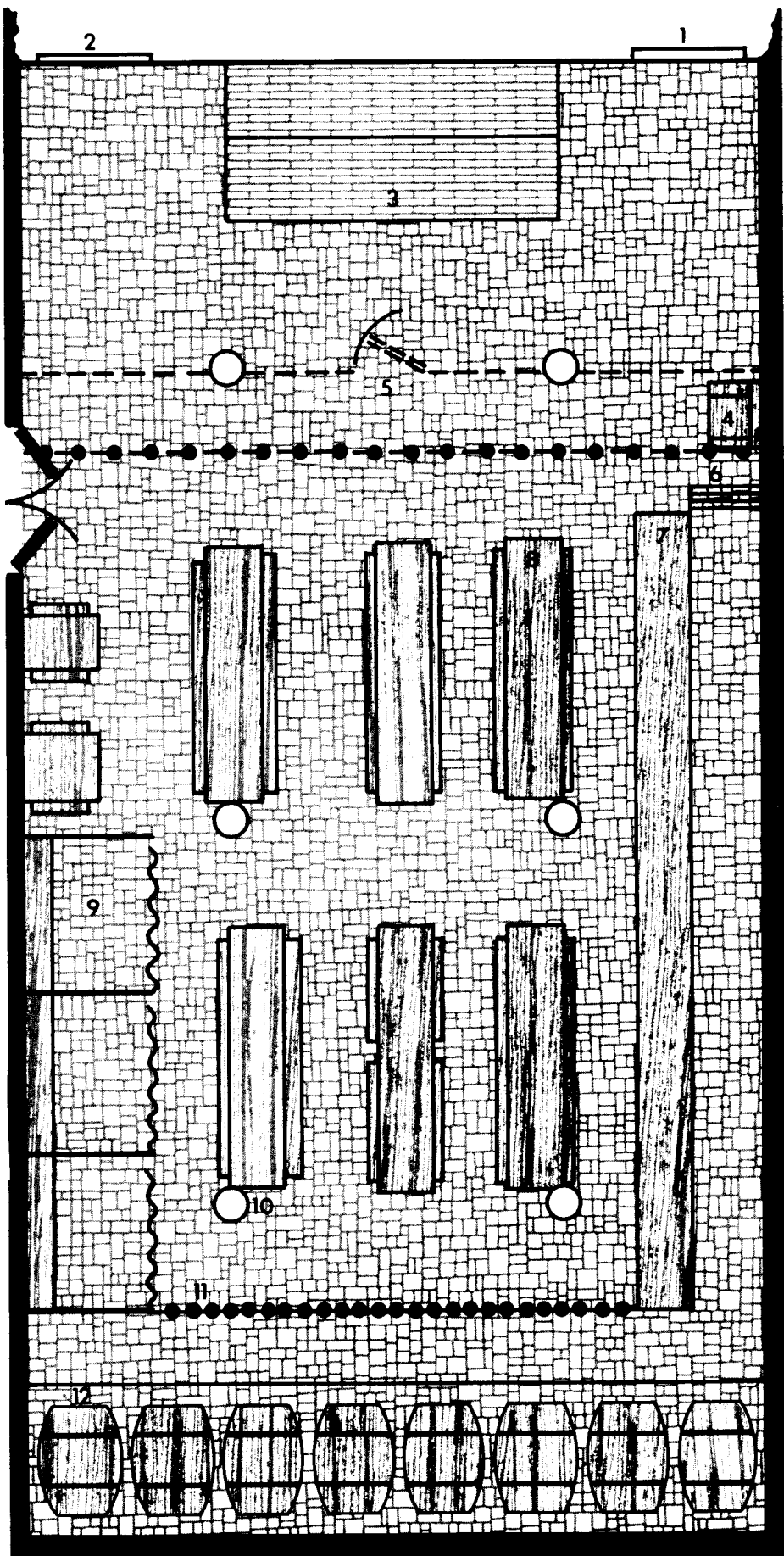
When a character takes total damage in excess of his brawl points, he is out cold for 1D4 hours. If he takes half or more of his BP in damage in a single combat turn, there is a 70% chance he is KO'd.

KO: When a character is KO'd, he is out cold for 1D8 hours, and there is a 10% chance he has suffered serious injury. 75% of serious injuries will be broken limbs, and 25% will be a broken skull or neck (killing the character).

Principal Buildings

A Skenshi's Tavern and Hostel

- 1 Entrance into the kitchen; also, stairs down to the cellars and storerooms.
- 2 Stairs up to the sleeping rooms.
- 3 Main public room hearth.
- 4 Grarg's chair; the cash box containing 75 gold pieces is underneath.
- 5 Bard's balcony; the door leads into the main upstairs hall.
- 6 Steps (up one foot) to Drabor's walk.
- 7 The bar, with a free lunch laid out at the end nearest the steps.
- 8 Tables and benches for the common customers.
- 9 Curtained booths for nobles and any well-to-do customers.
- 10 The six great pillars of the hall.
- 11 A railing, which reaches up four feet from the main floor.
- 12 Cask racks, where the assorted puncheons and ewers are filled.



Skenshi

Skenshi is the owner of the inn in Farvelor. He is interested mainly in making an honest gold piece and running a peaceful establishment. At one time he was a fighter of the third level, but he is retired at present. He settles many squabbles in the inn by getting out his mace to crack a few skulls.

Skenshi

AE: C
MV: 120'
CL: 3
DD: 1D4(+5%)
DP: 15

Drabor

Drabor is a half-dwarf, half-human. He is the only escapee from Keridav's takeover of the mines. Only Skenshi and Garg know that he is a half-dwarf; the townspeople think he is a short human. He works as a barman for Skenshi, and if bribed a little, he will tell a character about the secret entrance to the mines. He will not reveal how he came to know about the mines. The secret entrance lies about two miles south of the main entrance to the mines; it cannot be found without knowledge of its existence and location (see *Map B*). Drabor keeps a maul (short-handled hammer) under the bar.

Drabor

AE: L
MV: 90'
CL: 2
DD: 1D4
DP: 13

Garg

Garg is an Ogre. Skenshi found him as a youngling and raised him as a son. Garg is devoted to Skenshi, and will do anything to ensure that Skenshi does not come to harm. He works as a bouncer for Skenshi. He normally uses his fists to quell trouble, but if seriously threatened he has a two-handed sword behind his chair. Skenshi keeps him in beer and food, and lets him sleep in the stable. Garg's favorite form of entertainment is seeing how many skips he can get on the ejection of an unruly guest.

Garg

AE: M+10%
MV: 140'
CL: 5
DD (fists): 2D4/2D4 (+20%)
DD (sword): 3D6
DP: 37

B The Manse of Merokin, Squire of Farvelor

1 Main cellar. This is a storage area for furniture no longer in use. It is filled with old trunks, chests, etc. There is a 10% chance per hour of searching that something of medium value (100-600 gold pieces) will be found. It is liable to be a large object, such as an elaborately decorated lamp.

2 Wine, root and bacon cellar. It would take two hours for one character to search this area thoroughly.

3 Front porch.

4 Main entry hall. Hanging on the walls are some souvenirs and trophies of the squire's younger days. There are six swords, two shields, a chain shirt, and a full suit of plate armor around the hall. The second most battered sword on the wall is magical. Once it is sharpened it hits at +10% and does 1D8 extra damage points per blow.

5 Library and reading room. There are three overstuffed chairs, a desk and a pair of divans in this room. The walls are lined with shelves, on which are many scrolls and well-bound books. Two uninterrupted hours spent browsing the shelves gives a 35% chance of finding a book entitled *Master Swordplay*. This book, along with one month of practice, will increase the hit probability of any swordsman by 10%. The two-hour search will also give a character a 25% chance of finding a scroll bearing a treatise on sensitive areas of various creatures' bodies. Two weeks of intensive memorization with this scroll will give a character a 10% chance of an instant kill on any blow 25% higher than necessary to hit a creature listed in the scroll. (GM note: choose three creatures to be described in the treatise.)

6 Sitting room. It is here that the squire's six daughters entertain their beaux, under the watchful eye of their maiden aunt.

7 Hall and stairs. There is some statuary and portraiture on the walls, all obviously valuable. However, these objects are very distinctive in design, and easily recognizable; there is a 75% chance that any object will be known by a prospective buyer within 200 miles of Farvelor. They are also heavy, bulky and hard to conceal. The statues are worth 600, 2,400, and 1,500 gold pieces; the portraits are worth 1,900, 2,400, 750 and 1,200 gold pieces.

8 Kitchen. This is a large kitchen, as it serves not only the squire's family, but also the farm crew. The trap door in the NW corner leads to room 2, the wine cellar.

9 Great hall. Long tables and benches fill this room; this is where the household eats. The great hall is often used by the village folk for meetings, dances, and other functions.

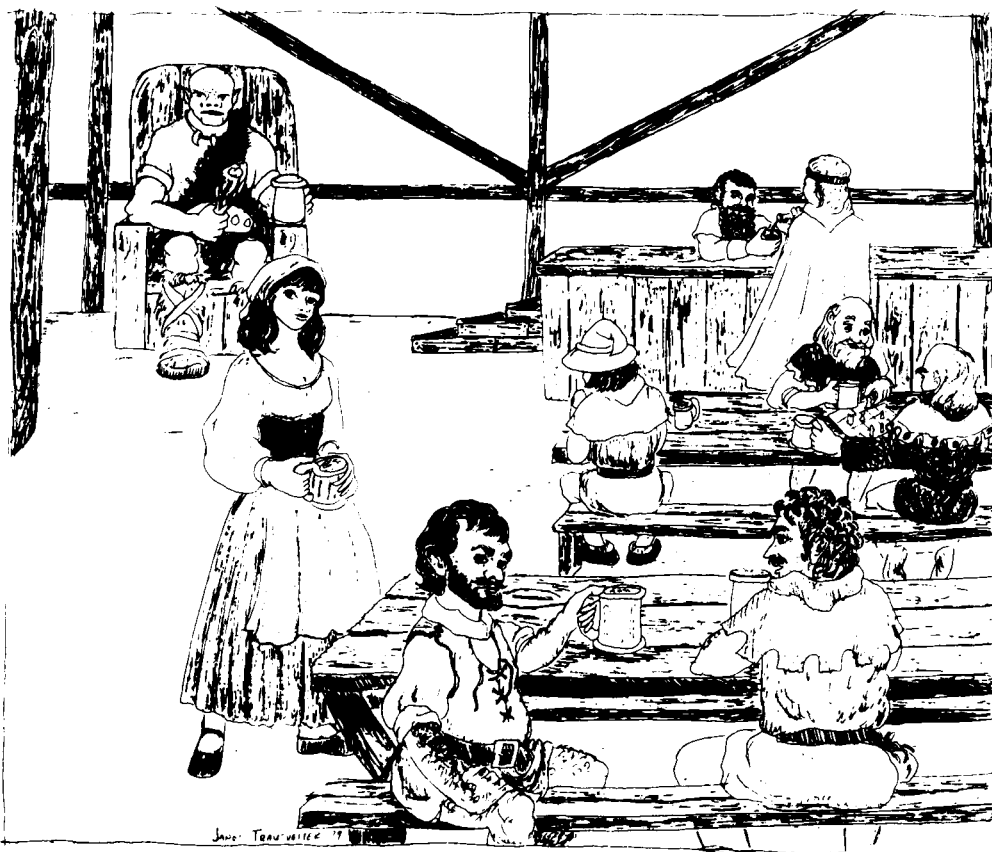
10 The jakes: an indoor outhouse.

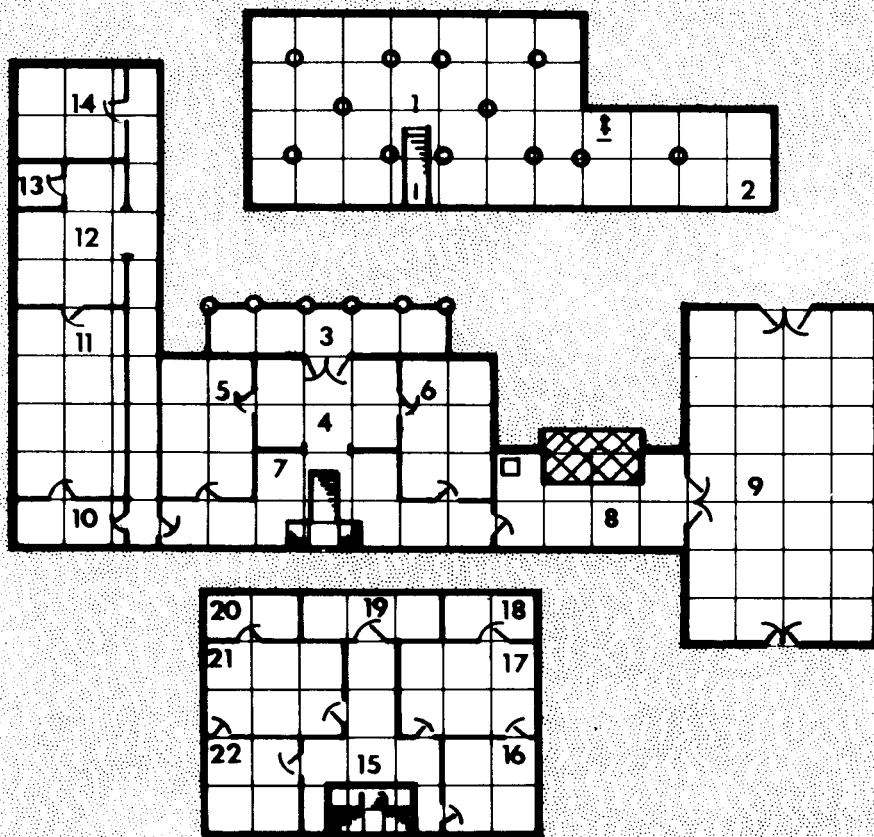
11 Bunkhouse. There are 16 bunks here for farmhands. Most have lockers or trunks in which personal possessions are kept. One of the hands is a fugitive from the royal court, in whose trunk is a chain shirt and a sword. The farmhands are loyal to the squire. After sunset, at least eight hands will be found in this room. If there is any disturbance in the house, they will rush in to investigate.

