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thieves' world

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players' guide to sanctuary

Poul Anderson
Robert Asprin
Mary Beth Miller
Andrew Offutt
Chaosium Inc.

ROBERT L. ASPRIN'S
thieves' world

FULL CIRCLE
FULL CIRCLE
FULL CIRCLE

Robert Asprin

Literature, particularly fantasy, has always had a major influence on role-playing games. Tolkien's orcs, dwarves, elves, and dragons (or interpretations of them) have appeared in the pages of nearly every fantasy role-playing game, and the associated magazines have supplied a steady supplement of characters well-known to readers of Moorcock, Lieber, and Howard.

This is not surprising. Gamers are notoriously well-read, and more often than not the characters created by the fantasy authors display a degree of colorfulness and depth which cries out for reader-created adventures. The melding of these two areas of interest has been natural and inescapable. Much more noteworthy is the recent emergence of literature inspired by various fantasy role-playing games. Andre Norton's *Quag Keep* comes to mind immediately as an example. She captured on paper an exceptional FRP adventure and published it as a novel.

In this light, my shared-setting anthologies *Thieves' World* and *Tales from the Vulgar Unicorn* simply show another half-turn of whatever wheel it is that rolls back and forth between fantasy gaming and fantasy writing.

For the unaware, the anthologies I write of provide a town (specifically a backwater town named Sanctuary)—a town complete with a history, street maps, political situation, and a stable of stock characters. All the authors who write for this series use Sanctuary as their setting. Moreover, they are encouraged to use not merely the characters from the town's common roster of princelings, functionaries, and petty thieves, but those characters specifically created by the other authors.

Sound familiar? It should. The parallel between the way my anthologies were made and the way FRP games are played is not entirely coincidental.

For many years I had one major complaint regarding Heroic Fantasy: the duplication of effort. If one set out to write a Heroic Fantasy novel, the first requirement was to ignore everything which had gone before. Forget Robert E. Howard's detail in building the Hyborian Age. Ignore the marvelous city of Lankhmar that Fritz Leiber set in the sinking bubble of Newhon. Disregard the countless other creations abounding in literature and start over. Build your own geography, history, political structure, religious system, monetary system, magic system, etc., etc., *ad nauseum*—and then you can write your story. This is a major reason why so much fantasy winds up as trilogy or open-ended series. Once an author has put that much effort into establishing a setting, it's very difficult to let it stop with just one book.

When I first thought of bucking the system, I was going to do a collection of stories, all set in the same place, but each told from the viewpoint of a different character. The story lines would overlap and a major crisis would affect all the characters equally and differently. I'd always been fond of Japanese cinema, especially *Rashomon*. But then I encountered FRP games!

Actually I've followed their development and growth eagerly. I've followed them all: *Dungeons & Dragons, Tunnels & Trolls, Chivalry & Sorcery, Bunnies & Burrows*, and, of course, Chaosium's *RuneQuest*. While each game has its strengths and weaknesses, I did learn one very important lesson in my days as a Game Master: no matter what potential I saw in a situation, the players would invariably see something different—usually something far more exciting than what I'd thought of.

I realized that my original plan of authoring a collection of short stories bypassed the greater potential of the basic idea. If I wanted stories from different viewpoints, the best way to get them was to get different authors to write them that way. I thus discovered the sub-franchised anthology, and with that revelation *Thieves' World* was born.

Fortunately I was already a published author at the time I got this brilliant idea. My circle of friends included a fair number of notable authors and artists. I figured I could talk them into it, but I was unprepared for their excitement and willingness to contribute ideas far in excess of the stories I was paying them for. James Oddbert, who drew up the maps of Sanctuary, huddled with Joe Haldeman, Gordon Dickson, and myself and from that late night conversation came the personality of Sanctuary itself. Andy Offutt proposed not one, but two sets of gods which we all accepted virtually unchanged. John Brunner sent the magic system by airmail from South Petherton in England. Poul Anderson provided a set of economic notes worthy of Washington, D.C., and Phil Farmer gave us the money system to make the economy go. Phil also extended our already lengthy list of controlled substances and gave us insight into our civil laws.

A complete account of the contributions would fill a separate volume and even that wouldn't get to the readers whose comments will be incorporated in further volumes of the series. There has been so much input in putting the volumes together that I feel I can say that Sanctuary is the most realistic town in fantasy literature without feeling I'm just congratulating myself (I'm congratulating a lot of people).

One of my greatest prides is in the variety of characters who have been prodded into existence. While you'll find the traditional magicians, adventurers and thieves in Sanctuary, you'll also meet some people who don't normally show up in a Heroic fantasy environment. In our town you'll find slavers, mid-wives, fortune-tellers, caravan masters, blacksmiths, guardsmen, herbologists, madams, minstrels, storytellers, and, surprisingly enough, children. Sanctuary is alive!

The response to *Thieves' World* and its sequels has been personally gratifying. *Thieves' World* is into its second printing and has been on science fiction bestseller lists; it was also nominated for Balrog and World Fantasy awards in 1980.

However, the title of this piece is "Full Circle." I was doubly pleased when Greg Stafford contacted me about converting the first two *Thieves' World* volumes into a gaming format for Chaosium. 'Doubly pleased' because I was not only glad that someone else recognized the gaming potential of my anthology but because it was Chaosium expressing the interest. In the past I had been impressed by the imagination Greg had shown in *White Bear & Red Moon* [now *Dragon Pass*] and fascinated by the company's largely successful efforts to keep the appropriate dream-like atmosphere in their boardgame of Michael Moorcock's *Elric* series. I had often thought that if I had the choice, I would choose them to make Sanctuary into a game.

The *Thieves' World* game package contains character specifications for all the major FRP formats, not just for Chaosium's *RuneQuest*. Whatever format a game master favors, Sanctuary is still their town without adapting or juggling anything. Now that's a game publisher, and I'm glad they're *my* publishers.

So the circle is complete twice over. We have Heroic Fantasy providing the inspiration for the FRP games. Then the games influence a shared-setting anthology. Now that anthology is available in role-playing format. 'Round and 'round it goes . . . and for all our sakes I hope it never stops.

ROBERT L. ASPRIN's

thieves' world

players' guide to sanctuary

TABLE OF CONTENTS

Detail from Panel: ILS PULLS THE FOG FROM SANCTUARY, 104 PR [Yurek Chodak] . . . . . front cover
FULL CIRCLE [Robert Asprin] . . . . . inside front cover
FOREWORD [Chaosium] 1
THUD AND BLUNDER [Poul Anderson] 2
HAWKMASK [Victoria Poyser] 5
THE CITY AND ITS PEOPLE [Greg Stafford] 6
Magicians [Mary Beth Miller & Steve Perrin] 7
Working Women [Mary Beth Miller] 7
The S'Danzo [Mary Beth Miller] 7
Everybody Knows 'Em [Greg Stafford] 7
MAP OF SANCTUARY [Yurek Chodak] 8
HAKIEM/THE HELL HOUNDS [Robert Asprin] 10
CHRONOLOGY OF SANCTUARY [Mary Beth Miller] . 10
GLOSSARY [Mary Beth Miller] 13
OATHS [Mary Beth Miller] 16
SHALPA SAVES! [Andrew Offutt] . . . . inside back cover
THE KNOWN WORLD [Yurek Chodak] . . . . . back cover

FOREWORD

While fighting, arguing, and other sorts of adventuring are important and have their place, all adventures conclude, and even the greatest adventurer goes home to spend his profits. If he is like most of us, he will try to impress other people with his success. Those other people are found in cities, as are rooms, markets, taverns, libraries, and gyms.

The city is the natural home of every adventurer. The ebb and flow of city life gives opportunity for every type of character. A city is the only environment proper to a full-time thief. Only in cities do many strangers meet, and only in cities is information plentiful. The bigger the city, the more readily are exotic items found or sold.

The city of Sanctuary is ideal for adventuring. It is large enough to be self-supporting, and it lies upon the borderlands between several cultures. Though once greater, it is a rough-and-tumble town now, clutched by several competing power groups, not the least of which is the thriving population of thieves.

This book is for players to read. It contains the common knowledge of the city. Everyone will know this much; it is up to the player-characters to learn more for themselves.

If players are unwilling to read this book, referees should give them little mercy. FRP requires literacy; these background pages are little enough. Players also should read the anthologies which inspired this supplement. The first two are THIEVES' WORLD and TALES FROM THE VULGAR UNICORN, edited by Robert Asprin and published by Ace Books. Those stories are the basis for this work, and they provide all the examples and atmosphere anyone will need. This scenario pack reproduces the special local color of Sanctuary, and together with the books offers a unique opportunity to exploit and explore a developing fantasy realm.

Every game master will have to find a spare peninsula or continent to fit Sanctuary into his or her campaign, but we are confident that the only surgery needed will be in the joining. The city is complete and ready for play. If you have yet to begin a campaign, this supplement is the best place to start, for most of the work is already done!

We hope you enjoy this FRP version of Thieves' World. Please modify it as you wish, and have much fun in using it.

—Yurek Chodak, Steve Perrin, Greg Stafford, Lynn Willis

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THUD AND BLUNDER

Poul Anderson

This essay by THIEVES' WORLD anthology contributor Poul Anderson originally appeared in SWORDS AGAINST DARKNESS, an anthology edited by Andrew Offutt. It is reprinted here so that players and game masters alike may have a fuller appreciation of the realities of life in Sanctuary.

With one stroke of his fifty-pound sword, Gnorts the Barbarian lopped off the head of Nialliv the Wizard. It flew through the air, still sneering, while Gnorts clove two royal guardsmen from vizor through breastplate to steel jockstrap. As he whirled to escape, an arrow glanced off his own chainmail. Then he was gone from the room, into the midnight city. Easily outrunning pursuit, he took a few sentries at the gate by surprise. For a moment, arms and legs hailed around him through showers of blood; he had opened the gate and was free. A caravan of merchants, waiting to enter at dawn, was camped nearby. Seeing a magnificent stallion tethered, Gnorts released it, twisted the rope into a bridle, and rode it off bareback. After galloping several miles, he encountered a mounted patrol that challenged him. Immediately he plunged into the thick of the cavalrymen, swinging his blade right and left with deadly effect, rearing up his steed to bring its forefeet against one knight who dared to confront him directly. Then it was only to gallop onward. Winter winds lashed his body, attired in nothing more than a bearskin kilt, but he ignored the cold. Sunrise revealed the shore and his waiting longship. He knew the swift-sailing craft could bring him across five hundred leagues of monster-infested ocean in time for him to snatch the maiden princess Elamef away from evil Baron Rehcel while she remained a maiden—not that he intended to leave her in that condition. . .

Exaggerated? Of course, But, unfortunately, not much, where some stories are concerned.

Today's rising popularity of heroic fantasy, or sword-and-sorcery as it is also called, is certainly a Good Thing for those of us who enjoy it. Probably this is part of a larger movement back toward old-fashioned storytelling, with colorful backgrounds, events, and characters, tales wherein people do take arms against a sea of troubles and usually win. Such literature is not inherently superior to the introspective or symbolic kinds, but neither is it inherently inferior; Homer and James Joyce were both great artists.

Yet every kind of writing is prone to special faults. For example, while no one expects heroic fantasy (hf) to be of ultimate psychological profundity, it is often simple to the point of being simplistic. This is not necessary, as such fine practitioners as de Camp, Leiber, and Tolkien have proven.

Worse, because it is still more obvious and still less excusable, is a frequent lack of elementary knowledge or plain common sense on the part of an author. A small minority of hf stories is set in real historical milieus, where the facts provide a degree of control—though howling errors remain all too easy to make. Most members of the genre, however, take place in an imaginary world. It may be a pre-glacial civilization like Howard's, an altered time-line like Kurtz's, another planet like Eddison's, a remote future like Vance's, a completely invented universe like Dunsany's, or what have you; the point is, nobody pretends this is aught but a Never-Never Land, wherein the author is free to arrange geography, history, theology, and the laws of nature to suit himself. Given that freedom, far too many writers nowadays have supposed that anything whatsoever goes, that practical day-to-day details are of no importance and hence they, the writers, have no homework to do before they start spinning their yarns.

Not so! The consequence of making that assumption is, inevitably, a sleazy product. It may be bought by an editor hard up for material, but it will carry none of the conviction, the illusion of reality, which helps make the work of the people mentioned above, and other good writers, memorable. At best, it will drop into oblivion; at worst, it will stand as an awful example. If our field becomes swamped with this kind of garbage, readers are going to go elsewhere for entertainment and there will be no more hf.

Beneath the magic, derring-do, and other glamor, an imaginary world has to *work* right. In particular, a pre-industrial society, which is what virtually all hf uses for a setting, differs from ours today in countless ways. A writer need not be a walking encyclopedia to get most of these straight. A reasonable amount of research, or sometimes merely a reasonable amount of logical thinking, will do it for him. Let's consider a few points. A proper discussion would require a book, but we can make a start.

First, some remarks on those societies. Most cultures in hf are based on the European, often as a mishmash of Roman Empire, Dark Ages, and high Middle Ages with a bit of Pharaonic Egypt, Asian nomadism, and so forth on the fringes. This is not bad in itself. Howard succeeded with it. And indeed, the western end of the Eurasian continent was a similar potpourri during the *Volkerwanderung* period (if you regard the Byzantine Empire as the civilized core of Christendom). I do think the time is overpast for drawing inspiration from other milieus—Oriental, Near Eastern, North and Black African, Amerindian, Polynesian, an entire world—and am happy to see that several writers have begun doing so. However, in this essay I'll stick close to home.

Even the writers I have cited say little about the producing classes in their worlds, with the notable exception of de Camp. Yet the fact is that it takes a lot of peasants, artisans, and such-like humble people to support one noble or, for that matter, one bandit or roving barbarian. We tend to forget this in our mechanized modern Western civilization, where only a small percentage of the work force is occupied with the necessities of life. Right up till the early part of the twentieth century, though, most of our own population was rural, as most of it still is elsewhere on Earth. In town, the typical worker was not one of the kind we know, putting in forty comparatively easy hours a week, owning a house and car and the other customary amenities. No, he was a dirt-poor hod carrier or ditch digger or something like that, laboring almost till he dropped of exhaustion and glad to get the job. While unions doubtless helped improve his lot, they could not have done so without the increased productivity which advancing technology made possible.

Thus our creator of hf can gain verisimilitude and interesting detail by paying some attention to the lower classes, the vast majority of his world's population. Besides, their situation affects what his hero can do. For example, in many medieval countries, the peasants were subject to a military draft; the king could summon them to fight his wars for him. However, the time of year at which he could do so was strictly circumscribed by law. He couldn't call them up before the crops were in, or keep them till harvest, lest everybody starve. Harold of England faced this problem in 1066. William of Normandy, commanding mostly mercenaries and adventurers, did not to the same degree.

Incidentally, mercenaries are not always reliable. They tend to make trouble if they don't get paid—and medieval monarchs were chronically short of money. Early in the fourteenth century, a troop of Catalans practically took the Byzantine Empire apart on that account. Mercenaries are also likely to be more interested in their own survival and prerogatives, especially loot, than in furthering the interests of their employers. The backbone of Rome was the yeoman farmer class, from which the legions were recruited; when this was destroyed by the Punic Wars and their aftermath, and Rome had gradually to go more and more to hirelings, her doom was sealed. A number of good hf stories lie in this motif.

Returning to peasants, laborers, merchants, and the rest, these words are too general. How well off are such people, how leisured, how independent? That has varied tremendously throughout history. Free landholders in Scandinavia would originally get together to make their own laws, try their own cases, accept a new king and then depose him later if they didn't like him. Their descendants became wretched tenants and, in Denmark, outright serfs. In contrast, though, by our standards workers in cities put in long, hard hours and were under many restrictions: still, after the Black Death had furnished a convenient labor shortage, they were comparatively well off. In fact, for some centuries they enjoyed more leisure, in the form of frequent holidays, than we do now.

Thus the status of ordinary people has depended on social conditions as much as technological. If taxes and other governmental demands on them were moderate, they had plenty of spare time and energy, in between bouts of toil that would kill many of us today. As those demands grew, so did their misery. Of course, in either case they were subject to famines and pestilences—another detail unmentioned in most hf, yet potent narrative matter.

A medieval city was curiously divided. On the one hand, the respectable part of it was highly structured, with guilds controlling much of the private lives as well as the work of members. On the other hand, the poor sector was chaotic and dangerous, as we may read in the poems of Villon. Between Internal Revenue and welfare, we seem to be re-approaching this dichotomy. We do still have fairly sharp geographical separation of urban classes. In an ancient or medieval town, any districts that existed were usually along occupational lines. A rich merchant would live near the appropriate street, but his house would be apt to stand like an island in the middle of poverty, vice, and savagery. This could make our hero's abrupt exit from it more interesting than he intended.

If he left after dark, he would scarcely run as trippingly as we have shown Gnorts the Barbarian doing. People who have experienced blackouts will tell you that a nighted city without the modern invention of lights is *black*. With walls shutting off most of the sky—especially along narrow medieval streets—it is far gloomier than any open field. You'd grope your way, unless you had a torch or lantern (and then you'd better have an armed guard). Furthermore, those lanes were open sewers; in many places, stepping stones went down the middle because of that. Despite sanitary measures, metropolitan streets as late as about 1900 were often uncrossable simply because of horse droppings. Graveyards stank too: one reason why incense was used in church services.

This brings up again the prevalence of diseases such as cholera, typhoid, smallpox, and bubonic plague. They struck especially hard at cities. The fear of them was ever-present in everybody's mind. That detail could be worked into a story to telling effect.

Darkness and crime did call forth partial answers. For instance, professional escorts carrying lights were available. The Byzantines in their heyday had a regular police force, while in many Western cities of a later date each able-bodied man must help patrol his own neighborhood. I should think a wandering warrior might quickly get a job as a cop, and thereby come upon strange situations.

Or he might not. Travel could be extremely difficult, not merely because of physical problems and robbers, but because of official wariness. Fire being another hazard very much in the public awareness, you could not get into a Danish town around 1500 without convincing documentation; the fear of foreign arsonists was that great. (Doubtless it was unfounded, but we've seen enough popular paranoia in our own age, haven't we?) Elsewhere, the mayoralty might suppose you were a spy, or the guilds might not want to admit a new worker. (Again, this sounds not unfamiliar.) Contretemps like these could add depth, color, and perhaps humor to the adventures of our hero.

In fact, the whole relationship between a city and the rest of its society can be fascinating. It need not be borrowed from Western history, either—"city air is free air," the rise of the bourgeoisie, and so on. Ancient Russia, for instance, followed a course almost the reverse of ours: beginning with cities and capitalism, which stimulated agricultural development of the hinterlands.