12 Bathing room. There is a 15-foot diameter pool here, into which flows water from a hot spring under the house.

13 Sauna. The coals are kept constantly hot for either moist or dry heat, as the bathers prefer.

14 Overseer's quarters. A bed, chair, and chest complete the settings of this room.





15 Upper hall. This has entrances to the bedrooms. There is artwork on the walls, but it is neither as distinctive nor as valuable as the works downstairs. There are 17 paintings worth approximately 50 gold pieces each.

16 Maiden aunt's bedroom. Her name is Milda; she is a light sleeper, and screams loudly.

17 Squire's bedroom. Both the squire and his wife are sound sleepers, and will only be awakened by loud noises. In three strongboxes under the big double bed are 6,500 gold pieces in coin and gems. If awakened, the squire will grab his whip from the chair next to the bed, and will take a dagger in his left hand. If a whip strike is 30% above the number necessary to hit, the person hit will be thrown off his feet, and the squire will automatically hit with the dagger with a 15% chance of an instant kill.

18-20 Upper porch sections. These are partitioned off from each other.

21-22 Bedrooms of the squire's six daughters. They range in age from 13 to 19, and there is a 3% chance per charisma or appearance point that they will be fascinated by a male intruder, and will either hide or aid the intruder. Otherwise they will scream loudly, awakening the entire household.

Merokin

Merokin is a large, barrel-chested man with a ruddy face. He is the wealthiest and most respected man in Farvelor. He was the man in charge of clearing the

valley after the Dark Times. He always carries a 15-foot whip coiled on his belt, and is an expert in its use. He likes to laugh and drink beer. He is extremely fond of his six living daughters, and still grieves for the seventh, who was eaten by beasts in the forest over a year ago.

Merokin

AE (day): L+15%
AE (night): N
MV: 100'
CL: 4
DD (whip): 1D6 (+20%)
DD (dagger): 1D4 (15% kill if off feet from whip)
DP: 24

C House, Corral, and Workshop of Taffyd, Wainwright and Horsetrader

The only things of value in Taffyd's possession are the fine horses he breeds, trains and sells. They are kept in the corral, and at night there are 17 highly trained and vicious dogs patrolling Taffyd's property, especially the corral. The dogs will attack any person whom Taffyd has not introduced to them. His asking prices for the horses range from 250 gold coins (including saddle) for a reasonable riding horse, to 15,000 gold coins for a superbly trained, responsive war horse (which will add 10% to his master's mounted fighting

abilities). Only rarely (5% chance per month) does Taffyd have such a horse for sale.

Taffyd

Taffyd (call him Taffy) is a short but powerfully built man of middle years. Long ago he fought against the Goblins, during the latest Goblin invasion. He will tell stories of his exploits to anyone willing to listen, and his tales have grown considerably in the twenty-odd years past. He is a shrewd trader, and is quite capable (95% chance) of recognizing the true value of any horseflesh he sees or examines. He will usually offer about a quarter of what he thinks it is worth, and can be talked up to half its value. Taffyd is very honest. If he has any suspicion at all that a horse might be stolen, he will find a way to keep the seller occupied while he sends an assistant to arouse the townspeople. He and Dalovin the armorer are drinking buddies, and are frequently found at Skenshi's in the evenings.

Taffyd

AE: L
MV: 120'
CL: 6
DD (hammer): 1D6 (+20%)
DP: 28

Dogs

AE: L+10% (for dodging)
MV: 150'
CL: 3
DD: 1D6
DP: 16, 16, 14, 14, 14, 14, 13, 13, 13, 13, 12, 12, 12, 12, 12, 11

D House and Smithy of Dalovin, Master Armorer

Dalovin has a small shop where he sells his weapons. The shop is an extension of his house. There are rarely more than two or three weapons for sale at any one time. Dalovin's weapons are so widely sought after that most are sold before he has finished making them. His property is guarded by arcane means supplied by the Mage Maturro. There is a 40% chance that any person sneaking into any of Dalovin's buildings will set off a magical trap. This trap will immobilize him (if saving roll is missed) or slow the victim to one-quarter speed (if saving roll is made). If a character is successful at surreptitious entry, he still has to be wary of waking Dalovin, who is a light sleeper. There is a 10% chance that any weapon from Dalovin's shop will be +5% in hit probability due to either sharpness or perfect balance, and a 15% chance that any armor will be +5% because of the high-quality steel Dalovin makes. The prices Dalovin accepts for his work are at least double the going rate. All his work is 50% less likely to break than normal, because of his high level of workmanship.

Dalovin

Dalovin is a deceptively slender man who has great strength. He is an excellent fighter, due more to his intimate knowledge of weapons and armor than to training. If he is using any kind of sword, and has initiative, he may elect to parry. If there is a disturbance at his house or shop at night, he will take time to get into chainmail (10 minutes) and pick up a shield. He will arm himself with a spear, and carry a sword at his side.

Dalovin is a very hard bargainer when it comes to selling the weapons and armor he makes, if he has any to sell at all. He has a sufficient backlog of orders to keep him busy for the next 4 to 10 months. The only armor or weapons he has to sell are items that his customers never came back to claim—a not infrequent happening. Plate armor ordered from him must be paid for in full when the order is placed, as it will fit no

one but the buyer; the fitting alone takes one full day. Dalovin requires a 50% deposit for chainmail armor, and a 25% deposit for all other weapons and armor. He will generally ask from four to six times the going rate for his work, but he can be bargained down. He will sell nothing at less than double the going rate.

Dalovin

AE (day): L

AE (night): C&S+10%

MV: 100'

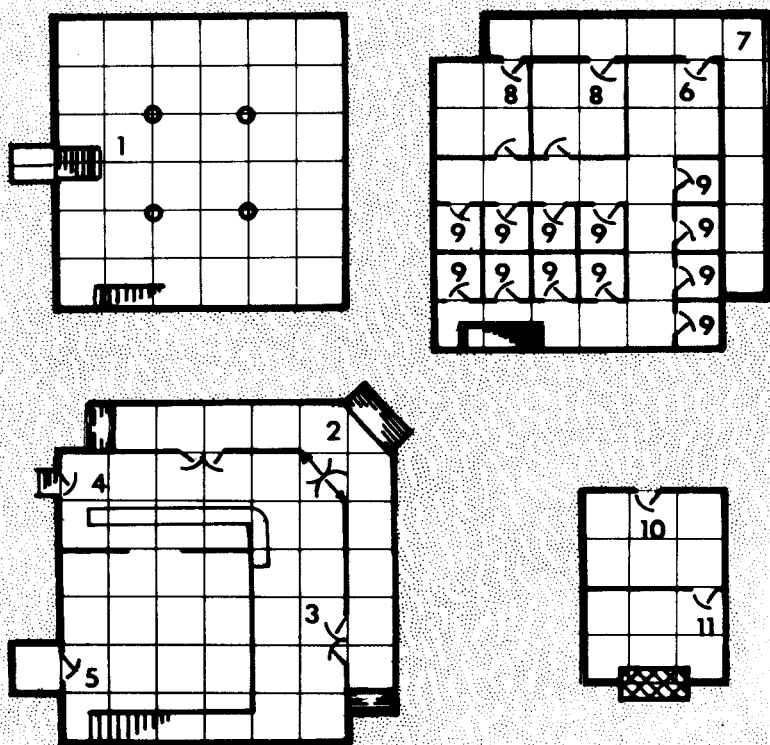
CL: 3

DD (spear, sword): 1D8 (+20%; parry—AE +40%)

DD (mace): 1D4 (+10%)

DP: 22

E Bordello and House of Dinadra



1 Cellar, for storage and food supplies. It will take one hour to search the entire cellar.

2 Porch. This is three feet higher than the road. There are a number of chairs and benches on which lounge the local ne'er-do-wells. The entrance is a pair of swinging doors. Occasionally (20% of the time) one or two of the girls will be displaying the merchandise here.

3 Selection hall. This is where Dinadra and her girls will usually be found. The girls' appearance and charm are above average, since Dinadra selects carefully, and what a girl lacks in looks, she makes up in talent. Prices range from 5 gold pieces to 25 gold pieces for an entire night. The girls are careful, and take good care of themselves; there is only a 10% risk per night of disease.

4 Bar and eatery. Dinadra buys her beer and spirits from Skenshi. She serves an honest meal, not fancy. She maintains the kitchen mostly for the convenience

of her staff, and does not encourage customers to tarry for meals.

5 Kitchen. This is always open to customers for a quick bite, day or night.

6 Off-duty sitting room. There is a 30% chance of finding 2D4 girls here at any time.

7 Theater porch. In nice weather, 1D4 girls will be sunning themselves on this upper porch, quite visible to anyone traveling the Great Road.

8 Special rooms. Use your imagination.

9 Individual girls' rooms. There is usually some container, such as a trunk or chest, along with a bed and chair. There is a 25% chance that there is something of moderate value (100 to 400 gold pieces) located somewhere in the room. There is a 20% chance every 15 minutes that the occupant of the room will enter—75% of the time with a customer.

10 Sitting room. Dinadra has collected some valuable possessions in the form of gifts from various admirers over the years. There is a 30% chance that any item is of high value (300 to 1,800 gold pieces), and 45% that it is of moderate value (100 to 400 gold pieces). The rest are of low value (10 to 100 gold pieces). If Dinadra is particularly impressed by a customer (D% roll less than charisma/appearance + dexterity), there is a 75% chance that she will give him a gift of high value. There is also a 20% chance she will be sufficiently impressed to ask him to stay.

11 Dinadra's bedroom. There is a large rug of white beryllit fur in front of the fireplace, which is worth 1,750 gold pieces. On the vanity table is a jewelry box, which contains 17 assorted pieces of jewelry. Four are worth 3,000, 2,500, 3,500, and 3,000 gold pieces; the rest are worth an average of 150 gold pieces each. If Dinadra catches anyone in her room, she will scream in fury, and try to stab them with a thin knife. At night there is a 40% chance that she will be entertaining a customer here. There are always people in the house, and any commotion will bring 3D6 customers to investigate.

Dinadra

Dinadra is a fine looking woman in her mid-thirties. She is very protective of her girls. There are plenty of men in the town who will help her with an unruly guest, to get on her good side. She will be personally interested in any male of 13+ charisma/appearance, and will make a play for him, if he expresses interest, or on a D20 roll less than his charisma/appearance regardless. If she has asked a character to stay, and he pays attention to any of the other girls, she will try to kill him in a jealous rage (+15% to usual combat roll).

Dinadra

AE: N

MV: 120'

CL: 2

DD (dagger): 1D4 (10% chance instant kill)

DD (fingernails): 1D3-1

DP: 7

F House and Shop of Mendel, Cordwainer

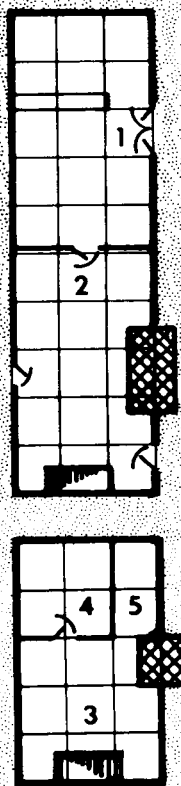
1 Shop. Mendel works behind the counter, making some of the finest footwear in the Kingdom. There are many boots and sandals on shelves around the room, and there is a large chair in the center of the room to sit in while trying them on. If a character is thinking of stealing either boots or money from Mendel, the chair will capture him by wrapping its arms around him. There is a 10% chance that any pair of footwear bought from Mendel will enable the owner to move 5% more silently. There is a 15% chance that if a pair of boots or sandals is custom-made, they will fit so well that the buyer will be able to walk 20% longer each day. Custom boots cost twice as much as the going rate, and take up to three weeks to prepare.

2 Family living area. Mendel's wife and nine children are to be found here 60% of the time during the day.

3 Children's sleeping area. They are very light sleepers and will climb all over whoever woke them up. They will also throw toys and sticks at an intruder.

4 Adults' bedroom. Mendel's moneybox is kept under the bed. There is a 65% chance that anyone grabbing for an object under the bed will spill one of the two chamberpots on his hands. The moneybox contains 750 gold pieces in coins and gems. Mendel and his wife are very sound sleepers, and will not waken unless their children are noisy.

5 Maidservant's corner. She is a light sleeper. If she thinks there is an intruder, she'll scream loudly.



Mendel

Mendel is a mild-mannered man. His products are not magical, but very well made. His sandals sell for about 10 gold pieces per pair, and boots go from 25 to 50 gold pieces per pair.

Mendel

AE: N
MV: 120'
CL: 1
DD (dagger): 1D4
DP: 6

G Gaol, and House of the Constables and Deputies

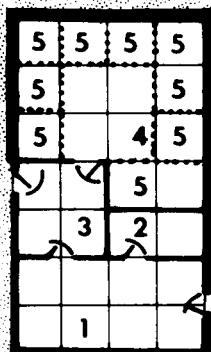
1 Courtroom. The squire is also the local magistrate, and this is where he presides. He is quite strict about the law, and is harsh in the penalties he hands down. He hates thieves, and will not hesitate to have one hung. By thieves he means people who rob townfolk; he has nothing against townfolk robbing strangers, and will let such thieves off with light sentences most of the time. It takes about one week to prepare a hanging, and all of the townspeople turn out to watch.

2 Magistrate's chambers. This is a sparsely furnished office.

3 Constables' office. During the day, 2D2 constables or deputies will be here if there is not a hunt on for an escaped prisoner. At night 1D2 will be present. If there is only one on duty, there is a 65% chance he will have dozed off.