Politics in general is much neglected in hf. Usually its governments are absolute monarchies, whether of kings or emperors, though the real world has known many different arrangements. If the monarch is tyrannical, our hero may lead a revolt and find himself the next ruler. Little or nothing is said about the infinitely intricate mechanics of organizing a rebellion or, for that matter, about the legal questions involved. Can Gnorts truly seize the throne? He'll have to have an acquiescent majority, at the very least; else his regime won't last an hour. Now Odoacer the Scyrrian could push the legitimate Roman Emperor out in 476—but he hastened to offer homage to Constantinople; and at that, his power was shaky and soon overthrown. No outsider could have won such a title in the Eastern Empire, whose lord had to be a citizen and of the Orthodox faith. The Crusaders did impose a Latin reign in 1204, but it was loathed and the Byzantines got rid of it as fast as they were able.

Howard could make Conan's accession reasonably plausible. The rest of us might do better to make our hero the power behind the throne. In fact, why must he be a barbarian? A civilized man influencing an uncivilized conqueror, as Ye Liu Chutsai did Genghis Khan, may give a far more intriguing story, in either sense of the word.

In any event, the monarchy or oligarchy won't be the sole mover of society. It has never been, not even in the contemporary Soviet Union and slave China. There are always other interests and groups whose leaders must be conciliated. An obvious example is the late J. Edgar Hoover; theoretically, any President could summarily have dismissed him, but in practice that was a political impossibility. More to the hf point, perhaps, are the consequences to Henry II of England when he had Thomas a Becket assassinated. Indeed, the ever-changing interrelationships of kings, nobles, and Church form a major part of the medieval European tapestry. One can go on to power groups in more distant lands, such as the Janissaries in Turkey or the Shogunate in Japan, to find endless complications which are the stuff of exciting tales.

(One hf novel that handles politics superbly well, and is a fine story in every other respect too, is *The Well of the Unicorn* by Fletcher Pratt. If you haven't already read it, do.)

The Church raises the subject of religion in general, which is little used in our field. Oh, yes, we may get a hero swearing by his particular gods and perhaps carrying through a small rite, equivalent to stroking a rabbit's foot. We certainly get plenty of obscene ceremonies in honor of assorted toad-like beings. Both of these do have their historical counterparts. Nevertheless, it would be interesting to see an imaginary society which was pervaded by its faith, as many real ones have been.

One way or another, religion is usually the wellspring of literacy. If Never-Never Land has no printing press or public schools, how many people can read? How did they learn? How common is paper or some equally cheap, convenient material to write upon? Who produces and who sells it, under what conditions? How do letters travel? Questions like these could well be crucial to our hero.

The available transportation positively is. Now we are so accustomed to reasonably reliable and well-sprung automobiles on smooth roads, when we don't fly, that we have almost forgotten how hard and slow it once was to get from here to there. Most people in the past spent their entire lives in walking distance of wherever they were born. This must deeply have affected their personalities, even as mobility has affected ours.

The Romans, improving on the example of the Persians, knit their empire together with excellent paved highways. These were for armies and imperial messengers. Ordinary people could use them, but that wasn't the main idea, and doubtless most civilian traffic continued to be over dirt tracks. Anyone who has hiked or marched through mud will appreciate the importance of a proper military road. When Rome had fallen and commerce shrank down to local trading, most of this network was quarried. In the Middle Ages, a landholder could help guarantee his salvation—and collect tolls—by building and maintaining a road or bridge. It was that important to everyone. Not just mud, but wilderness impeded travel. Huge areas of Europe were covered by forest that, because of underbrush, was literally impassable; some coastal communities could be reached only by sea. If given a reasonable surface to roll on, chariots, wagons, and coaches remained exhausting things in which to ride. After a day of such vibration, the passenger would feel as if he'd been through a meat grinder. The brutality of it is epitomized by the fact that, in the nineteenth centrury, the working life of a coach horse was reckoned at four years.

Thus our hero will usually do better to go pedestrian or equestrian. As for the latter choice, writers who've had no personal experience with horses tend to think of them as a kind of sports car. 'Tain't so.

You cannot gallop them for hours. They'll collapse. The best way to make time in the saddle is to alternate paces, and have a remount or two trailing behind, and allow the animals reasonable rest. Don't let your steed eat or drink indiscriminately; it's likely to bloat and become helpless. In fact, it's a rather fragile creature, requiring close attention—for example, rubdowns after hard exertion—if it isn't to fall sick and perhaps die on you. It's also lazy, stupid, and sometimes malicious. All of these tendencies the rider must keep under control.

You cannot grab any old horse and go to battle on it. It'll instantly become unmanageable. Several of us in the Society for Creative Anachronism tried a little harmless jousting, and soon gave up. . .and this was with beasts whose owners were already practicing the more pacific equestrian arts, such as tilting at a ring. War horses had to be raised to it from colthood. The best cavalrymen were, too. Lacking that tradition, the Vikings, for instance, never fought mounted. Upon landing in a victim country, they'd steal themselves four-legged transportation, but having reached a scene of action, they'd get down.

Cavalry was of no particular importance in Europe until about the sixth century, when stirrups were introduced from the East. Before then, combatants were too likely to fall off. Earlier, the chief military use of the horse had been with chariots: until the Greek hoplite and Roman legionary learned how to cope with these. Later, nobody riding bareback stood a chance against an enemy who had a proper saddle.

Frequently in hf, and for that matter in h'f' and Wf (historical and Western fantasy), the hero cavorts around on a snorting stallion. Now this has been done in reality, but seldom, and that for good reason. A stallion is notoriously hard to control, and, by the way, is not safe to have around a menstruating woman. (Of course, hf heroines never seem to menstruate, which may account for the fact that they don't get pregnant, no matter how active in bed.) A mare or, better, a gelding, is preferable.

Our hero is going to face practical problems in getting around on land. The same will apply if he goes by sea. I'll say nothing about pirates, though in most eras they posed a considerable hazard. I will mention that, even under the Roman Empire, more often than not it paid to travel across the water; terrestrial transportation was that bad. Nevertheless....

Ships in hf normally have sails but act as if they had Diesel engines. They take the lead character where he wants to go, fast, effortlessly, and comfortably. They are never becalmed and they never meet weeks of foul weather. In spite of being square-rigged, they can go as close to the wind as the captain chooses. (Ah, many's the time I've wished I could make a well-designed sloop do that. But it took most of a morning, for instance, to work out of one quite small bay. In the nineteenth century, ships would sometimes lie in Honolulu harbor for months, waiting for the right wind to blow them across the Pacific.) These same vessels have abundant elbow room for everybody; food and water are always palatable; there are no special housekeeping problems. (In actuality the First Law of the Sea, as formulated by Jerry Pournelle and myself, is: "It's in the bilge!") Sometimes, in both hf and h'f, we have galley slaves. Again, authors are inclined to treat them as if they were engines; they don't get sick, they don't stink, you don't have to keep a guard on them lest they revolt. In real history, rowers were only used on naval vessels, and for the most part were free men, well paid. Galley slaves were not a Roman but a late medieval invention, brought about by the need to bring cannon to bear on short notice.

The average hf sailor has no navigation woes. Yet this problem wasn't solved till the eighteenth century, with the development of the chronometer—and the story of that R & D effort is a complex one, full of human bitchiness. To this day, the solution is not perfect. Ask a seaman to tell you what it's like, using a modern sextant, to get a decent sight on a star. Nor has electonics made locating yourself automatic and infallible, short of the most highly advanced inertial systems. So imagine an early Norseman bound from Oslo to Greenland. He has a knowledge of landmarks and the heavens when these are visible; a peg will help him estimate his latitude if a clear day allows it to cast a shadow, and the natural polarizing filter he calls a "sunstone" will help him locate the solar orb in cloudy weather; but these aids give him only the crudest approximations, while longitude is a matter of sheer dead reckoning or guesswork. Seaweed, bird flights, and similar indications are probably more helpful; indeed, he may well carry some birds in a cage, release them one at a time when he thinks he may be near a shore, and watch which way they go. Chances are that he'll make landfall a goodly distance from his goal and have to work along the coast to find it.

Compass, astrolabe, and a few other advances improved matters as the Middle Ages wore on, but not greatly. If his story is to be convincing, our intinerant barbarian will not travel without lots of difficulty, discomfort, and delay.

Presumably he's bound for someplace where he can fight. After he arrives on the battlefield, he will still face a host of complications. Let me merely observe in passing that, right up until World War Two, far more soldiers died of disease than they did in action; that the outcome of a siege was frequently determined by whether the attackers took sick faster than the defenders starved; and that germs were sometimes the arbiters of entire wars. Let me suggest that this, too, is a realistic motif which hf writers could occasionally use to advantage. Now let's get on to actual combat.

First, consider again the sociology of it. Incomparably drilled and disciplined, the Roman legionary almost always made hash of his foes, until the society which had produced him had rotted away. In medieval England, every yeoman of military age was required by law to have a longbow and spend a set number of hours per week practicing with it. As a result, the English archers during the Hundred Years' War were the terror of the French, who tried to raise a similar corps but failed because they hadn't institutionalized the training. In general, the civil background of an army is the most important element in its long-range success or failure, with its own organization and morale a close second. Half-trained barbarians may win a fluke victory over civilized troops once in a while, but that won't count for much. They can prevail over a civilization only after it has ruined itself.

Technology counts too, of course, though sometimes in paradoxical ways. The longbow was driven off the field by the crossbow and later the crossbow by the musket, not because these weapons were successively superior—they weren't—but because it was successively quicker and easier to teach a man their use. The hf writer ought to visualize just what kind of arms his characters employ, and think through the military implications.

As for hand-to-hand fights, it would doubtless be unfair to demand that he belong to the SCA or go in for fencing or javelin throwing or archery. We'll have to bear with heroes' occasional ignorance of technique. That would soon prove fatal in real life; luckily, fictional villains share the ignorance.

However, can't the author do a little reading in encyclopedias, under headings like "Fencing"? And is it too much trouble to delve further than that? Any reasonably sized public or college library must contain some relevant books. If nothing else, can't he take half a minute to visualize before he writes?

If he does, he'll instantly see that nobody in his right mind would grab a sword two-handed, raise it over his head, and chop straight down, exposing his belly all that while. The use of those huge Reformation-period two-handers was a highly developed art whose practitioners were specialists.

Carrying a shield, you're as apt to work around its edge as over the top. By the way, the purpose of that shield is to stay between you and your enemy's weapon, not to act as a counterweight to a roundhouse swing. There are tricks you can play with it, such as using its edge to lever your opponent's shield out of your way, but I've rarely seen fantasy warriors do anything so skillful.

Artists tend to be still worse offenders than authors—for intance, depicting a man wielding a dagger overhand, and, while they're at it, dressing the poor guy in nothing but a bearskin kilt in a winter landscape or on a horse. (For a human male, the latter placement is much the worse.)

Nobody can wield a fifty-pound sword; he'd wear his arm out in short order. An ax or mace, largely dependent on sheer mass for beating through an enemy's guard, is nowhere near that heavy either. A replicated ax, Battle of Hastings type, in my possession, weighs a bit under five pounds. Nevertheless, it takes muscle to swing any edged weapon. Therefore I suspect that a woman-at-arms would look less like Dejah Thoris than Rosie the Riveter. In fact, we have no reliable records of female warriors. Joan of Arc commanded; she did not engage in combat.

True, primary sources can't always be trusted. Thus, in the generally realistic Icelandic sagas, you find a few references to somebody's cutting a head or limb off somebody else with a single stroke. Try this on a pork roast, suspended without a chopping block, and see how far you get.

It could be done with the best of the classic Japanese swords, which are marvels of metallurgy. However, one of these must be treated very carefully if it isn't to be ruined. The mere touch of a finger can induce corrosion.

The cruder blades of Europe demanded still closer attention. Edged weapons are more fragile than one might think, especially if they are bronze or medieval-type steel. Those quickly go blunt and become simple clubs; oftimes they bend and must be more or less straightened with a foot and an oath; they can break. Not even with a samurai sword do you cut through armor.

At the same time, armor does have its vulnerabilites. These are not so much to the thrust or the cleaving blow. I have witnessed SCA experiments in which chain mail made from coat hanger wire, backed by a hay bale, could not be penetrated by sword, ax, or spear. Obviously only repeated impacts on the same spot could fatigue the metal enough to let a weapon through. Plate armor should be still harder. Bear in mind that, in both cases, padding was worn beneath. Still, if a man was getting hit hour after hour, eventually it might prove too much for his body to endure, if heat prostration didn't get him first.

Armor of either kind could be pierced by a hard-driven arrow, from longbow or crossbow. These devices had their own limitations. I have already mentioned how much training was necessary to make the former effective. Though not an archer myself, I am skeptical about hundred-pound draws; it seems to me that, for accuracy and rate of fire, seventy-five might be a more reasonable figure. As for crossbows, though their bolts struck equally hard, they were considerably slower than longbows. As said, their decisive advantage was that they were easier to learn to use.

If armor is not involved, then ordinarily in fiction, a single blow, thrust, or arrow suffices to drop a man or a horse dead on the spot. Actually, so large an animal is quite hard to kill. The .45 caliber pistol was developed specifically as a man-stopper, and still men hit from one have been known to keep on coming. Hf swordsmen generally run their foes right through the heart. Well, not only is the heart a fairly small target whose exact location is hard to identify, but it's pretty well protected by the rib cage. Personally, I'd go for the throat—the larynx is highly vulnerable, not to speak of the jugular vein or carotid arteries—or the abdomen, where I might slash another big artery or have a chance of skewering the liver—or the legs, in hopes of crippling my opponent.

The back of the neck is another weak point, if you can get at it, as with a hefty rabbit punch. The skull is stronger, though it can be smashed with a heavy weapon and a lighter blow may render the victim unconscious. Here hf and mf (mystery fantasy) writers make man out to be more durable than he is. Their heroes get knocked out, awaken after a while as if from a nap, and plunge right back into action. The truth is, a mild concussion is disabling for periods ranging from hours to days, and for a severe one, the consequences are not pleasant to watch.

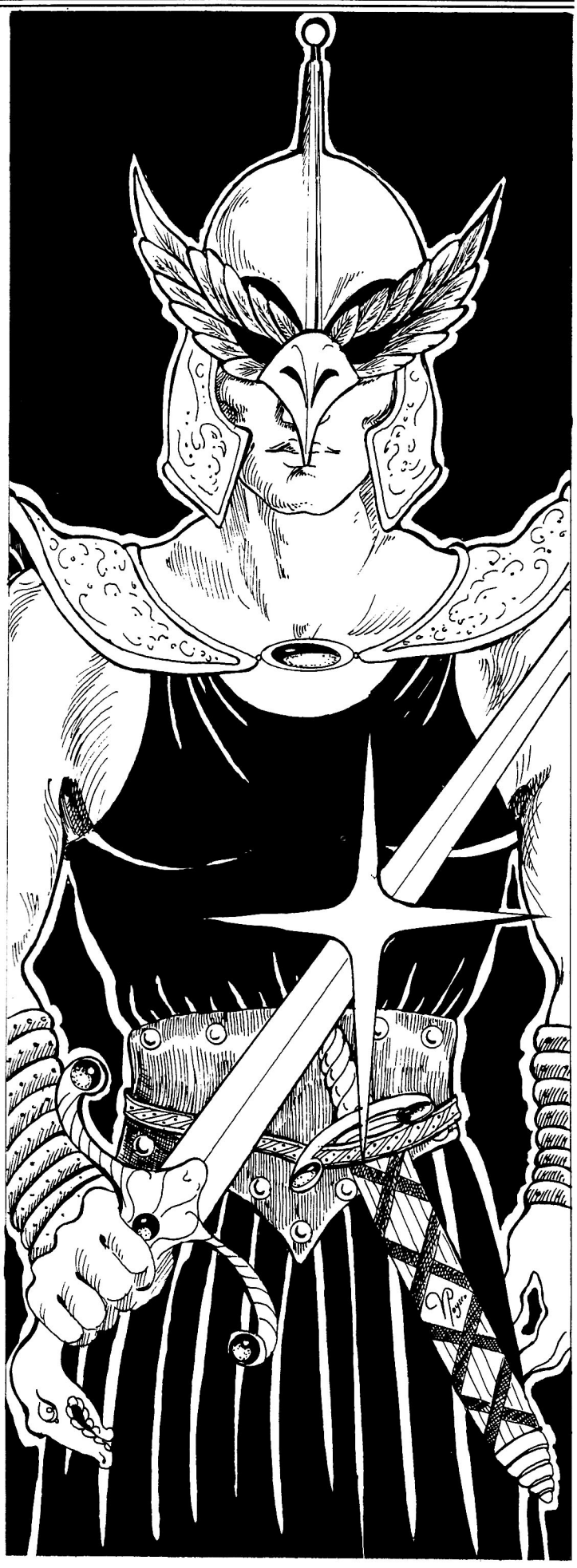
If you wish further possibilities for mayhem, I refer you to experts in karate. Techniques of this kind seldom occur in hf, but surely they could enliven some stories.

We have less scope where poisons are concerned, common though they are in fiction. Medieval and Renaissance princes lived in terror of these, but the fact is that prior to modern chemistry, there were virtually no quick-acting toxins you could slip to somebody unbeknownst or on the point of a weapon. Curare is about all that comes to mind, and that's South American. Indeed, I've seen a couple of Renaissance recipes for poisons to feed dinner guests, and the main question about them is how anybody ever imagined anybody else could ever gag down enough of that awful stuff to suffer serious damage.

Arsenic was about the deadliest substance readily available with a few competitors like hemlock, toadstools, and ground glass. The problem was usually to disguise the taste. In any event, while a person could occasionally be given a lethal dose, he would hardly drop dead at once. He'd be a considerable and messy time about his demise. I rather imagine that quite a few deaths that were attributed to deliberate poisoning were actually caused by botulism or the like.

Lest the foregoing seem bloodthirsty, let me add that another flaw in most hf is the glossing over of pain, mangling, and the ordinarily grim process of dying. True, we don't want to get sadistic. And as a rule, we presume an era less sensitive than ours; most have been. And we're writing and reading for fun, not to preach moral lessons or harrow emotions. Still, a bit more realism in this respect too would lend convincingness.

We can then swing back to cheerful matters, such as harvest festivals, drunken evenings in taverns, and fertility rites where sympathetic magic gets totally sympathetic. We can let our hero have all kinds of adventures, buckle all kinds of swashes. I merely submit that he ought to do so in a world which, however thaumaturgical, makes sense. The more it does, the more the reader will enjoy— and the more he will come back for more.



Hawkmask

THE CITY AND ITS PEOPLE

Greg Stafford
Mary Beth Miller
Steve Perrin

Sanctuary was originally built about 175 years ago by runaway slaves of the Ilsig Kingdom. It was conquered 152 years ago by the Ilsig fleet and had a prosperous career as part of the Ilsig Kingdom until it was conquered by the Rankan Empire about 60 years ago.