4 Cell entrances area.

5 Cells. There is a 35% chance that on any given night 1D6 drunks will be jailed here, till they sleep it off.



Constable Verkol

AE: C&S
MV: 120'
CL: 3
DD (sword or spear): 1D8 (+5%)
DP: 14

Constable Termon

AE: C&S
MV: 120'
CL: 2
DD (sword or spear): 1D8 (+5%)
DP: 4

Deputy Ferak

AE: L&S
MV: 120'
CL: 2
DD (sword or spear): 1D8 (+5%)
DP: 7

Deputy Dalon

AE: L&S
MV: 120'
CL: 1
DD (sword or spear): 1D8 (+5%)
DP: 6

Deputy Pero

AE: L&S
MV: 120'
CL: 1
DD (sword or spear): 1D8 (+5%)
DP: 2

The Constables and Deputies are +5% on their combat abilities, due to constant training.

H House and Shop of Thador, Jeweler and Goldsmith

1 Main room. This room is filled with all sorts of odd implements and everyday items (goldsmiths are also pawnbrokers). Thador is usually found in this room during the day. He will offer no more than 10% of the value of an item brought to him to sell, but can be bargained up to 25%, and very rarely to 35% of its value. If he is selling an item, he will ask 150% of the going rate, and can be bargained down to 100%, and very rarely to 90%.

2 Office. There is a desk, chair, and safe in here. The safe has about 2,500 gold coins in it. 1D4 of Thador's high-value pieces of jewelry are kept in here, along with an occasional low-value magical item—at present, a *metal-detection wand*.

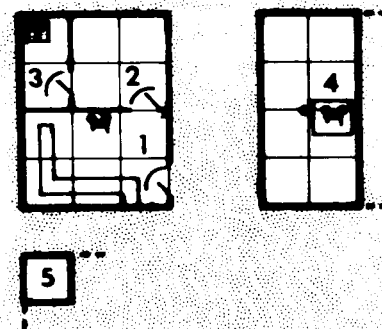
3 Valuables storeroom. This room appears empty, as all the items in it are kept magically invisible to all but Thador. The *invisibility* spell is very powerful—only a magic user of the 4th circle or above would even detect it. There is a 1% chance per character per hour of searching that a piece of high-value jewelry (75% chance) or a random magical weapon or item of miscellaneous magic (25% chance) could be found. Thador usually has few if any magical items on his premises, and when he does they are quickly sold.

4 Storage loft. This space is filled with all sorts of junk. There are many books and scrolls here, most of them of interest only to librarians or esoteric scholars. There is a 2% chance per character per hour searched that a magical scroll bearing 1D4 spells (roll randomly) may be found.

5 Secret hiding place. The trap door to this space is under a large trunk in the room above. In the cellar is a small cockatrice, which has been magicked not to look at Thador. This is where Thador keeps his possessions that are not for sale. It is here that he stores his mementoes from his days of adventuring. He has many suits of battered armor, and a number of swords and other weapons, all in bad repair. The room is filled with junk of no interest to anyone but Thador. The first person to descend the ladder to the secret cellar will be surprised by the cockatrice, as will the second if the first is petrified.

Cockatrice

AE: C
MV: 50'/240'
CL: 2
DD: 1D4 + petrification
DP: 10



Thador

Thador is now an old man who desires to make as much money as he can to pass on to his son. His favorite pastimes are bartering, and spending time with his collection in the secret cellar.

Thador

AE: N
MV: 80'
CL: 3
DD (knife): 1D4
DP: 1

I House and Shop of Trisko, Bowyer and Fletcher

1 Shop. The shop looks bare. There are just a few bows for sale here, and an observant character will note that no townspeople buy at this shop. There are plenty of arrows for sale here. The arrows bought at this shop are -10% to hit. Neither the bows nor the arrows are well made.

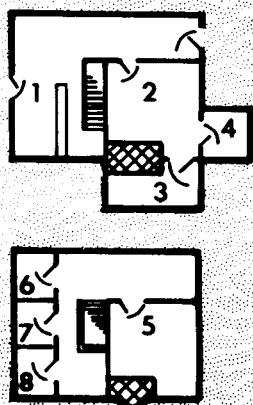
2 Workshop. Trisko's two assistants are to be found here during the day, working on assorted bows, crossbows, arrows and quarrels.

3 Seasoning room. There are many bow staves and arrow shafts drying here.

4 Supply room. Among other things, like bowmen's leathers, there is a large quantity of deer sinew here, and high quality flax for bowstrings.

5 Living area/kitchen. There is a shelf of books among which are works on the art of making bows and arrows. With these works and six months of practice, a character could make passable bows and arrows. In the fireplace is a loose brick, behind which is a box containing 330 gold pieces. There is usually a fire in the fireplace.

6-8 Bedrooms. All contain a bed, a chest and various personal possessions of worth only to the current owners.



Trisko

Trisko is somewhat of a fool. His father died before he could complete his training, and Trisko is not smart enough to teach himself from the books he owns. He does not have many sales any more, as most of the people in the area know that he makes inferior products. Trisko and his assistants have taken to mugging strangers to the town. There is a 10% chance per night that he will be lurking about looking for a victim. He and his assistants will not tackle more than two men at one time, and will flee if there is any noise. They prefer to sneak up on their victims and cash them.

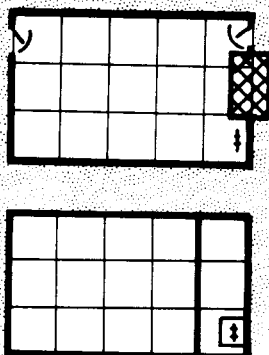
Trisko
AE: N
MV: 100'
CL: 1
DD (knife): 1D4
DP: 1

Oka (assistant)
AE: N
MV: 120'
CL: 1
DD (short sword): 1D6
DP: 5

Orla (assistant)
AE: N
MV: 100'
CL: 1
DD (dagger): 1D4
DP: 2

J House of Maturo, Scholar and Mage

There are many small tables and chairs scattered about the main floor of Maturo's home. The walls are lined with shelves on which are many books, of interest only to other scholars. There are also many wonderful artifacts scattered about. These include items such as a dagger made by the barbarian Southrons, a flint axe found in the valley, and many other interesting items, but none valuable in themselves. The loft is filled with odds and ends—the kind of items that scholars love. There are no magic artifacts to be found in his house except for a wand of *thunderbolts* which he always keeps by his side.



Maturo

Maturo is a kindly man, mostly interested in information about places and people both near and far. He will trade his services, or anything he has, for information. He is fond of company and conversation. There is a 30% chance that he will appear on the third day a party is in town and ask them to visit him; this chance rises by 10% per day thereafter. If the adventurers explain the quest they are on Maturo will help them as much as he can, although he will not enter the mines. He has the spells *slumber* and *levitation*.

Maturo
AE: N
MV: 80'
CL: 3
DD (dagger): 1D4
DD (wand): 10D6
DP: 7

K House of Gilar (Mercenary Guild)

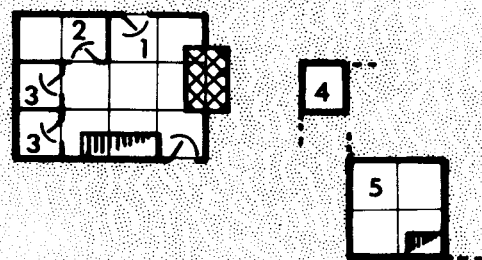
1 Main living area.

2 Gilar's room. A bed and a chest furnish this area. The chest contains only clothing, but hidden inside the mattress on the bed is a pouch containing 190 gold coins.

3 Bedrooms. These contain beds and minor personal possessions. There are some weapons to be found here, of good quality.

4 Loft. This area has lots of peepholes and arrowslits. There is a secret panel in the north wall, behind which is the Guild treasury of 870 gold pieces.

5 Belfry. This is accessible by a trap door in the NW corner. The belfry is a great place to view the town from.



This house is open to all members of the Mercenary Guild to rest and gather strength in. A place will be made for them to sleep in the main living room. Fighters who are not mercenaries may recover from honorable wounds—for a small daily fee. The main occupation of the mercenaries in this house is providing protection for people travelling on the Great Road. They will not hire out to go into the mines. There is a 50% chance that the mercenaries will be in on a given day. The three hire out together, so either all or none will be there. When they are working the neighbors look after the house for them; anyone entering the house has a 30% chance of being spotted and reported to the constable.

Mercenaries

Gilar is the smartest of the three mercenaries. There is a 5% chance that he can be talked into accompanying a party to the mines if it is explained to him how clearing out the mines will make his job easier guarding people on the Great Road. Jorj is an accomplished bowman. He usually stands behind the others while he fires. Mykel, besides being an accomplished fighter, is also a juggler. At times he will create a diversion while the other two gain entrance to a place.

Gilar

AE: C&S
MV: 110'
CL: 3
DD (sword): 1D8 (+15%)
DP: 13

Jorj

AE: C&S
MV: 120'
CL: 2
DD (bow): 1D6 (+10%)
DP: 12

Mykel

AE: C&S
MV: 120'
CL: 2
DD (sword): 1D8
DP: 8

L Farmers' Market and Trading Center

This is a simple roofed-in area of bare ground. It is filled with many tables and booths, where all kinds of foods, cooking utensils, knives, etc. are available for sale. Every day food is sold here. On Saturday people come from all around to buy, trade and sell. There are large doors on each side. This is a good place to find out what is happening in the area around the town, as on Saturday there are people here from as far away as 30 miles.

M Auction House

In this building are seats, a podium, and a block. Auctions are usually held on the last Saturday of the month. Anyone may bring items to auction off (there is a 20% fee for the auctioneer). The most common lots up for auction are livestock. At times however, there are more interesting goods. For example, an entire farm might be put up for auction, or a fighter down on his luck might auction off his armor and weapons. Gems are usually auctioned off rather than sold. Debtors are occasionally auctioned off into indentured servitude (they are servants, but only for a specified time, such as five years). Very rarely, freemen or women may auction themselves off to provide enough money to keep the rest of their family out of debtors' prison. Other than on Saturdays, this building is empty. Only rarely does a constable peer in. It is a cheap place to keep the rain off a character's head.

N House of Kulosik, Apothecary, Chirurgeon and Undertaker

1 Cellar. The southern area is used for storage of food supplies. In the northern half Kulosik does the embalming of the region's dead. In the north wall is a secret panel; behind it is a box containing 840 gold pieces.

2 Apothecary shop. All manner of herbs and potions are sold here. Kulosik is to be found here during the day 70% of the time. There is a small coffer under the counter with 2D10 gold pieces in assorted change. Kulosik sells mostly herbs, and potions based on folk remedies, to cure fevers, headaches, gout, etc. He also carries some acids and poisons, but is very careful about the people he sells them to. He sells them at twice the going rate, since he never has much in stock.

3 Surgery and infirmary. There is an operating table, and five cots for patients. Kulosik can cure critical damage with surgery (45% chance) but if he is unsuccessful there is a 20% chance the patient will die. Cures can also be made by prescription, with a 70%

chance of success on non-critical damage. A prescription may cure 1D4 points over a period of 3 to 7 days. Operations may heal 1 to 100% (D%) of critical damage, but require 1D4 weeks' recovery, depending on the severity of the damage.

Along the east wall in this room are shelves and cabinets, in which can be found many scrolls and books, surgical implements, and the tools Kulosik uses for healing. Kulosik will not charge to heal someone who doesn't have any money, but if the patient does have money, he will charge as much as he can get.

4 Living quarters/kitchen. Kulosik's wife and three children are usually found here during the day (75% chance).

5 Master bedroom. Kulosik and his wife sleep here. They are sound sleepers.

6 Children's bedroom. Three loud, easily awakened children sleep here.

7 Assistants' room. The two young healers in training sleep here.

Kulosik

Kulosik is a very competent healer who trains others who feel the call. He will defend himself with the few spells he knows, and will turn any captured opponents over to the constables. Kulosik's spells are *slumber* and *clumsiness*. Clumsiness causes a person to be at -40% for both striking and defense for 1D6 combat turns.

Kulosik

AE: N
MV: 100'
CL: 1
DD: 1D3
DP: 2

Other Residences in Farvelor

Most of the other residences in Farvelor are simple affairs, with one room for all functions. A chimney will be found on one wall. Most residents of Farvelor have some money hidden away in their homes, but it is always well hidden. Rarely will anything of value be found in one of these homes. The better class residences are rectangular in shape, with 1 to 3 bedrooms, a general living area in the center, and a kitchen at the other end.

Non-Player Characters in Farvelor

The following is a listing of non-player characters who typify the type of people who may be encountered in Farvelor. Most non-player characters (NPCs) do not carry anything more lethal than a knife, but given time, they will arm themselves as the occasion demands.

Armstrong (farmer)

Armstrong is usually to be found in Skenshi's after selling his produce.

Armstrong

AE: L
MV: 120'
CL: 1
DD (knife): 1D4
DP: 5

Radnor (farmer)

Radnor does not tarry in town; he sells his produce in the market and leaves town when it is all sold.

Radnor

AE: N
MV: 100'
CL: 1
DD (knife): 1D4
DP: 2

Hansen (jack-of-all-trades)

Occasionally, Hansen will hire out as a fighter. He has a wife and two children, and will not be parted from them for more than four days.

Hansen

AE: N
MV: 130'
CL: 1
DD (short sword): 1D6
DP: 4

Georgeson (bargeman)

Georgeson is in town infrequently, as his business takes him down the river for months at a time. He is usually to be found in Skenshi's. He gets overly loud and is quick tempered. Traveling along the river has brought him into contact with lots of strange people and strange tales. He will sit and tell tales to whoever will join him in a drink. The best introduction to Georgeson is to buy him a drink. He usually carries 10 gold pieces on him.

Georgeson

AE: L
MV: 120'
CL: 2
DD (sword): 1D8 (+5%)
DP: 7

Curzon (apprentice cook)

This athletic young man works at Skenshi's. If he overhears adventurers talking about their quest, he might ask to join them for a share of the profits (60% chance). He has a beer in the main room at Skenshi's when he is not cooking, and is usually the first person to break up a bar-fight.