Sanctuary survives by importing some grain by sea, and also depends upon the rich fishing banks which lie to the south. The fields surrounding the city are all possessions of some of the Rankan nobility and are worked by slaves and indentured serfs.

Sanctuary is about 1/2 mile long (720 meters) on the north-south axis, and is about 2/3 mile (1 kilometer) wide on the east-west. It is divided into several portions which are shown on the city map.

The major city is divided into three parts: Jewelers' Quarter, Processional, and Westside. The western border of Jewelers' Quarter is on Weavers Way and the Corridor of Steel. Upper class people live here, with rich shops and luxurious homes. They commonly hire private guards for their part of the city. We can define the rich as nobility who do not have a place in the palace, as heads and masters of guilds, as the more successful business people (no matter what their commodity), and as exiled foreigners who brought a bundle when they fled their homelands. Taverns here are not rowdy, and it is more likely that meetings will be held in private than in public. Even so, there is always the chance of trouble, especially if you are from another part of town.

The middle section is called Processional and its western border is Westgate Street. The town watch patrols here regularly, but people usually can't afford private guards. Many shop owners and workers have had some military service, and some of these businesses are owned by retired adventurers and mercenaries. Apartments are very common here and families are likely to live in a couple of rooms ranther than owning their homes. Most permanent residents here are employees of people who own the shops here or in the richer part of town.

The west side of the city is called Westside and its borders are Westgate Street and the river. It is the poor side of town and a tough neighborhood avoided by people from the rest of the city. Part of this neighborhood is called The Maze, and is avoided even by residents of Westside! The Maze is the hangout of thieves, murderers, felons, and the very unlucky.

Other special areas are the Bazaar, where merchants gather and cultures mingle; the Street of Red Lanterns, an area of hedonism; and the Avenue of the Temples, where the gods are worshipped.

Downwind is across the river and is so utterly despicable that no one would live there who could avoid it. The buildings are fragile hovels and huts, and the residents are desperate or derelict. There is little to gain here. Even thieves avoid it.

As a way to understand the size of Sanctuary, we can measure the time needed to cross the city. At a dead run, an average runner would take about three minutes to dash from the dock up Processional to the front of the Governor's Palace. Likewise, it would take eight minutes to sprint from the Avenue of the Temples to the Swamp of Night Secrets. A galloping horse would halve those times. However, it is unlikely that anyone could make such a dash, either on foot or mounted, except at night when the streets are empty. And at night a runner would have to pass guardposts whose sentinels would take special interest in the motives of the runner.

The poorest workers are up and about before dawn. As the sun rises, the streets become more and more crowded. As the air warms, street dust, the smells of cooking, and whatever odors emanate from local industry fill it, and another day is underway.

Throughout the whole day, the whole of the squares and major streets would be very crowded. It would be impossible to run through such an area without continuously knocking people down. People normally move at a slow walk, though someone might move at a faster, skipping or sidling gait if they slid between and among people.

At the slower rate it would take at least 30 minutes to traverse from the docks to the palace, or 60 minutes from the Avenue of the Temples to the Swamp of Night Secrets. At the hastened pace it would take about half that time.

Horses, by their bulk, can force their way through the crowd. Galloping horses will cause a panic, covering the streets with prone bodies, which would hamper even charging destriers.

Criers normally precede any official. The voice of the crier should warn people to move aside. The burly guards behind the crier will shove aside those who do not hear, to make way for their master's horse, sedan chair, or carriage. Smaller, less-crowded streets also cross town, but though one can move faster, these streets tend to meander, making the total distance longer, and giving about the same total trip time as by a main street. It is more likely that someone can run or jog in these streets, though horses still would be held to a walk.

The crowds thin as darkness approaches. All good citizens try to be safely in their homes by dark. Again, the poor have the farthest to go and will be out the latest.

After dark, few people venture out. The Downwinders creep forth to empty chamberpots and then bring their contents to tanners and farriers. Downwinders can be recognized by their overwhelming smell. The Nightwatch appears: though they are most likely to patrol the places where people pay them the best, they also will be found in the Processional section of town. They double as firemen as well as policemen. Thieves of all descriptions also find it useful to be out at night, creeping in shadows and across rooftops and through alleys, leaving the wide streets to the guardsmen and hapless innocents caught abroad.

Sanctuary's people are primarily of Ilsig stock. They are a varied and disparate lot, disorganized and likely to seek their self-interests before the interests of the city. In that way they become followers of city leaders and factions. Clinging even to foreigners who offer them safety or other reward. There are obvious powers in the city. These include the Governor, who controls the official government; Gordonesh, the head of the Ilsig temple, who speaks for the oppressed Ilsigs; Jubal, who is the unannounced king of the Underworld; Myrtis, queen of the Street of Red Lanterns, and Molin Torchholder, high priest and engineer of Savankala.

Groups also center about the cultural affiliations of lesser leaders. Every leader is from someplace, and generally keeps the trappings and ways of the spawning culture. People from particular regions naturally gravitate towards native leaders. So do native Ilsigs, if it serves their purposes.

Each of these cultural groups has a home area centered on a cross-street. "Home area" might be a poor part of the city, a ghetto, or it might center upon a proud stronghouse in the Processional, with apartments nearby stuffed with loyal regionalists. Whatever it is, the area would house them, and the area shops and businesses would cater to their needs. There would also be, almost by necessity, a tavern where strangers of the faction could go when they first came to the city and where they would be sure of finding someone who spoke their tongue and who would give them honest answers.

The main cultural groupings of people are the mountain tribes, who have no common name; the Raggah, who are aloof desert nomads; the S'danzo, a gypsy-like people who wander the continent; the Rankans, whose citizens are like foreigners here; and the Sailing Peoples, who come from across the seas from many places.

The mountain tribes have no common name because they are a badly organized tribal people whose geography prohibits unity. They are fierce, hardened by their tough life, and proud of their ways. City-dwellers categorize all mountain people as barbarians.

The Raggah are frighteningly hard people dressed in robes, who hail from the desert. Though they are small in number, their tribes have never been tamed. They are a close people who keep savagely to their ways, shunning anyone not purified by the blistering desert sun. They are keen assassins with a reputation of high salary for a sure job.

The S'danzo are explained elsewhere.

The Sailing Peoples is a collective name for the people from overseas. They naturally collect near the dockyards, many being sailors or importers. Of the known lands, Caronne, Cleea, and Banmalt are well-represented.

—GS

MAGICIANS

Much more than its putative population and economic condition would indicate, Sanctuary seems to collect magicians. This is largely due to the constant regulation and repression of the magician's art in other parts of the Rankan Empire and outside lands.

Residing in Sanctuary and occasionally found in the streets are Enas Yorl, thaumaturge extraordinaire, Mizraith the commercial wizard, Mizraith's sons, Stefab, Nestaph, and Marype, and Mizraith's main rival, Markmor. Kemren the Purple Sage plays hermit on the island of Shugthee in the White Foal river. Recent visitors include Lythande and Rabben Half-Hand of the Blue Star, Cime the wizard-killer, and Hazard-class enchanter Alain Aspect. All of these are master magicians. Lesser bush-wizards of every description, including not a few charlatans, are commonly found here.

Whatever their ability, the magicians are feared by the common people. "As reliable as a wizard's promise," is a common measure of unreliability, and most people will do anything to keep from being involved in the affairs of wizards. Warriors especially disdain and distrust the subtler aspects of magic.

Obviously then, the ability to conquer one's innate fear of magic and magicians is a valuable trait in Sanctuary. When magicians are used to inspire fear and quivering in the masses, a person who can deal with them fearlessly if given the chance, is on a slightly more equal footing.

There is a close parallel between the relation of the populace and the magicians, and those of the magicians and the gods. White magicians such as Lythande and Enas Yorl will, occasionally, mediate between gods and humans, intervening to explain to their victims the actions of the gods. Yet, despite their great knowledge and power, such mages refuse to attempt any other influence on the affairs of the gods, just as the common populace refuses to meddle in the affairs of magicians.

—MBM, SP

WORKING WOMEN

Brothels are in a district known as the Street of Red Lanterns, located at the north edge of Sanctuary outside the city walls. Also known as Red Lanterns, Red Lantern Road, or Red Lantern Street, this area includes taverns and gambling dens, as well as many Houses, ranging from the luxurious Aphrodisia House run by Madame Myrtis to those catering to special needs or exotic tastes, such as the House of Whips or the House of Mermaids run by Gelicia. An example of an average House is the Golden Lily, run by Amoli.

Women who work in Red Lanterns agree that the best Madame to work for is Myrtis, since she recruits only those who have a taste for the life and she allows them to keep their children if they desire. Many of her girls have gone on to open their own establishments. The Aphrodisia House is considered to be top-of-the-line both by the working women and by customers. Myrtis' success and her long-lasting beauty are believed to be the result of sorcery performed by her patron and/or lover, Lythande, and this is the subject of much gossip.

The Aphrodisia House is exceptional, however, since most madams use poverty and addiction to krrf as levers to recruit and keep women working for them. It is rumored that Amoli herself is addicted to krrf.

In the better Houses, the style and color of veils worn by the women indicate price and specialties. The houses inside the Maze, such as the Slippery Lily, have notorious reputations, and only pathetic women, diseased, degraded, and at the end of their careers, will work there. There are also free-lancers who work the streets and taverns, carrying small red lanterns, but this traffic is officially confined to the Maze.

The lot of the working women of Red Lanterns has improved because of the recent widespread availability of Dalin, the fool-proof, herbal abortifacient which had formerly been prohibitively expesive and available only to upper-class Rankan women. Birth control methods are crude and the diaphragm, while known, has not been widely used as it is considered to be inconvenient (although Amoli is rumored to wear a diaphragm with an attached spring-loaded razor). It is said that Lythande was involved in the financial machinations which resulted in the sudden lowering of price and availability of Dalin, but this rumor is unsubstantiated.

—MBM

THE S'DANZO

The precise origin of the S'danzo people is unknown, although there are many legends about this. Some say they are descendants of Enlibar, but the orange-pickers who presently claim that heritage vehemently deny kinship. Some say that the S'danzo are refugees from the contoured cities, or that they have just been around since time out of mind. The S'danzo are very close-mouthed and tightly-knit, and have revealed little about themselves. They have their own language, generally unknown to outsiders, although a few words have passed into common usage. (Ironically, their word "shavakh" which means "outsider" is one of these.) It's considered a mark of sophistication to drop a S'danzo word or two casually into your conversation. They, themelves, use the quotidian street talk in public.

They are a wandering people of many tribes or families, hounded by the government of Ilsig and suppressed by Ranke. Many have migrated to Sanctuary where their presence is tolerated by the Rankan government. Sanctuary has the largest population of non-migrating S'danzo, and it could be considered the 'capital' of a people who are primarily migrants and wanderers. They form a colorful and significant part of Sanctuarian society. Having settled mainly in the Bazaar area, where they make their living, the S'danzo, with their codes and traditions, have contributed to the safety and stability of the neighborhood, so much so that the Bazaar folk, many of them non-S'danzo, simply hang a rope across their doorways to indicate their absence, rather than using locks.

The S'danzo are female-dominated, although it is believed that actual material inheritance passes through the male line. All S'danzo women possess, to some extent, occult ability. (This is believed to be genetically linked.) This ability can be increased by training and practice. S'danzo men engage in marginal activities, such as fencing stolen goods, etc., and the women are the primary decision-makers and bread-winners, most of them working in the Bazaar as fortune tellers and seers. They use many methods of divination, some of which are: reading the palm, the stars, the numbers, the coins, the cards; scrying by crystal, by flame, by ink, by water, by silk; trance; and the laying-on of hands. It is known that the S'danzo do not foretell death when they see it. They do not like to get involved in the affairs of either gods or mages. but are often drawn in unwillingly because of their occult abilities. It is believed that some S'danzo themselves have magical powers of a low order.

—MBM

EVERYBODY KNOWS 'EM

PRINCE KADAKITHIS

The prince is a brother to the Emperor of Ranke. Kadakithis has the decency to maintain only a very small band of professional soldiers, called Hell Hounds.

JUBAL

Jubal is an ex-gladiator who has spent his lifetime taking revenge on the world. He is the king of the Underworld, though by no means does he rule all the unlawful activity of the city. He has many people in his private army of sell-swords. These mercenaries are called hawkmasks, because of the characteristic masks they wear to hide their identity while on missions for Jubal.

MOLIN TORCHHOLDER

He is High Priest of Savankala and the rest of the Rankan triad. His mission is to build stately temples for his gods.

GORDONESH

Archpriest of Ils, a crotchety old man who spends his time in senile contemplations of his religion's fall. Smart money is on his assistant Mikon to replace him soon.

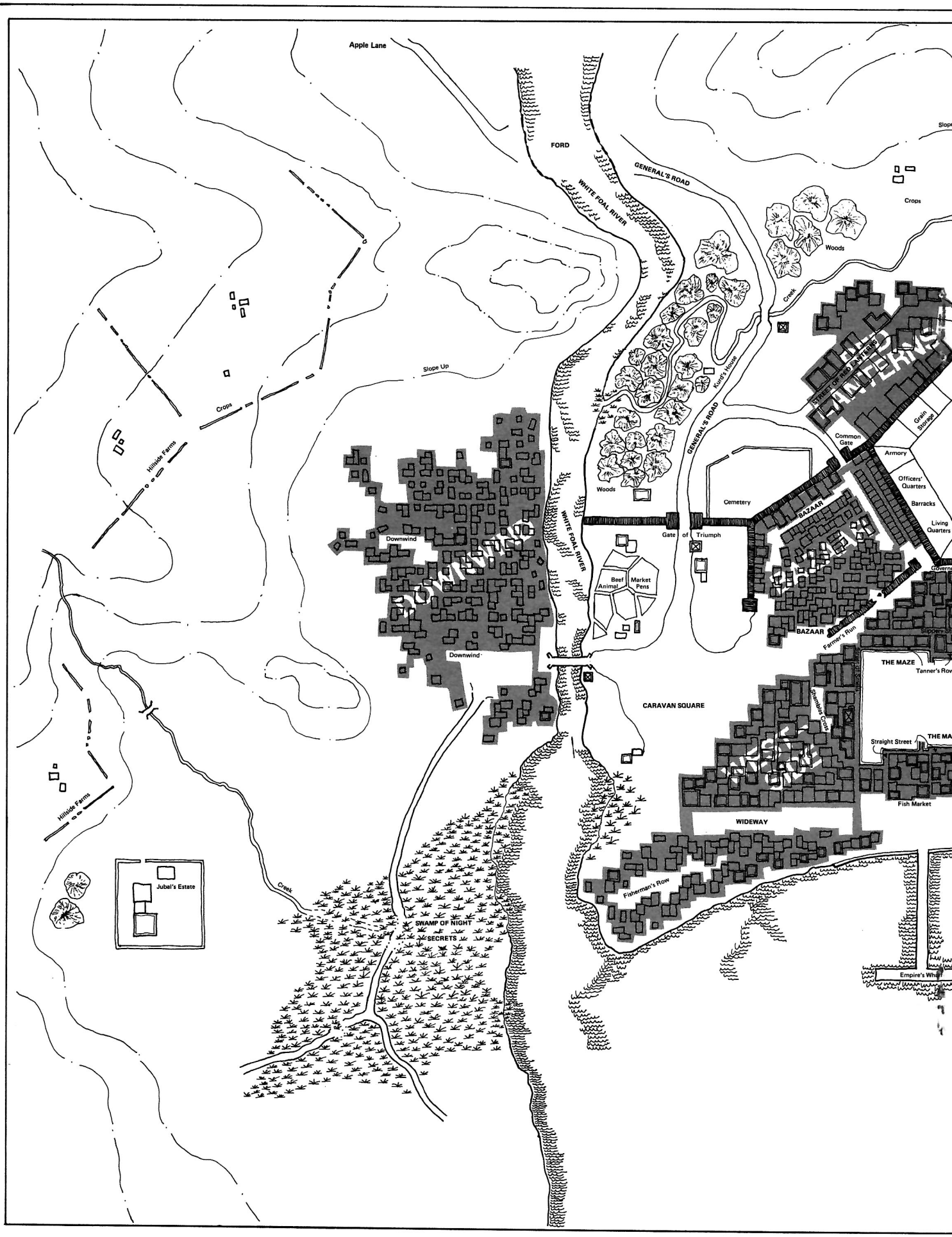
HONALD

Master of the palace gate since before the Rankan take-over.