Curzon

AE: N
MV: 140'
CL: 1
DD (knife): 1D4
DP: 5

Maryk (pickpocket)

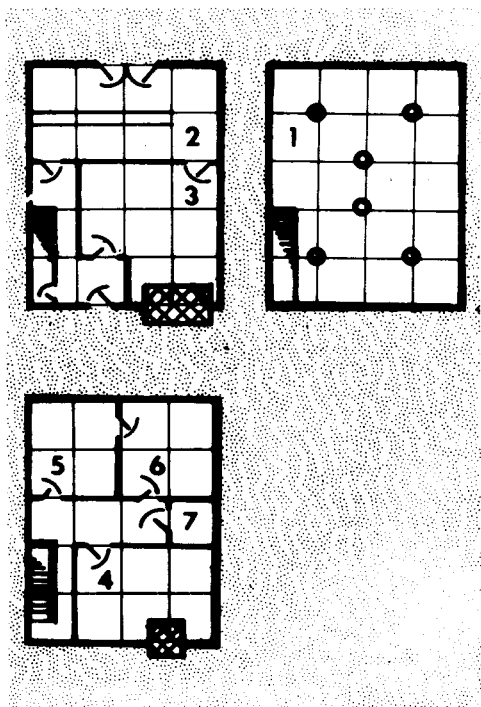
Maryk used to be an adventurer, until an encounter with a bear left him with a maimed back. He works at odd jobs to keep up appearances. If approached by adventurers for information, he will sell them information about the mines for 25 gold pieces. All of it will be false. He is a spy for Keridav, and keeps a few carrier pigeons.

Maryk

AE: L (worn under street clothes)
MV: 60'
CL: 2
DD (cane): 1D4
DP: 4

Trunath the Easterling (vendor)

Trunath is seen in the Market every day, selling food, drink, pipeweed and other sundries. A displaced Easterling, she is an exotic sight to the provincial folk of the valley; she is also one of the great beauties of the Kingdom. She hopes one day to meet and marry a well-to-do citizen of the Kingdom, and she will not be trifled with by those of low class or light purse.



Trunath

AE: N
 MV: 140'
 CL: 1
 DD (dagger): 1D4 (+10%)
 DP: 4

Korin (farmer's widow)

Korin has left an overseer at her farm, while she lives in town. She has been thinking about selling her farm and moving to the city of Tualyn. Although she is not actively looking for a husband, she enjoys the company of men of good character. She is in her early thirties, and her farm is extensive and well kept up.

Korin

AE: N
 MV: 100'
 CL: 1
 DD (knife): 1D4
 DP: 6

Stemmer (maid)

Stemmer works for Merokin. She is an excellent source of local gossip. She is usually to be found in the market, when she is not in Merokin's house or in her own home.

Stemmer

AE: N
 MV: 100'
 CL: 1
 DD (hatpin): 1D2
 DP: 2

Bertolt (fisherman)

Bertolt spends his mornings fishing in the River and his afternoons either in town at Skenshi's or on his boat mending his tackle (his wife sells his catch at the market). Bertolt does not travel much on the River, but for a large sum (at least 200 gold pieces) he might be persuaded to sail adventurers to within a mile or two of the falls of the Tiraval.

Bertolt

AE: N
 MV: 100'
 CL: 2
 DD (dagger): 1D6
 DP: 9

Macek (merchant)

Macek is a merchant from Tualyn. He is currently in Farvelor looking for interesting items to sell in the city, in particular jewels and jewelry. He'll be continuing north when he leaves Farvelor. He is always looking for men or women to apprentice themselves to him, and serve as bodyguards. He is currently traveling with one bodyguard apprentice. He generally carries 500 gold pieces with him.

Macek

AE: C (under street clothes)
 MV: 100'
 CL: 3
 DD (sword): 1D8
 DP: 14



The Mines of Keridav

Mines of Keridav Hints

A direct assault on the mines, through the main entrance, would likely result in the death of most of the party. The main entrance is well guarded. If the adventurers do not know about the secret entrance to the mines, they should try to slip into the mines unnoticed. A smaller party will have a better chance than a large one, since they would be more likely to get into the mines unnoticed.

The adventurers should plan to get into and out of the mines quickly. Their main objective should be to free

the princess quickly and escape. All of Keridav's minions have been warned not to harm the princess, so once the princess is with a party they will not have many missile weapons fired at them. The mines are deadly, and it will take a *thinking* character to get into and out of them alive.

Keridav has planned for some eventualities if he is ever invaded. Around his neck on a golden chain he wears a special amulet which will transport him to the secret treasure chamber on the second level (*room 49*). Once there he can release the entire zoo to bedevil and confuse his attackers, and flee with his wealth. The more time he has, the less treasure he will leave behind. He carries a second amulet which will teleport him far, far away. The GM should remember that Keridav gets flustered only in direct confrontations.

If the party defeats the orcs on the first underground level and frees the dwarves, the dwarves will prove to be of tremendous help. The dwarves have a hidden cache of weapons and armor, which they will try to get to. Once armed, the dwarves will attack the nearest orcs, and if they spot Keridav, all of them will try to skewer him. The confusion caused by the dwarves might be enough to enable the party to reach the second level up by the secret passage without undue interference. (If the dwarves are attacking, Keridav will face them and attempt 1D3 spells to stop them before he flees to his secret treasure room.) However, if the dwarves are freed, they will not allow the party to cart off much treasure. They will give the party a +5% weapon and a suit of mail. They will also give the party 3,000 gold coins or 10% of the remaining treasure, whichever is smaller.

Personalities in the Mines

Keridav

Keridav is a potent magician of the ninth circle. In the years he has occupied the mines he has done much research on various subjects, and has managed to increase the power of many of his spells. Keridav is fair and handsome, and looks younger than his fifty-five years. He is quite vain of his appearance, and is firmly convinced that no woman can resist his charms for very long; hence he is not attempting to force his attentions on the Princess Irzeena.

Keridav has a major fault. When faced by a determined foe at close range, he gets flustered, and begins to stutter. This makes many of his spells go awry. When an opponent is within twenty-five feet and is determined to grips with Keridav, use the following chart for Keridav's spell effects:

D20 roll	result
1-2	spell backfires—partial effect on Keridav
3	spell backfires—full effect on Keridav
4-9	spell does not work
10-13	spell has partial effect on wrong target
14-15	spell has full effect on wrong target
16	spell has double effect on wrong target
17-18	spell has partial effect on right target
19-20	success—full effect on right target

"Wrong target" is 25% an opponent other than the target, 25% a wall, door or other object, and 50% someone on Keridav's side.

Following is a list of Keridav's magical powers. Spells marked with an asterisk (*) are of double strength. Keridav will always cast *Mnemonic Booster* before attempting to throw any other spells, if he knows he is going into combat.

Keridav's spells are: *Feather Falling*, *Magical Missile*, *Magical Shield*, *Slumber**, *Invisibility*, *Entangle**, *Spiderwebs*, *Firesphere*, *Missile Deflector**, *Mnemonic Booster**, *Flamewall* and *Teleportation**.

Keridav

AE: C+25%
MV: 150'
CL: 9
DD (daggers): 1D4/1D4
DP: 32

Princess Irzeena

The princess is a spoiled young woman of great beauty. She is a spell-caster of the second circle. She has come to like Keridav quite a bit in the few weeks since her capture, and has high hopes of causing him to reform. If she is rescued and the party then take Keridav prisoner, she will not allow the party to harm him. She is unable to use spells at the present time. Keridav will not use any permanently damaging spells on the party if the princess is with them.

The princess is not an easy person to get along with. If the party is successful in rescuing her, they then must cater to her every wish. It is not enough just to get her back to the city of Tualyn—they must go back her way. That involves putting her up at the most expensive housing in Farvelor, until the proper clothing and trappings can be sent from Tualyn for her to make a presentable entrance into the city. If the adventurers are not careful how they treat the princess, when they receive their reward from the King they are liable to be shown the road. This will force them to carry a great weight of gold coins on a road where highwaymen are not unknown. The Gamesmaster should continue running the scenario until the adventurers reach a safe place.

Irzeena

AE: N
MV: 110'
CL: 2
DD (dagger): 1D4
DP: 6

Snorgler

Snorgler is commander of the band of orcs who inhabit and guard the mines. He is a fighter of the fourth level. He did not gain his fighting prowess by hiding, and he will be found in the forefront of any fight. If he is not in his office or in his quarters, he will probably be found on the foundry levels terrorizing the dwarves.

Snorgler keeps a close eye on Keridav's back, and hopes someday to plant his sword there. Snorgler dreams of taking over the mines himself. His orcs are more loyal to him than they are to Keridav. If an occasion arises where both are threatened, the orcs will protect Snorgler first. Snorgler has done nothing against Keridav yet because he knows of Keridav's teleportation amulet, and is afraid that Keridav will teleport away before he has killed him. He is very much afraid that Keridav would raise another army and take the mines over again.

Snorgler

AE: M&S
MV: 100'
CL: 4
DD (sword): 1D8
DP: 28

The Zookeeper

No one knows the zookeeper's name except perhaps Keridav, who is quite fond of him. He is a small gnarled man who is fanatically loyal to Keridav. Keridav rescued him from a torture chamber many years ago, and he has been Keridav's devoted retainer ever since. He feeds and cares for the animals which Keridav experiments on, and in most cases they will not attack



him. The zookeeper at some time in the past was a scholar, and uses his experience to help Keridav with his animal experiments. He can usually be found in the main corridor of the zoo or in his own compartment. He occasionally wanders into the workshop or the library.

The zookeeper will surrender quietly if he knows that Keridav has successfully escaped his attackers. If the zookeeper is killed Keridav will conduct a vendetta against the murderer, and during this vendetta he will not stutter when he chants his spells.

Zookeeper

AE: L (M&S with 15 minutes warning)
MV: 60'
CL: 4
DD (sword): 1D8 (+20%)
DD (hands): 1D4/1D4 (+20%)
DP: 27

The Orcs

The orcs guarding the mines are all from the tribe of Yenshi. They do a tour of duty of five years. Keridav pays the tribe itself a large sum of gold each year, and he is also very generous in paying the orcs who guard the mines for him. There are six sub-leaders of the third experience rank. The remaining 200 orcs are evenly divided between the first and second ranks.

Under normal circumstances, about 40 orcs are out on patrols in the forest, and another 50 are on guard duty around the entrance to the mines. The rest are either sleeping in the barracks rooms, in the refectory, or guarding the dwarves. Orcs off duty will seldom be armed with more than a dagger.

Orcs

rank	DP	AE	weapons
1	1D8	L&S	spear and sword
2	2D8	L&S	sword or battle-axe
3	3D8	C&S	sword

The Dwarves

Only 70 dwarves are still alive—the rest have been literally worked to death mining gold and gems. They are kept under close supervision, and are frequently chained. If they can get to weapons and armor unobserved and unfettered, they will aid any group of adventurers in fighting orcs. There is a 60% chance that if the dwarves see adventurers attacking orcs, they will attack orcs too, no matter what their circumstances.

The dwarves are equally divided between the first and second experience levels. Neither Keridav nor his orcs have found the hiding place where the dwarves kept their best weapons and armor. If they are freed, the first thing the dwarves will do is attempt to get to this cache and arm themselves. There is all sorts of armor hidden—some even mithril—but it is all dwarf-size. If the dwarves are able to get to it they will all be armored in the equivalent of P&S or better.

The dwarves will use any weapon at hand, even their own chains, to attack orcs. If they are able to get to their armory they will arm themselves with hammers (1D6 damage), swords (1D8) or axes (double-bitted: 2nd swing allowed if first misses; 1D6 damage).

Dwarves

rank	DP	AE
1	1D8	N
2	2D8	N

The Mines: Level One

1 Main Entrance Chamber

As the picture on the title page shows, the main entrance has gates 25 feet high. There is an honor guard of 6 orcs posted there, 1 of rank 2, 5 of rank 1. At the bottom of the pool is a secret hiding place known to only a few of the dwarves, which contains a flaming, enchanted broadsword +10% to hit, and a shirt of mithril mail +20%. If the dwarves are freed they might (roll charisma/persuasion or less on a D20) give these as a reward to the leader of the party. The stream flows to the west, and empties into the pool. Two bridges cross the stream. If one of the older dwarves is approached by the adventurers before the dwarves are freed, there is a 70% chance the dwarf will tell the adventurers about the hidden sword and armor.

2 North Guardroom (1)

There are 8 orcs on duty here, 3 of rank 2, 5 of rank 1; another 12 orcs patrol the north turret and wall of the gate area, 6 of rank 2, and 6 of rank 1.

3 North Armory (6)

Two orcs, both of rank 2, are in charge of the weapons stored here. There are spears, swords, bows, bundles of arrows, leather armor, two suits of mail, and shields, all orc-size.

4 Commander's Office (2)

During the daylight hours, Snorgler is usually to be found here, checking duty rosters, assigning patrols, etc. There is a 15% chance he will be on the second underground level instead. Also here is Snorgler's sword, +5%. It hangs in a fancy scabbard on the northern wall.

5 Commander's Living Quarters

Snorgler's private quarters are quite luxurious. There is usually a human maid to be found here. In the northeast corner is a large bed, at the foot of which is a chest. At the bottom of the chest under folded blankets

and furs is Snorgler's private treasure of 500 gold pieces and 1,000 gold pieces worth of gems. On top of the bedding is a sword. If the sword is touched by anyone but Snorgler it will start to scream. The maid knows of this enchantment and will attempt to warn anyone she believes to be a rescuer. The Princess Irzeena knows and likes this maid, and will inquire if the adventurers have seen her. There is a 10% chance the princess will demand they rescue her. If the adventurers do anything to the maid or fail to rescue her after the princess demands it, they will fare ill when the King hears of it.