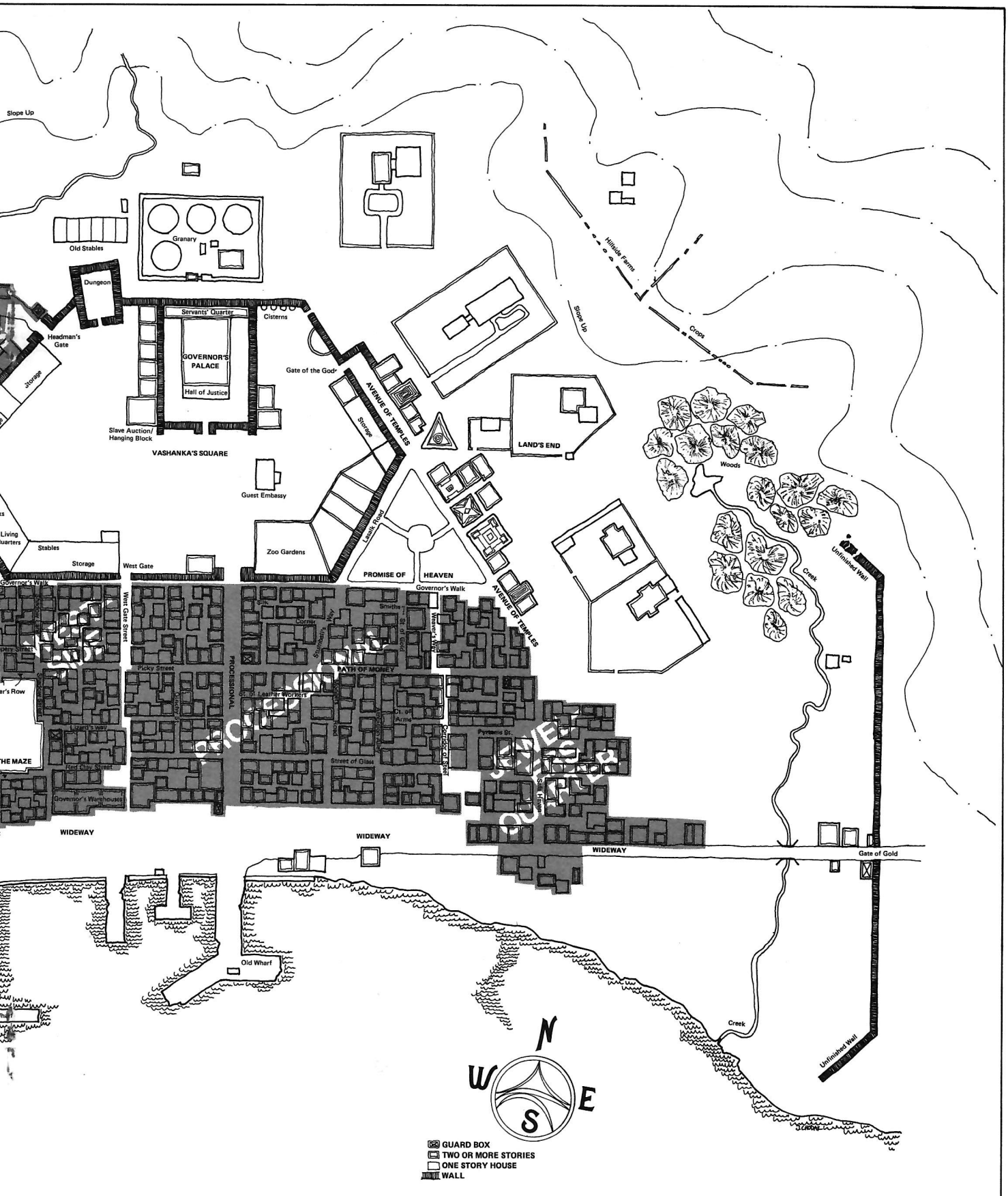
TEMPUS

A living legend, with extraordinary and frightening powers. His reputation is wide. When people meet him, they realize that whatever tales they heard had underestimated him.

—GS



Apple Lane
FORD
GENERAL'S ROAD
WHITE FOAL RIVER
Crops
Woods
Creek
Slope Up
Kurd's House
STREET OF RED LANTERNS
LANTERNS
Grain Storage
Common Gate
Armory
Officers' Quarters
Barracks
Living Quarters
Cemetery
BAZAAR
Gate of Triumph
Beef Animal
Market Pens
Downwind
Farmer's Run
THE MAZE
Tanner's Row
CARAVAN SQUARE
Shambles Cross
Straight Street
Fish Market
WIDEWAY
Fisherman's Row
Hillside Farms
Jubal's Estate
SWAMP OF NIGHT SECRETS
Empire's Wharf



The City of SANCTUARY

SCALE : ONE INCH EQUALS FOUR HUNDRED FEET

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HAKIEM/THE HELL HOUNDS

Robert Asprin

Hakiem the Storyteller licked the dust from his lips as he squinted at the morning sun. It was going to be hot again today—a wine day, if he could afford wine. The little luxuries, like wine, that he allowed himself were harder to come by as the caravans became fewer and more infrequent.

His fingers idly seeking a sandflea which had successfully found its way inside his rags, he settled himself wearily in his new roost at the edge of the bazaar. Previously, he had frequented the large wharf until the fishermen drove him off, accusing him of stealing. Him! With all the thieves that abound in this town, they chose him for their accusations.

"Hakiem!"

He looked about him and saw a band of six urchins descending on him, their eyes bright and eager.

"Good morning, children," he grimaced, exposing his yellow teeth. "What do you wish of old Hakiem?"

"Tell us a story," they chorused, surging around him.

"Be off with you, sandfleas!" he moaned, waving an arm. "The sun will be hot today. I'll not add to the dryness of my throat telling you stories for free."

"Please, Hakiem?" one whined.

"We'll fetch you water," promised another.

"I have money."

The last offer caught at Hakiem's attention like a magnet. His eyes fastened hungrily on the copper coin extended in a grubby hand. That coin and four of its brothers would buy him a bottle of wine.

Where the boy had gotten it mattered not—he had probably stolen it. What concerned Hakiem was how to transfer the wealth from the boy to himself. He considered taking it by force, but decided against it. The bazaar was rapidly filling with people, and open bullying of children would doubtless draw repercussions. Besides, the nimble urchins could outrun him with ease. He would just have to earn it honestly. Disgusting, the depths to which he had sunk.

"Very well, Ran-tu," he smiled, extending his hand. "Give me the money, and you shall have any story you wish."

"After I hear the story," the boy announced haughtily. "You shall have the coin. . .if I feel the story is worth it. It is the custom."

"So it is," Hakiem forced a smile. "Come, sit here beside me so you can hear every detail."

The boy did as he was told, blissfully unaware that he was placing himself within Hakiem's long, quick reach.

"Now then, Ran-tu, what story do you wish to hear?"

"Tell us about the history of our city," the boy chirped, forgetting his pretended sophistication for the moment.

Hakiem grimaced, but the other boys jumped and clapped their hands with enthusiasm. Unlike Hakiem, they never tired of hearing this tale.

"Very well," Hakiem sighed. "Make room here!"

He shoved roughly at the forest of small legs before him, clearing a small space in the ground which he swept smooth with his hand. With quick, practiced strokes, he outlined the southern part of the continent and formed the north-south mountain range.

"The story begins here, in what once was the kingdom of Ilsig, east of the Queen's Mountains."

". . .which the Rankans call the World's End Mountains. . ." supplied an urchin.

". . .and the Mountain Men call Gunderpah. . ." contributed another.

Hakiem leaned back on his haunches and scratched absently.

"Perhaps," he said, "the young gentlemen would like to tell the story while Hakiem listens."

"No they wouldn't," insisted Ran-tu. "Shut up, everyone. It's my story! Let Hakiem tell it."

Hakiem waited until silence was restored, then nodded loftily to Ran-tu and continued.

"Afraid of invasion from the then young Rankan Empire across the mountains, they formed an alliance with the Mountain Tribes to guard the only known pass through the mountains."

He paused to draw a line on his map indicating the pass.

"Lo, it came to pass that their fears were realized. The Rankans turned their armies toward Ilsig, and they were forced to send their own troops into the pass to aid the Mountain Men in the kingdom's defense."

He looked up hopefully and extended a palm as a merchant paused to listen, but the man shook his head and moved on.

"While the armies were gone," he continued, scowling, "there was an uprising of slaves in Ilsig. Body-servants, galley slaves, gladiators, all united in an effort to throw off the shackles of bondage. Alas. . ."

He paused and threw up his hands dramatically.

". . .the armies of Ilsig returned early from their mountain campaign and put a swift end to the uprising. The survivors fled south. . .here. . .along the coast."

He indicated the route with his fingers.

"The kingdom waited for a while, expecting the errant slaves to return of their own volition. When they didn't, a troop of cavalry was sent to overtake them and bring them back. They overtook the slaves here, forcing them back into the mountains, and a mighty battle ensued. The slaves were triumphant, and the cavalry was destroyed."

He indicated a point in the southern portion of the mountain range.

"Aren't you going to tell about the battle?" Ran-tu interrupted.

"That is a story in itself. . .requiring separate payment," Hakiem smiled.

The boy bit his lip and said nothing more.

CHRONOLOGY

Mary Beth Miller

In compiling this chronology I have considered the books **Thieves' World** *and* **Tales from the Vulgar Unicorn** *to be historical artifacts, lively, month-to-month chronicles which span about a year and a half and which were written shortly after the events described. These accounts begin just after Prince Kadakithis comes to Sanctuary and end over a year later with the disappearance of Tempus. Included are many allusions both to prior local events and to known historical events. I have had to use and to extrapolate from these allusions in order to create a timeline for events which happened before the Prince's ascendance, since I lacked access to the historical chronicles of Mattathan and Venafer and to the* **Natural History** *of Khahayavesh. There are two time-frames. One is an approximate count of how many months or years ago each event happened, assuming the present to be around the time of Tempus' disappearance. The second assumes that Ranke imposed a new calendar on the populace which dates from the year in which Ranke conquered Ilsig. All time before that is called Pre-Ranke (PR); all time since then is called Rankan Empire (RE).*

How Long Ago	*Rankan Calendar*	*Event*
time out of mind	legend	Sorcerer Hast-ra-kodi forges two suits of armor in the fire of a burning diamond.
1200 yrs	1172 PR	Harad and Hakkad wear the magic armor and march against the wizard-prince Sterl; all disappear.
long ago	800 PR	The Empire of Enlibar starts to decline.
350 yrs	302 PR	Vashanka chooses Tempus as his puppet.
300 yrs	252 PR	Enas Yorl is put under a random shape-changing spell.
290 yrs	242 PR	The Rankan Empire starts to expand by military means.
		The Kingdom of Ilsig forms alliance with the Mountain Tribes to guard the only known pass through the mountains.
287 yrs	239 PR	Ranke marches on Ilsig.
		Ilsig sends troops to reinforce the Mountain Tribes.
		Ilsig slaves revolt.
		Ilsig army returns to put down rebellion.
		Escaping slaves flee south along the coast.
		Ilsig cavalry pursues them and is destroyed in a battle in the mountains.