6 Refectory and Ward Room (2)

There are 15 tables and 20 benches scattered in sets south of the stream. From the eastern opening come the sounds of pots and pans rattling, and the odors of orcish cooking. There are usually 40 orcs eating, talking or gambling in this room at any time of day or night. There are 8 captured human and elfen females who serve the food here. One of them is the Squire's daughter (he thinks she is dead of a natural accident in the woods). The Squire will be extremely grateful to whoever returns her.

7 Kitchen (7)

Five orcs and six female human slaves provide food and drink for the orcs at any time of day or night. Various spices worth 350 gold pieces are to be found in small canisters in the kitchen.

8 Main Barracks Armory (6)

There are no orcs on duty in this armory, although there are frequently (35% chance) passers-through. Here may be found much the same equipment as in the north armory, except there are 6 suits of mail (all orc-size).

9-10 Orcish Barracks Rooms (2)

In each room there are 90 bunks and chests scattered about. At any give time 30 of the bunks will be occupied by sleeping orcs. There is a 25% chance that the rooms will be otherwise unoccupied, and a 75% chance that there will be 3D6 orcs quietly polishing gear, arranging their chests, etc. Each of the chests contains 2D6 gold pieces. There is a 30% chance that a character approaching this room will hear nothing but a few quiet snores, but there are usually one or two orcs up and about.

11 Sub-Leaders' Barracks (2)

There are 6 bunks and chests arranged in this room. Each of the chests will contain personal hoards of 2D4 × 100 gold pieces. There is a 15% chance that the room will be unoccupied. Otherwise 1D3 orcs of rank 3 will be in residence. They may be sleeping (40% chance—check individually).

12 Main Armory (1)

There are 4 orcs of rank 2 on duty here at all times. In addition to the equipment in the other armories, there are halberds, javelins, firebombs (1D6 damage the first combat turn, 2D6 the second), fire arrows, stacked skins of oil, and bags of caltrops. It is here that weapons and armor are repaired and there are work-tables in the center of the room. During the day there will be 6 orcs at work repairing weapons and gear.

13 South Guardroom (1)

There are 8 orcs on duty here, 3 of rank 2, 5 of rank 1. Another 12 orcs patrol the south turret and wall of the gate area.

The Mines: Level Two Up

14 Keridav's Workshop (2)

There are a number of heavy tables scattered around the room with various bits of arcane equipment upon them. On one are two scrolls, one with *Mnemonic Booster* and *Dispell Enchantment* on it, the other with *Spider Climb*. On another table is a potion of *Black Dragon Control*. There are a number of other various potions and scrolls lying around, most of them lethal to whoever uses them (60% poisonous or cursed, 25% ineffective, 15% useful—roll randomly). During daylight hours, there is a 35% chance that Keridav will be found here.

15 Keridav's Laboratory (3)

This chamber is littered with alchemical gear, biological specimens, and similar clutter. There are three iron cages against the north wall, all empty at present, and a large table against the south wall. In a rack on the wall over the table are 17 bottles, two of which (#7 and #14) contain respectively a 4-die poison and a 7-die acid.

16 Keridav's Study and Library

This is a large, comfortable room with several divans and book stands scattered about. The west wall is covered with scroll racks. The north wall has bookshelves. There are more books and scrolls here than a party of five could possibly carry. They are worth money only to a magic user of the fourth circle or above, or to a scholar. (There are not many people even in Tualyn who would have any interest in these.)

The secret door in the south wall is noticed by elves on a 1 on a D20. It is found by searching on a 1 or 2 on a D10. The secret door in the west wall is behind a swinging scroll rack, and can be located in the normal manner. The average scroll on the racks is worthless even to a scholar. Keridav has hidden his interesting scrolls among a number of blank ones. The curtains are of heavy velvet.

17 Lair of the Dragonlings (1)

In this small room live 6 dragonlings, small versions of normal dragons. They possess breath weapons just like their larger brethren. These are pets of Keridav, and frequently two or three of them will be found with the mage in the library. During daylight hours only 1D2 of the dragonlings will be found in the lair. There is a 25% chance that 1D2 will be found in rooms 1, 14, 15, 16, 19 or the zoo corridor. There is also a 50% chance that 1D3 will be found with the Zookeeper. There are 15 small lairs here, though only 6 are occupied. In each of these can be found 1D3 small gems (value D% gold pieces). Dragonlings will attack by command of either Keridav or the Zookeeper. If not ordered to attack, the dragonlings will ignore anyone except strangers who attack them or go into their lairs.

Dragonlings

AE: L (+40% for dodging)

MV: 40'/240'

CL: 1

DD (claws): 1D3/1D3

DD (breath): 2D4

DP: 10, 8, 8, 7, 5, 4

18 Holding Cell (2/5)

There are two sections to this area—inside and outside the bars. Irzeena's area inside the bars is luxuriously furnished, and she has a handmaiden to see to her comfort. The handmaiden has a method of opening both the cell door and the door in the westerly wall which does not involve keys. Only she and Keridav know where the holding cell is and how to open it.

Keridav has put an invisible ring of command on the handmaiden, so that she will be loyal to him. The princess will demand of the adventurers that the handmaiden either be rescued or immediately put to death (50% chance of each). There is a 15% chance that the handmaiden is in some other area of the complex, usually the first level kitchen, at any given time.

19 Private Chambers of Keridav (5)

Tapestries adorn the walls of this large room, which contains a large soft bed, four chests of assorted sizes, two small cots, and a number of comfortable chairs and small tables. There are two young human women here who act as maidservants to Keridav. They know the locations of both secret doors, and the magic words which unlock the second largest chest. They have been *charmed*, and neither will volunteer any information. The secret door in the south wall is behind a tapestry, and is plainly visible if the tapestry is moved. The secret door in the easterly wall is very cleverly concealed in the paneling, and will only be noticed by searchers 10% of the time. In the two smaller chests are clothing of above average cut, and eight small gems worth 120, 230, 160, 100, 80, 200, 170 and 50 gold pieces. The largest chest, which is not locked, contains a set of the mage's books. In these are contained Keridav's many spells, and descriptions of the animal experiments he has been performing. They are all written in a code which Keridav invented, and it would take a master scholar 1 to 2 years to decipher all the books and scrolls. The second largest chest has a magic lock on it which responds only to the spoken words "Akaoal Doruun Tey." It is so well constructed that it could be dropped off a cliff without breaking open. Inside are a pair of magical boots which allow the wearer to move silently, and an enchanted cloak which blends perfectly into the background, so that the wearer can only be detected 15% of the time that someone is looking directly at him. Finally there is an enchanted silver rapier, which can only safely be used by mages. The sword is enchanted to +15%, and will also warn its possessor of approaching enemies when it is in contact with the possessor's skin. In a secret hiding place in the lid of this chest is a potion of *total regeneration* (it will even regrow—in a period of weeks—lost limbs, eyes, etc., though it will not restore life; to have any effect, the imbiber must have at least one remaining damage point). This is the first place Keridav will go if he plans to teleport out of the mines, and if given enough time he will surely take these chests with him.

At night, Keridav will almost always be found here. The two maidservants alternate watches, and whoever is on duty will wake him if anyone enters the chamber. The tapestries which are hung about the room (there are ten) are worth an average of 250 gold pieces each. Note that they are very heavy.

20 Secret Stairway (1)

This staircase leads to the main entrance chamber. There is a secret door at the main entrance chamber.

21-51 Zoo Area

In this collection of small chambers are kept the results of Keridav's animal experiments. The Zookeeper will be found somewhere in the corridor 75% of the time during the day, and in his chamber during the night.

There are currently only three types of animal being kept in the zoo, and many of the chambers are empty. The three types are Kangakats, Razor Bears, and Shooting Snakes.

Kangakats

Kangakats are a cross between wildcats and kangaroos. They have an uncertain temper, attacking as often as fleeing, but when attacking their powerful hind legs can carry them in a thirty-foot leap. In appearance they resemble wildcats with the heavy hind



Kangakat

legs of the kangaroo. They are covered all over with the soft fur of a cat. There is a litter of 3 kittens. If they are taken and given love and care, they will grow up tame and respond to commands much like a dog.

Kangakat

AE: C (+30% for dodging)
MV: 50' (30' leap)
CL: 2
DD: 1D4/1D4
DP: 2D6

Razor Bears

Razor Bears are smallish bears with razor-sharp claws on their forepaws and a carapace along the head and spine. They will dodge blows so that 80% of all blows will harmlessly strike this carapace. They are slow-moving, and will be friendly to anyone who feeds them. They are vicious if attacked.

Razor Bear

AE: L (carapace: P)
MV: 60'
CL: 3
DD: 1D8/1D8 (+20%)
DP: 3D8

Shooting Snakes

Shooting Snakes derive their name from their habit of taking small pieces of gravel into their mouths and spitting them with great force at their prey. Their prey can be of any size; these snakes are stupid even for snakes, and will attack anything that moves, if they are hungry. In appearance they resemble sticks about 2 inches in diameter and 2 to 4 feet long. They can carry up to 6 pebbles in their mouths, and spit these at a rate of two per combat turn. It takes them five combat turns to find two pebbles. They will continue to spit pebbles until their prey no longer moves. They have sharp teeth but will not use them to attack. Their chance to hit a target is the same as that of a heavy crossbow +20%.

Shooting Snake

AE: N (+15% for dodging)
MV: 20'
CL: 1
DD: 1DP/1DP
DP: 1

There are four secret doors located in the zoo. The two to the Special Treasure Chamber can only be found 10% of the time. The secret door to the passage leading up can only be located 5% of the time. The panel in the westerly side passage is noticed 20% of the time, 40% if the area is being searched.

21-24 Empty.

25-28 West Grouping

Currently caged here are a number of Razor Bears.

25 Mated pair and three young. DP: 21, 20, 12, 10, 10.

26 Large male. DP: 26

27 Three females. DP: 17, 17, 15

28 Mated pair and two young. DP: 20, 18, 11, 10

29-31 North Grouping

In this area are kept the Shooting Snakes.

29 Fifteen assorted snakes.

30 20 young and very small snakes, not yet able to spit stones.

31 18 snakes, plus the "Stonemaster," oldest and largest of the Shooting Snakes.

Stonemaster

AE: L (+15% for dodging)
MV: 40'
CL: 2
DD: 1DP/1DP/1DP (holds 18, shoots 3 per CT)
DP: 3

32 There are 6 large Razor Bear males in this chamber; normally, these bears would be evenly distributed in rooms 32-34. DP: 22, 22, 21, 20, 20, 20

33-34 Currently in the process of being cleaned. During daylight hours there is a rank 2 orc guarding two slaves who are scrubbing out the two chambers. The orc is unarmored, but carries a short sword. The two slaves are young male humans, and are so cowed that they will not leave the mines unless carried out.



Razor Bear

35-39 East Grouping

35 In this passage are a desk and chair. In the top drawer of the desk will be found the keys to all the cages, and in the remaining drawers are kept the breeding records of the animals currently in the zoo.

36-39 Maternity holding cages; all but room 39 are currently unoccupied.

39 In this cage are a female Kangakat and her litter of six kittens. The mother is fiercely protective of her family and adds +15% to her attacks. She will attack all intruders. The kittens are about three weeks old, and are capable of being trained. DP: 13, 4, 4, 3, 3, 2

40-42 South Grouping

There are three groups of Kangakittens kept here.

40 Five kittens nine weeks old. DP: 9, 9, 8, 7, 7, 7

41 Eight kittens sixteen weeks old. DP: 13, 13, 12, 12, 12, 11, 11, 11

42 Four kittens four months old. DP: 14, 13, 13, 12

43-44 Breeding Observation Section

Keridav is thinking about starting a new species. Currently caged here are a wolverine and a flying squirrel.

44 There are peepholes in the wall here, where someone in the corridor can observe what is occurring in the chamber without alerting the animals to his presence.

45 In this chamber is kept the biggest Kangakat.

Kangakat

AE: C (+40% for dodging)

MV: 50' (40' leap)

CL: 3

DD: 1D6/1D6

DP: 20

46-48 Empty

49 Special Treasure Chamber

There are six large chests in this area. They are specially locked with a type of apparatus that is 80% harder than normal to pick open, and there is a poison trap on each chest that will go off if the proper key is not used. Keridav carries the key with him at all times. The poison on the trap is a contact poison that will cover the entire lock area if the trap is sprung. The poison is almost instantaneous in effect, and is so virulent that any saving throw will be 50% harder to make than normal. Only a *Poison Detection* spell will reveal the presence of this poison once it has oozed onto the lock area of the chest, and no spell will affect it except *Transmutation (Inanimate)* or a *Wish*.

The six chests are keyed to a transporter amulet which hangs on a hook on the north wall. It is a circular plate of gold, six inches in diameter, on a heavy chain. There are six gems in a semicircle on the lower half of the medallion, each gem calling one of the six chests. The amulet must be held about four feet off the floor when a gem is pressed, and the chest will appear underneath. The amulet is worth 2,200 gold pieces. It is virtually impossible to move the chests without the use of the amulet, and none of them can be broken open without potent magical means—a simple *Knocking* spell will not work. The chests contain:

#1 8 pieces of jewelry, some of the finest examples of dwarven work. Their values are 4,000, 4,000, 5,000, 8,000, 5,000, 2,000, 10,000 and 15,000 gold pieces. Each of these pieces of jewelry is in its own velvet-lined box. There is a ninth box which emits a poison gas when opened. There are also 5,000 gold coins in this chest.

#2 This chest contains a duplicate record of the animal breeding experiments, all written in Keridav's cipher. Once unciphered it will reveal how to breed Razor Bears, Kangakats, Shooting Snakes, Dragonlings, Cobrawolves and Sonic Rattlesnakes.

#3 In here is a mage's sword of silver which casts a *Null-Magic* sphere five feet in diameter, a suit of mithril mail made especially for Keridav, a number of magical scrolls (5 with 1D6 spells on each, in cipher; roll randomly), and 3,000 gold pieces.

#4 15 potions, each in a glass vial inside a velvet sack, 12 of which will repair battle damage (up to 4D6 DP) and the remainder of which are for Red, Green and Blue Dragon control; two large tomes, one telling how to construct an Iron Automaton for only 15,000 gold pieces and one year's work, and the other giving instructions for sensitizing a transporter amulet to a particular place.

#5 Keridav's revenge. If Keridav does not open this chest himself a poisonous gas will seep out of the chest, and will continue to seep out of the chest even if the lid is closed. The gas is very poisonous (saving roll 20% higher than normal) and very heavy. It will slowly fill the room from the floor up, so the effect of the gas can be escaped by quickly leaving the room or by getting above it. Within ten minutes the gas will completely fill the room, and render the room poisonous for the next hour.

#6 This chest is filled with 500 small gems, each worth 3D8 × 10 gold pieces.

Note to GM: If you think that this treasure is too much to give your characters, you may wish to cut it down. Remember, however, what your players will have gone through to achieve this, and that if Keridav escapes, he will surely take this treasure with him. Also, the GM should take great care with the weight his characters are carrying. There is a limit to how much gold, etc. a character can carry away, and the adventurers must make it back to the city of Tualyn (remember the highwaymen on the Great Road) to end the adventure, unless they are going to settle in Farvelor. Furthermore, if the adventurers are seen carrying large amounts of treasure, other inhabitants of the valley will quickly gather and go off to loot the mines.

The secret door out of the chamber will only be found by searching on a 5% chance.

50 Food Storage Chamber

In this room are kept rations for the various animals in the zoo. The Zookeeper feeds the animals once in the morning and once in the evening.

51 Zookeeper's Private Chambers (2)

In the easterly alcove is a bed with a chest at the foot which contains clothing and personal items. There is no treasure, but if the items are broken or disturbed, the Zookeeper will attack the person who did it—with his bare hands if necessary. Hanging on the southerly wall are the Zookeeper's arms: a mail hauberk, helm and shield, and his personal sword, which is +15% to hit, by enchantment.

The Mines: Level Three Up

52 Treasure Guardroom

There are four orcs on guard here, all rank 2.

53 Main Treasure Chamber

In this large room is kept all the treasure of the dwarves and all the gold and gems the dwarves have mined for Keridav and the orcs in the last five years. There is more treasure here than a small army could cart away. There are also two ogres on duty here, who will die defending the treasure. The treasure is all in bullion, coin, plate, and gems of moderate value (up to 100 gold pieces).

Keridav keeps a wand on a little shelf just outside the secret door. His wand is magical, and puts the ogres to sleep. Keridav likes to meditate with his treasure, and occasionally brings some back to his own quarters. The treasure here belongs mostly to Keridav, but the orcs own about 25% of it.

The secret door is noticeable without searching 10% of the time. It is noticeable when searching 20% of the time.

There is a 40% chance that the ogres will be sleeping at any given time. If they are awake there is an 80% chance they will be in armor. Unarmored, they tend to use their clubs or hands; armored they will usually use their swords and shields.

Ogres

AE: P&S (unarmored: L+5%)

MV: 120'

CL: 5

DD (hands): 2D4/2D4

DD (clubs): 3D6 (60% chance stun for 1D10 CT)

DD (sword): 1D8 (+30%)

DP: 37, 33

The Mines: Level Two Down

54 Guard Room

Twelve orcs are constantly on guard here, 6 of rank 2 and 6 of rank 1. Half of these guards will be down on the floor at any given time. There are an additional 10 guards on duty in the mines themselves, all of rank 1, and 40 of the dwarves will be found working in the tunnels.

55 Railhead

The ore carts from the mine tunnels are dumped here. There is usually one orc guard stationed here.

56 Smelting Area

In this area the work of converting the ore into workable metal is performed. Tailings and cinders are dumped down the hole in the south wall. The hole leads to an immense cavern which is now, after 600 years, about a quarter full. Ten dwarves normally work in this room.

57 Weapons Forges

Weapons and armor are made here. Five dwarves do the work and there are always two orc guards on duty here, one of rank 2 and one of rank 1. It is in this area that the dwarvish weapons cache is hidden.

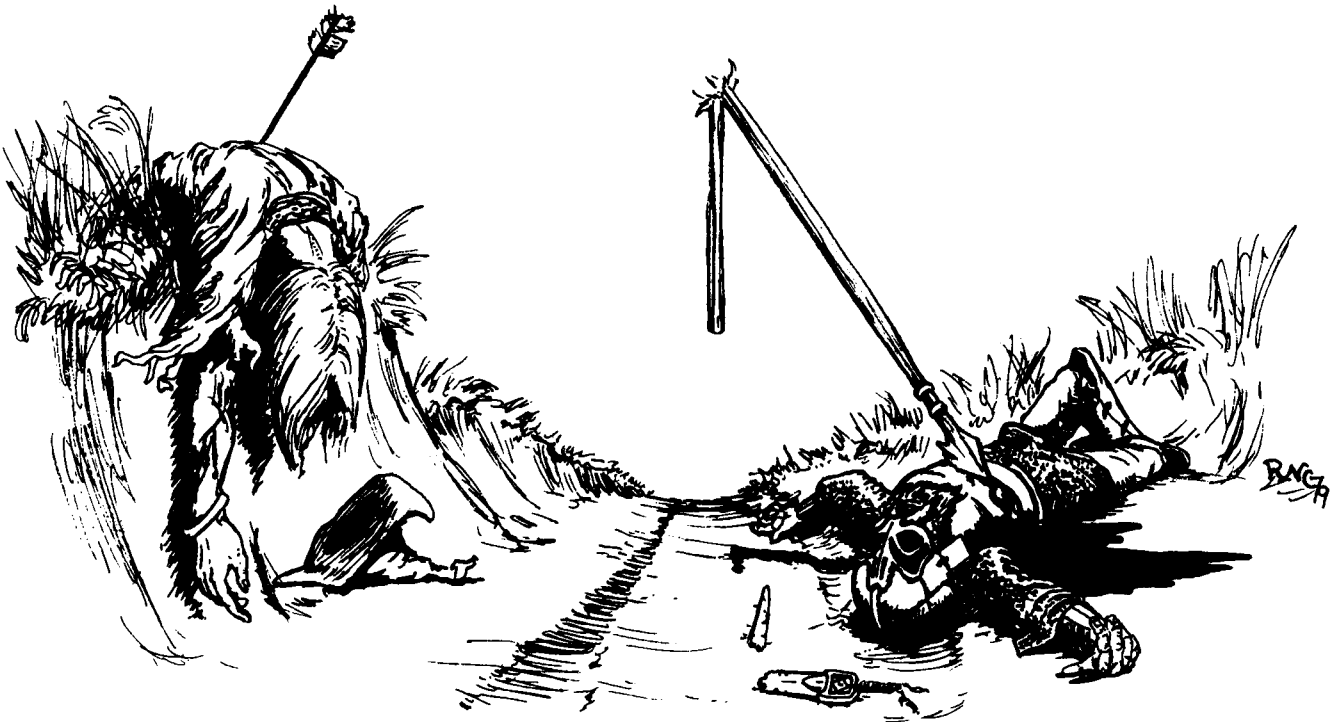
58 Jewelry Forges and Workshops

There are fifteen dwarves working here. These are master craftsmen, and Keridav has them making jewelry for the Princess. There are usually three orc guards here.

Postscript: To The Gamesmaster

After reading through the mines section you will notice how deadly the mines are, and that your players will not have much chance to live through the experience of entering the mines in a direct attack. This is as it should be. An assault on an area like this should take careful thought and much preparation. If the players have not figured out how to get into the mines undetected, they should try to enlist the help of the countryside in cleaning out the mines. If the latter, it is up to you to determine how much help the adventurers will get, and how much booty they will be able to carry off. There is much more treasure in the mines than they could possibly bear away. If the orcs—all of them—are killed, then the dwarves will defend the treasure. If all the dwarves are killed, the inhabitants of the valley will quickly take over the mines for themselves—and the adventurers will be lucky to get anything other than what they already have. As the battle for the mines develops (if it does turn into a pitched battle) more and more orcs that were out on patrol will show up and quickly join the fight. If there are any orc survivors, they will go back to their clan, and within a fortnight 300 orcs will attempt to take back the mines.

Again—it is best if you suggest to the players that they spend time in the town planning what they are going to do. A party that marches directly from Tualyn to the mines will meet a quick end. But this is how people learn.



USING THIS BOOK WITH THIEVES' GUILD™ An Explanation of Character Requisites

(Thieves' Guild™ is a trademark of Gamelords, Ltd.)

This book and its companion volume, *The Demon Pits of Caeldo*, represent a departure from the usual Gamelords scenario book in that they are written in an open generic style, and not dependent on any particular system of fantasy role-playing game rules. GMs who use the *Thieves' Guild* rules, or who would like to have more specific character statistics, can find the NPC descriptions in the following section. If there appears to be a discrepancy between characters or monsters as described in the text and the actual statistics, this merely reflects the different way these monsters are used in the *Thieves' Guild* system. Dragons, in particular, are far more wise and dangerous, appearing very rarely, and never in groups. For those GMs unfamiliar with the *Thieves' Guild* system, the following explanation of the statistics charts is provided.

The *Thieves' Guild* system makes use of ten basic requisites for characters, these are based on the roll of 3D6, giving a starting range of 3 to 18. The following chart shows the ten basic requisites and the abbreviations used in the character descriptions.

STR - strength, force, muscle
CDN - co-ordination, dexterity (planned action)
REF - reflexes, agility, speed (instinctive action)
STN - stamina, constitution, health, endurance
DSC - discretion, common sense, wisdom
IQ - intelligence, reasoning and learning ability
TAL - talent, magic or psychic ability, power
MGR - magic resistance, luck, will
MAG - magnetism, charisma, leadership, sex appeal
APP - appearance, good looks, beauty

Occasionally it will be suggested that a character or NPC be required to "make a saving roll against" a particular requisite. If a bonus or penalty is indicated, the amount should be added to, or subtracted from, the requisite before the comparison is made. The saving roll is made using the total of 2D12. If the total rolled is greater than the adjusted requisite, the saving roll has been missed; if the total is less than or equal to the adjusted requisite, the saving roll has been made. In the case of a missed saving roll, the difference between the number rolled and the actual requisite indicates the magnitude of the miss.

Since character "levels" can vary widely from one campaign to another, *Thieves' Guild* uses four designations to indicate relative experience level; the GM may assign specific numbers according to the levels in his own campaign. The levels are as follows; the numbers in parentheses are the approximate levels in *Thieves' Guild*.

GR - green (1-2) VET - veteran (6-8)
INT - intermediate (3-5) EL - elite (9 and up)

Character races are abbreviated as follows:

HU - human DE - demon OG - ogre
DW - dwarf EL - elf OR - orc
/D - half-dwarf /E - half-elf /O - half-orc

Thieves' Guild uses a variety of character classes for player characters and NPCs (not all of which are used in this book); the following abbreviations are used:

FTR - Fighter MAG - Mage, magic user
SCH - Scholar, sage TBR - Troubadour
THF - Thief CSN - Courtesan
HLR - Healer NON - Non-combatant

COMBAT AND WEAPONS

Combat in *Thieves' Guild* is quite simple. Armor class ranges from 0 (bare skin) up (chain mail, for example is Armor Class 6). A character has a basic hit probability number with a given weapon (modified by training, experience level, or natural ability), which is given as the HACO (Hit Armor Class 0) figure in the character charts. Adding the basic hit probability number to the opponent's Armor Class will give the number needed on the roll of a D20 to score a "hit" on one's opponent. The column marked Damage indicates the kind and number of dice rolled to determine how much damage was done. So, if Foghorn the Dwarf has a HACO of 8 with his shortsword, and he takes a swing at Gorbash the Orc, wearing leather armor (AC 4), Foghorn must roll a 12 or better to hit Gorbash (8 + 4). Armor Class may also be modified by Dodge ability, character level, the use of a shield (+1), or lack of a helm (-1); all modifications are already calculated into the NPC chart. The following shows the basic Armor Classes and the abbreviations used; the Absorption figure is the number of points of damage per blow the armor will absorb, reducing damage to the character.

Armor Type	AC	Absorption
NON none	0	none
CLO padded cloth	2	none
LEA leather	4	1
CHN Chain	6	2

Some of the weapons have three figures listed under HACO; these are missile weapons such as bows or thrown knives, and indicate short, medium and long range.

WEAPONS ABBREVIATIONS

BDSWD - broadsword MACE - mace
GRSWD - greatsword * 1BBAX - 1 Bit Battle Axe
SHSWD - shortsword 2BBAX - 2 Bit Battle Axe
HFSWD - bastard sword KNF - Knife
RPR - rapier FNAILS - Fingernails
HMR - warhammer DGR - dagger
TRI - trident * - 2 hands

Ranged Weapons	Short / Medium / Long
THKNF - thrown knife	30 / 75 / 120
LBOW - long bow	60 / 150 / 300
SBOW - short bow	100 / 250 / 600
LXBOW - large crossbow	50 / 150 / 450
SXBOW - small crossbow	80 / 250 / 600

In any weapons abbreviation, an "e" afterwards denotes Expertise in that weapon; bonuses are already included in the HACO and Damage figures. The last column, HTK (Hits To Kill), indicates how many points of damage the character can take before dying.

CHARACTER DESCRIPTIONS FOR THE MINES OF KERIDAV

ID#	Name	Character		Purse	Requisites										Combat			Armor	
		Notes	Class		ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK
P5	Wolf Leader				15	18	17	16	-	2	-	12	-	-	BITE	5	1D6+1	FUR 5	34
P5	Pack Wolves A				14	16	15	14	-	2	-	11	-	-	BITE	6	1D6	FUR 4	24+
																		1D6	
P5	Pack Wolves B				13	15	15	13	-	2	-	10	-	-	BITE	6	1D6	FUR 4	20+
																		1D6	
P5	Orc rank 3		INT OR FTR	3D6SP	13	14	11	14	8	11	8	8	10	6	HFSWD	4	2D6	CHNs 8	26
P5	Orc rank 2		INT OR FTR	2D6SP	10	10	9	11	5	8	9	12	11	4	HFSWD	6	2D4	LTHs 6	21
P5	Orc rank 2		INT OR FTR	2D6SP	11	13	9	11	5	8	9	12	11	4	1BBAX	6	2D5	LTHs 6	22
P5	Orc rank 1		GR OR FTR	1D6SP	11	8	10	12	10	7	5	9	6	7	SPEAR	7/10	2D5	LTHs 5	16
															SHSWD	8	2D3		
P6	Male Baboon				11	17	14	14	-	2	-	9	-	-	BITE	7	1D6	SKN 5	12+
																			1D8
P6	Female Baboon				9	17	15	13	-	2	-	8	-	-	BITE	7	1D4	SKN 4	8+
																			1D6
P6	Young Baboon				7	14	10	10	-	2	-	10	-	-	BITE	9	1D2	SKN 2	4+
																			1D4
P6	Male Green Dragons	a			42	15	12	36	9	8	11	13	-	-	BITE	3	2D10	SKN 14	300
															CLAWS(2)	1	1D8		
P6	Female Green Dragons	*a			38	16	13	38	11	9	12	11	-	-	BITE	3	2D10	SKN 14	240
															CLAWS(2)	1	1D8		
P6	Young Green Dragons	a			28	12	9	24	7	6	11	14	-	-	BITE	5	2D6	SKN 12	125
															CLAWS(2)	3	1D4		
P6	Gorgon	b			26	10	9	28	-	2	-	16	-	-	HORNS	3	2D6	SKN 12	100+
																			1D20
P7	Wyverns	c			21	12	14	22	6	4	12	13	-	-	BITE	3	2D6	SKN 10	70+
																			2D20
															TAIL	5	1D8		
P7	Male Black Dragon	d			38	14	14	36	7	10	11	13	-	-	BITE	4	3D6	SKN 12	250
															CLAWS(2)	2	1D6		
P7	Female Dragon	*d			32	15	13	33	8	11	10	15	-	-	BITE	4	3D6	SKN 12	200
															CLAWS(2)	2	1D6		
P7	Young Dragon	d			24	11	10	22	6	7	11	14	-	-	BITE	6	1D10	SKN 10	100
															CLAWS(2)	4	1D3		
P7	Cavern Lizards	e			15	13	15	12	-	1	-	9	-	-	BITE	6	1D6	SKN 6	30+
																			2D10
P7	Cavern King	f			17	16	17	14	-	1	-	16	-	-	BITE	4	1D8	SKN 8	55
P7	Warrior Ants				17	13	12	19	-	1	-	13	-	-	PINCERS	5	1D8	SKN 10	35+
																			2D10
P7	Worker Ants				18	10	11	20	-	1	-	10	-	-	PINCERS	7	1D6	SKN 9	30+
																			2D10
P7	Queen's Guards				18	14	13	21	-	1	-	14	-	-	PINCERS	4	2D6	SKN 11	40+
																			2D12
P7	Unicorn	g			17	16	20	19	15	8	16	18	13	15	HOOVES(2)	3	1D6	FUR 8	64
															HORN	1	1D12		
P7	Griffons				18	15	19	18	6	3	7	14	-	-	BEAK	5	2D8	FUR 8	96
															CLAWS(2)	3	1D4		64
P9	Skeyrod		INT HU FTR	3D8GP	14	16	16	13	13	12	7	8	15	11	BDSWD	5	2D4	CHNs 8	26
P9	Lumko	h	GR HU FTR	2D6GP	18	16	9	16	6	5	9	10	10	10	LCLUB(2)	7	3D4	LTH 5	22
P9	Meran (Lt.)		INT HU FTR	2D8GP	15	13	9	15	9	9	10	10	10	9	HFSWD	5	2D6	CHN 6	24
P9	Dano (Lt.)		INT HU FTR	2D6GP	12	14	16	12	10	10	8	11	10	9	BDSWD	6	2D4	CHNs 7	19
P9	Abel		GR HU FTR	1D6GP	11	11	14	13	12	16	14	6	5	5	HLBRD	4/8	2D6	LTH 4	16
P9	Bekar		GR HU FTR	1D6GP	16	9	12	14	13	13	11	7	13	10	BDSWD	7	3D4	LTH 5	20
P9	Carli	i	GR HU FTR	1D6GP	13	13	10	13	12	7	10	13	11	8	2BBAX	7	2D5	LTH 4	20
P9	Elred		GR HU FTR	1D4GP	14	15	14	9	12	15	12	8	10	7	LBOW	3/7/10	1D6	LTHs 5	14
															BDSWD	7	3D4		
P9	Fronk		GR HU FTR	1D4GP	10	11	16	9	7	7	4	8	12	9	SPEAR	7/10	2D5	LTHs 5	16
															SHSWD	9	2D3		
P9	Geron		GR HU FTR	1D4GP	10	11	12	12	11	11	9	6	6	13	SPEAR	7/10	2D5	LTHs 5	15
															SHSWD	9	2D3		

CHARACTER DESCRIPTIONS FOR THE MINES OF KERIDAV

ID#	Name	Character		Purse	Requisites												Combat			Armor	
		Notes	Class		ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK		
P9	Haskel		GR HU FTR	1D4GP	9	11	12	13	16	14	7	7	9	6	SPEAR	7/10	2D5	LTHs 5	13		
															SHSWD	9	2D3				
P9	Jak		GR HU FTR	1D4GP	15	13	16	14	11	16	8	10	12	11	LBOW	4/8/11	1D6	LTH 4	22		
															BDSWD	8	3D4				
P9	Konni		GR HU FTR	1D4GP	14	16	18	14	8	14	9	10	10	12	LBOW	3/7/10	1D6	LTH 5	17		
															BDSWD	7	3D4				
P12	Skenshl		INT HU FTR	1D8GP	13	12	10	12	9	13	10	9	11	12	MACE	6	3D4	1	21		
P12	Drabor		INT /O NON	2D6SP	11	13	9	13	12	10	10	9	10	9	MAUL	7	2D3	LTH 4	17		
P12	Grarg		INT OG FTR	1D6SP	19	8	9	17	9	6	4	15	7	5	FISTS	4	2D3	LTH 8	37		
															GRSWD	4	2D8				
P13	Merokin		VET HU NON	4D8GP	14	15	15	13	14	13	5	8	12	9	15' WHIPe	0	1D6	LTH 6	25		
															DGR	9	1D4				
P13	Taffyd		INT HU FTR	2D8GP	15	11	11	13	13	15	14	7	15	12	MAUL	6	2D3	LTH 4	27		
P13	Dogs		ANIMAL		7	12	16	14	-	2	-	10	-	-	TEETH	6	2D3	FUR 5	8+		
																			2D6		
P14	Dalovin	J	INT HU FTR	1D6GP	16	17	17	14	12	14	12	7	8	9	SPEAR	4/7	3D5	LTH 6	30		
															BDSWD	4	4D4	CHN 10			
															MACE	5	3D4				
P14	Dinadrn	*	INT HU CSN	2D6GP	9	14	13	14	7	12	8	9	15	17	DGR	9	1D4	0	15		
															FNAILS		1D3-1				
P15	Mendel		INT HU NON	2D6GP	11	14	11	8	10	9	14	5	-	8	DGR	11	1D4	NON 0	13		
P15	Constable Verkol		INT HU FTR	1D6GP	14	13	9	11	8	12	4	12	10	7	SPEAR	4/7	3D5	CHNs 7	22		
															BDSWD	5	4D4				
P15	Constalbe Termon		GR HU FTR	1D4GP	13	16	10	10	9	11	7	8	14	9	SPEAR	4/7	2D5	CHNs 8	15		
															BDSWD	5	2D4				
P15	Deputy Ferak		GR HU FTR	2D8SP	9	13	15	13	13	13	13	10	7	10	SPEAR	5/8	2D5	LTHs 5	16		
															BDSWD	6	3D4				
P15	Deputy Dulon		GR HU FTR	2D8SP	14	14	9	10	8	8	6	10	9	10	SPEAR	5/8	3D5	LTHs 5	14		
															BDSWD	6	3D4				
P15	Deputy Pero		GR HU FTR	2D8SP	10	11	11	12	11	8	12	6	14	16	SPEAR	6/9	2D5	LTHs 5	13		
															BDSWD	7	2D4				
P15	Cockatrice	k			5	8	9	12	-	2	-	14	-	-	BEAK	8	1D4	FET 4	22		
P15	Thador		INT HU NON	3D8GP	7	8	6	9	11	10	9	10	13	11	KNF	10	1D4	NON 0	10		
P16	Trisko		GR HU NON	1D6GP	9	12	13	8	6	7	7	14	12	14	KNF	11	1D4	NON 0	10		
P16	Oka		GR HU NON	2D8SP	11	16	8	9	7	9	14	6	9	9	SHSWD	9	2D3	NON 0	16		
P16	Orla		GR HU NON	2D8SP	11	11	14	15	12	10	12	10	12	7	DGR	11	1D4	NON 0	14		
P16	Maturo		INT HU MAG	1D4GP	9	10	9	14	10	14	17	8	12	10	DGR	9	1D4	NON 1	18		
															WAND		10D6				
P16	Gilar		INT HU FTR	2D6GP	14	17	12	12	12	16	9	5	10	9	BDSWD	3	3D4	CHNs 8	24		
P16	JorJ		GR HU FTR	1D6GP	12	16	12	14	13	10	11	14	11	10	LBOW	1/5/8	1D6	CHNs 7	21		
P16	Mykel		GR HU FTR	1D6GP	12	18	16	14	12	13	12	11	14	13	BDSWD	4	2D4	LTHs 7	17		
P17	Kulosik		INT HU HLR	1D8SP	11	14	11	13	10	15	14	10	11	14	KNF	11	1D3	NON 0	16		
															SPELLS						
P17	Armstrong		GR HU NON	1D4GP	10	8	10	14	14	11	11	8	14	9	KNF	11	1D4	LTH 4	18		
P17	Radnor		GR HU NON	1D6GP	12	13	12	10	5	12	13	11	10	12	KNF	11	1D4	NON 0	12		
P17	Hansen		GR HU FTR	3D8SP	11	16	8	11	8	11	11	13	9	11	SHSWD	7	2D3	NON 0	18		
P17	Georgeson		INT HU NON	3D6GP	16	9	11	15	7	9	8	14	13	9	BDSWD	6	3D4	LTH 4	23		
P17	Curzon		GR HU NON	1D8SP	16	14	13	15	9	13	12	6	9	14	KNF	9	1D4	NON 0	19		
P17	Maryk		INT HU THF	2D8SP	8	12	11	9	14	11	14	5	7	8	CANE	10	1D4	LTH 4	14		
P18	Trunath	*	GR HU NON	2D6GP	7	15	11	9	11	14	13	16	12	11	DGR	9	1D4	NON 0	12		
P18	Korin	*	GR HU NON	1D6GP	8	11	13	8	8	9	8	8	14	13	KNF	11	1D4	NON 0	13		
P18	Stemmer	*	GR HU NON	2D8SP	6	14	9	8	11	11	7	10	11	11	HATPIN	12	1D2	NON 0	8		
P18	Bertolt		INT HU NON	3D8SP	11	12	15	16	14	8	11	16	13	10	DGR	9	1D6	NON 0	22		

CHARACTER DESCRIPTIONS FOR THE MINES OF KERIDAV

ID#	Name	Character		Purse	Requisites										Combat		Armor		
		Notes	Class		ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK
P18	Macek		INT HU TRD	10D100GP	11	10	9	12	15	13	12	6	10	10	BDSWD	5	2D4	LTH 4	26
P18	Body Guard Apprentice		GR HU FTR		14	16	11	13	11	12	9	14	12	13	BDSWD	6	3D4	CLO 2	19
P19	Keridav		EL HU MAG	2D8GP	11	10	17	16	10	17	18	10	13	14	DGR SPELLS	8	1D4	CLOs 7	34
P19	Irzeena	*	GR HU MAG		8	11	10	12	6	14	15	9	12	18	DGR	9	1D4	NON 0	17
P19	Snorgler		INT OR FTR	2D6GP	15	14	13	17	7	9	5	6	10	6	BDSWD	4	3D4	CLOs 8	29
P19	Zookeeper		INT HU SCH	2D8SP	13	12	9	12	12	14	9	9	11	8	BDSWDe FISTS	4 8	3D4 1D4-2	LTH 4 CHNs 7	24
P19	Orc rank 3		INT OR FTR	3D6SP	14	14	12	14	9	11	7	9	11	6	HFSWD	4	2D6	CHNs 8	20+ 2D6
P19	Orc rank 2		INT OR FTR	2D6SP	12	14	10	10	6	8	6	11	10	5	BDSWD	6	2D4	LTHs 6	15+ 2D6
P19	Orc rank 2		INT OR FTR	2D6SP	10	11	9	11	5	7	8	12	10	4	1BBAX	6	2D5	LTHs 6	15+ 2D6
P19	Orc rank 1		GR OR FTR	1D6SP	11	9	10	12	9	7	5	9	7	6	SPEAR SHSWD	7/10 8	2D5 2D3	LTHs 5	10+ 2D6
P20	Dwarf rank 1		GR DW FTR		13	15	8	17	7	11	4	13	10	4	CHAIN PICK	7 8	1D4 2D3	NON 0 CHN 6	21
P20	Dwarf rank 1	i	GR DW FTR		14	13	13	15	7	12	9	16	7	9	HMR HFSWD 2BBAX	9 7 8	2D6 2D6 2D5	NON 0 CHN 6	19
P20	Dwarf rank 2		INT DW FTR		14	14	9	11	9	11	10	11	8	5	CHAIN PICK	5 6	1D4 3D3	NON 0 CHN 6	24
P20	Dwarf rank 2	i	INT DW FTR		15	13	16	12	8	9	12	14	6	9	HMR HFSWD 2BBAX	7 5 6	2D6 2D6 2D5	NON 1 CHNs 7	25
P20	Dragonlings				14	15	22	12	14	5	14	12	-	-	CLAWS(2) BREATH	7 5	1D3 2D8	SKN 10	10+ 2D8
P21	Kangakat				12	16	20	11	12	2	-	11	-	-	CLAWS(2)	6	1D4	FUR 8	10+ 2D8
P21	Razor Bear	i			17	13	12	15	13	2	-	13	-	-	CLAWS(2)	5	1D8	BODY 4 BACK 10	18+ 2D12
P21	Shooting Snake				4	12	17	7	-	1	-	10	-	-	ROCKS(2)	-2/2/8	1	SKN 3	3
P21	Stone Master				4	13	15	6	-	1	-	11	-	-	ROCKS(3)	-3/1/8	1	SKN 4	6
P22	Kangakat Large				15	17	22	14	-	2	-	14	-	-	CLAWS(2)	5	1D6	FUR 10	36
P22	Orgres	m	INT OG FTR		21	8	9	20	5	5	2	15	2	1	HANDS CLUB GRSWD	0 6 4	1D8+1 3D6+2 3D8	LTHs 5 ALT 11	60+ 2D10

Notes:

* Female.

a Breath weapons of Green Dragons does 20% of its HTK per attack.

b Breath requires MR saving throw or victim turns to stone.

c Poison in tail requires a SM saving throw or lose 1D8 stamina points.

d Breath weapon of Black Dragons does 20% of its current HTK per attack.

e Lizards' bite has poison that puts you to sleep. Saving throw of SM+3 or sleep for 4D6 hours.

f Like (e) but SM+1 or sleep for 6D8 hours.

g Initial charge of Unicorn is -2 to HP but does 2D12 damage.

h Fights with two clubs, if both hit, opponent stunned for 1D4+2 combat rounds.

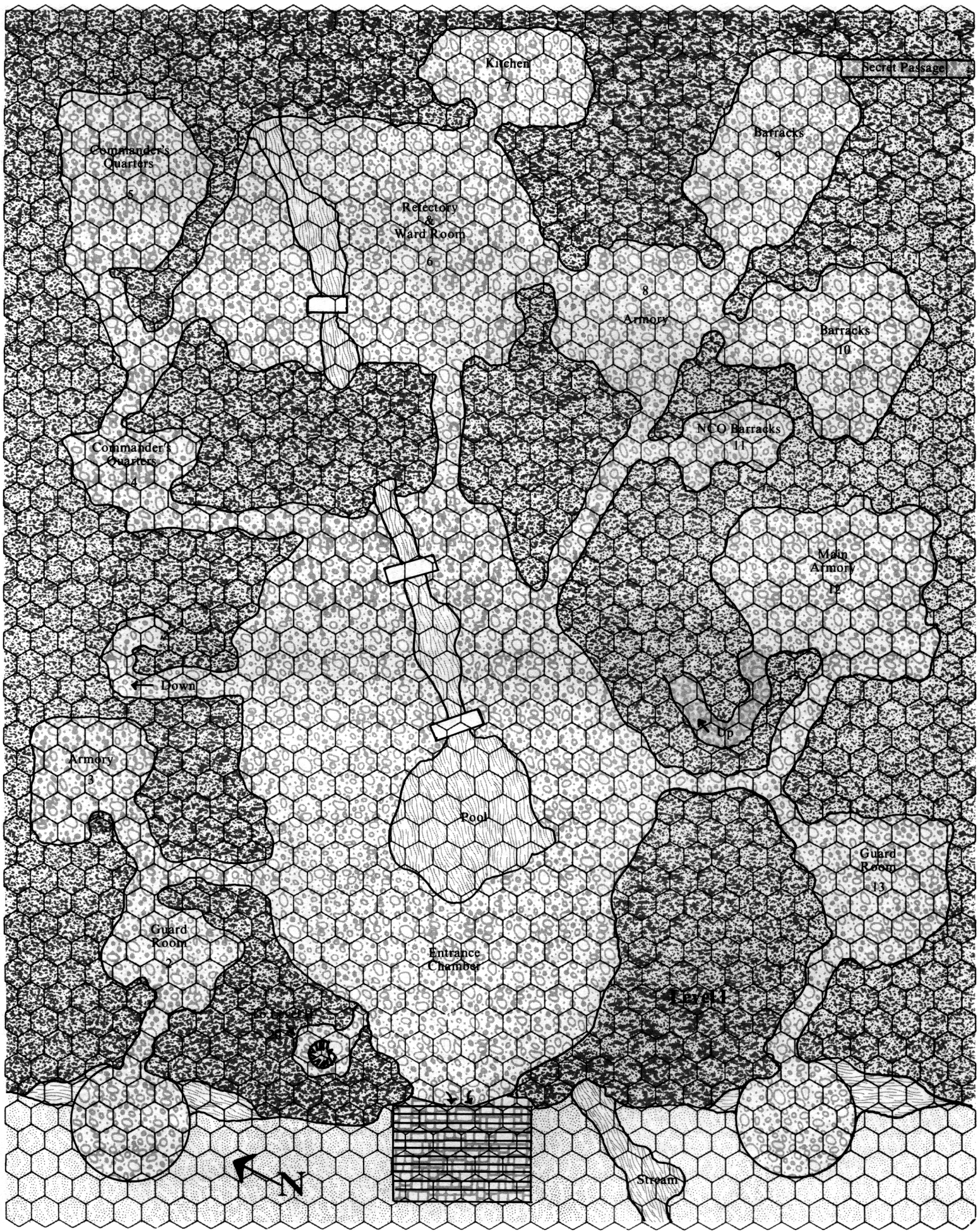
i If 2BBAX misses on first attack, gets return strike at -4 HP.

j Saving throw vs. MR or turned to stone when touched.

k Can elect to parry for +8 to armor class.

l If first claw strikes, second claw has +4 to HP.

m When using club, a 60% chance of stun for 1D10 combat rounds.



Kitchen

Secret Passage

Commander's Quarters

Barracks

Refectory
&
Ward Room

Armory

Barracks

Commander's Quarters

NCO Barracks

Main Armory

Down

Armory

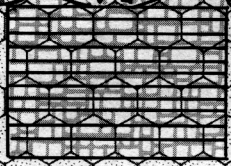
Pool

Guard Room

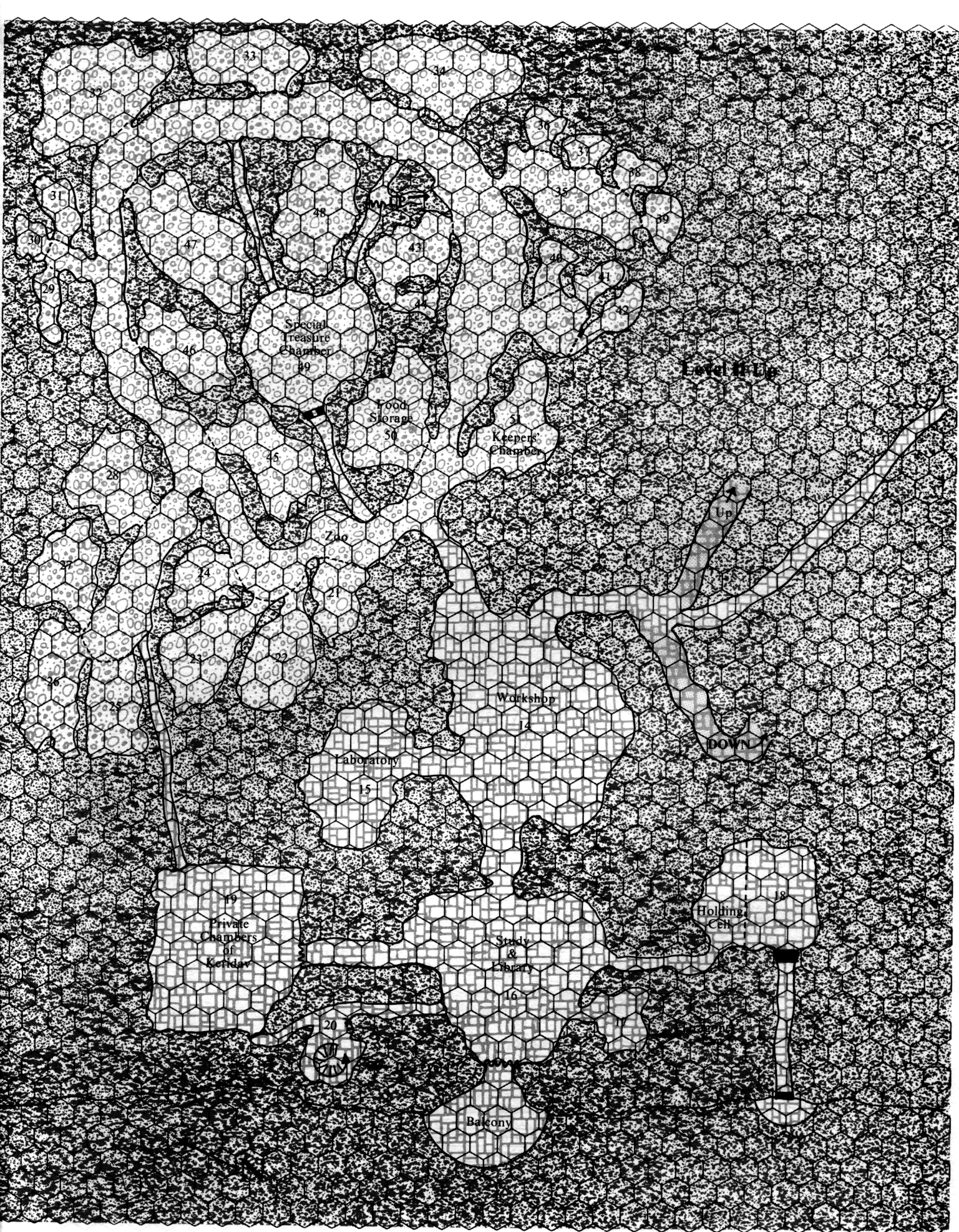
Guard Room

Entrance Chamber

Gravel



Stream





35

Smiting
Area
56

Guard
Room
54

Hole

Weapons Forges
57

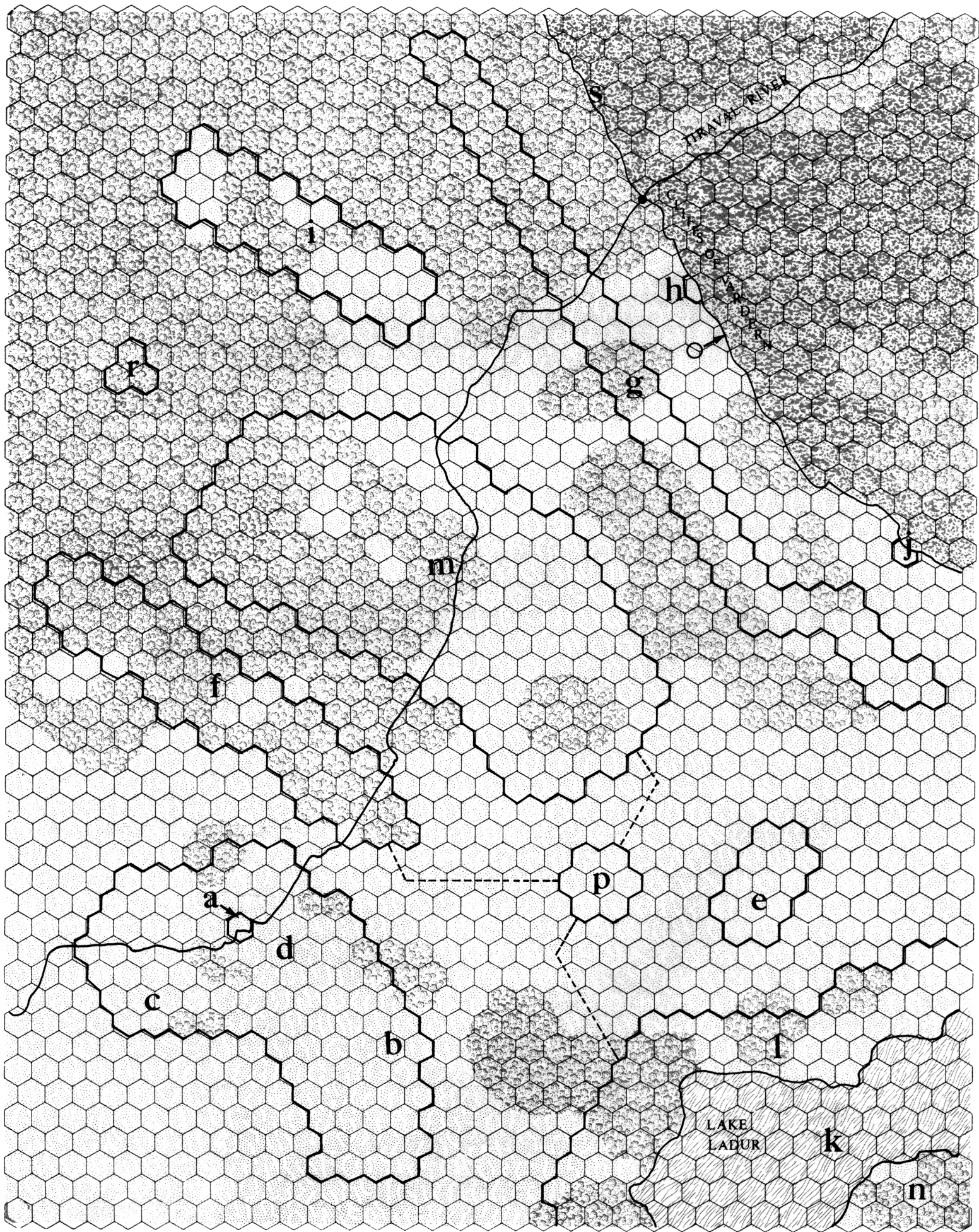
Level 1 Down

58

Jewelry Forges &
Workshops

Treasure Chamber
53

Guard
Room
52



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