How Long Ago	Rankan Calendar	Event
		Escaped slaves find a pass through the mountains into the valley which they will call Sanctuary; they settle there.
223 yrs	176 PR	Settlers start to move south as land is farmed out.
175 yrs	127 PR	City of Sanctuary founded on a farming-fishing economy.
160 yrs	112 PR	Lythande enters Blue Star training in Azehur.
		Lythande and Myrtis, then a young courtesan, enter a mutual-assistance pact.
		Rabben, a Blue Star adept, loses half his hand to Lythande in a test of strength.
159 yrs	111 PR	Prospectors and adventurers are attracted to Sanctuary by rumors of precious metals.
152 yrs	104 PR	Ilsig fleet attacks and captures town.
		Native fishing fleet escapes to Scavenger's Island to become the Cape Pirates.
147 yrs	99 PR	Gold-seeking adventurer finds northern pass through the mountains to Ranke.
138 yrs	92 PR	Myrtis becomes mistress of the Aphrodisia House in Sanctuary.
82 yrs	34 PR	Rankan general rediscovers the pass through the mountains to Sanctuary from the journals of his grandfather (see 99 PR).
60 Yrs	12 PR	Sanctuary conquered by Ranke.
		The worship of Dyareela banned in Sanctuary.
		Alar hil Aspar, the Cirdonian mercenary general, razes the temple to Dyreela in Sanctuary, and builds a temple to Heqt.
54 yrs	06 PR	Rankan fleet sails for Ilsig from Sanctuary.
		The chief priest of the temple of Heqt in Sanctuary disappears.
50 yrs	02 PR	Mizraith gains his reputation as the most successful commercial wizard in Sanctuary.
48 yrs	1 RE	Ranke conquers Ilsig.
		The Mountain Tribes defend the Great Pass against Ranke.
47 yrs	2 RE	Caravan routes across the Grey Wastes are established; the economy of Sanctuary starts to boom.
40 yrs	8 RE	Ranke conquers Cirdon.

"In the course of their battle with the cavalry, the slaves discovered a pass through the mountains, allowing them to enter this green valley, where game was plentiful and crops sprang from the ground. They called it Sanctuary."

"The valley isn't green," an urchin interrupted pointedly.

"That's because the slaves were dumb and overworked the land!" countered another.

"My dad used to be a farmer, and he didn't overwork the land!" argued a third.

"Then how is it you had to move into town when the sands took your farm?" countered the second.

"I want to hear my story!" barked Ran-tu, suddenly towering above them.

The group subsided into silence.

"The young gentleman there has the facts of the matter right," smiled Hakiem, pointing a finger at the second urchin. "But it took time. Oh my, yes, lots of time. As the slaves exhausted the land to the north, they moved south, until they reached the point where the town stands today. Here they met a group of native fishermen, and between fishing and farming managed to survive in peace and tranquility."

"That didn't last long," snorted Ran-tu, momentarily forgetting himself.

"No," agreed Hakiem. "The gods did not will it so. Rumors of a discovery of gold and silver reached the kingdom of Ilsig and brought intruders into our tranquility. First adventurers, and then a fleet from the kingdom itself came to capture the town and bring it under the kingdom's control. The only fly in the kingdom's victory wine that day was that most of the fishing fleet was out when they arrived, and, realizing the fate of the town, took refuge on Scavengers' Island to form the nucleus of the Cape Pirates, who harass ships to this day."

A fisherman's wife passed by and, glancing down, recognized the map in the dust, smiled, and tossed two copper coins to Hakiem. He caught them neatly, elbowing an urchin who tried to intercept them, and secreted them in his sash.

"Blessings on your house, mistress," he called after his benefactor.

"What about the empire?" Ran-tu prompted, afraid of losing his story.

"What? Oh, yes. It seems that one of the adventurers pushed north seeking the mythical gold, found a pass through the Civa, and eventually joined the Rankan Empire. Later, his grandson, now a general in the empire, found his ancestor's journals. He led a force south over his grandfather's old route and recaptured the town. Using it as a base, he launched a naval attack around the cape and finally captured the kingdom of Ilsig, making it a part of the empire forever."

"Which is where we are today," one of the urchins spat bitterly.

"Not quite," corrected Hakiem, his impatience to be done with the story yielding to his integrity as a tale-spinner. "Though the kingdom surrendered, for some reason the Mountain Men continued to resist the empire's attempts to use the Great Pass. That was when the caravan routes were established."

A faraway look came into his eyes.

"Those were the days of Sanctuary's greatness. Three or four caravans a week laden with treasures and trade goods. Not the miserable supply caravans you see today—great caravans that took half a day just to enter town."

"What happened?" asked one of the awestruck urchins.

Hakiem's eyes grew dark. He spat in the dust.

"Twenty years ago, the empire succeeded in putting down the Mountain Men. With the Great Pass open, there was no reason to risk major caravans in the bandit-ridden sands of the desert. Sanctuary has become a mockery of its past glory, a refuge for the scum who have nowhere else to go. Mark my words, one day the thieves will out-number the honest citizenry, and then. . ."

"One side, old man!"

A sandaled foot came down on the map, obliterating its outlines and scattering the urchins.

Hakiem cowered before the shadow of one of the Hell Hounds, the five new elite guards who had accompanied the new governor into town.

"Zalbar! Stop that!"

The unsmiling giant froze at the sound of the voice and turned to face the golden-haired youth who strode onto the scene.

"We're supposed to be governing these people, not bludgeoning them into submission."

It seemed strange, seeing a lad in his late teens chastising a scarred veteran of many campaigns, but the larger man merely dropped his eyes in discomfort.

"Apologies, Your Highness, but the Emperor said we were to bring law and order to this hellhole, and it's the only language these blackguards understand."

"The Emperor—my brother—put me in command of this town to govern it as I see fit, and my orders are that the people are to be treated kindly as long as they do not break the laws."

"Yes, Your Highness."

The youth turned to Hakiem.

"I hope we did not disturb your story. Here—perhaps this will make up for our intrusion."

He pressed a gold coin into Hakiem's hand.

"Gold!" Hakiem sneered. "Do you think one miserable coin can make up for scaring those precious children?"

"What?" roared the Hell Hound. "Those gutter-rats? Take the Prince's money and be thankful I—"

"Zalbar!"

"But Your Highness, this man is only playing on your—"

"If he is, it's mine to give. . ."

He pressed a few more coins into Hakiem's out-stretched hand.

"Now come along. I want to see the bazaar."

Hakiem bowed low, ignoring the Hell Hound's black glare. When he straightened, the urchins were clustered about him again.

"Was that the Prince?"

"My dad says he's the best thing for this town."

"My dad says he's too young to do a good job."

"Izzat so!"

"The Emperor sent him here to get him out of the way."

"Sez who?"

"Sez my brother! He's been bribing guards here all his life and never had any trouble till the Prince came. Him and his whores and his Hell Hounds."

"They're going to change everything. Ask Hakiem. . .Hakiem?"

The urchins turned to their chosen mentor, but Hakiem had long since departed with his new wealth for the cool depths of a tavern.

THE HELL HOUNDS

"As you already know, you five men have been chosen to remain with me here in Sanctuary after the balance of the honor guard returns to the capital."

Prince Kadakithis paused to look each man in the face before he continued. Zalbar, Bourne, Quag, Razkuli, and Arman. Each of them a seasoned veteran, they doubtless knew their work better than the Prince knew his. Kadakithis' royal upbringing came to his rescue, helping him to hide his nervousness as he met their gazes steadily.

"As soon as the ceremonies are completed tomorrow, I will be swamped with problems in clearing up the backlog of cases in the civil court. Realizing that, I thought it best to give you your briefing and assignments now, so that you will be able to proceed without the delay of waiting for specific instructions."

He beckoned the men forward, and they gathered around the map of Sanctuary hung on the wall.

"Zalbar and I have done some preliminary scouting of the town. Though this briefing should familiarize you with the basic lay of the land, you should each do your own exploring and report any new observations to each other. Zalbar?"

The tallest of the soldiers stepped forward and swept his hand across the map.

"The thieves of Sanctuary drift with wind like the garbage they are," he began.

"Zalbar!" the Prince admonished. "Just give the report without asides or opinions."

"Yes, Your Highness." The man replied bowing his head slightly. "But there is a pattern here which follows the winds from the east."

"The property values change because of the smells," Kadakithis reported. "You can say that without referring to the people as garbage. They are still citizens of the empire."

Zalbar nodded and turned to the map once more.

"The areas of least crime are here, along the eastern edge of town," he announced, gesturing. "These are the richest mansions, inns, and temples, which have their own defenses and safeguards. West of them, the town consists predominantly of craftsmen and skilled workers. The crime in this area rarely exceeds petty theft."

The man paused to glance at the prince before continuing.

"Once you cross the Processional, however, things get steadily worse. The merchants vie with each other as to who will carry the widest selection of stolen or illicit goods. Much of their merchandise is supplied by smugglers who openly use the wharves to unload their ships. What is not purchased by the merchants is sold directly at the bazaar."

Zalbar's expression hardened noticeably as he indicated the next area.

"Here is a tangle of streets known simply as the Maze. It is acknowledged by all to be the roughest section of town. Murder and armed robbery are commonplace occurrences day or night in the Maze, and most honest citizens are afraid to set foot there without an armed escort. It has been brought to our attention that none of the guardsmen in the local garrison will enter this area, though whether this is out of fear or if they have been bribed. . ."

The prince cleared his throat noisily. Zalbar grimaced and moved on to another area.

"Outside the wals to the north of town is a cluster of brothels and gaming houses. There are few crimes reported in this area, though we believe this is due more to a reluctance on the part of the inhabitants to deal with authorities than from any lack of criminal activity. To the far west of town is a shantytown inhabited by beggars and derelicts known as the Downwinders. Of all the citizens we've encountered so far, they seem the most harmless."

His report complete, Zalbar returned to his place with the others as the prince addressed them once again.

"Your priorities until new orders are issued will be as follows," he announced, eyeing the men carefully. "First, you are to make a concentrated effort to reduce or eliminate petty crime on the east side of town. Second, you will close the wharves to the smuggler traffic. When that is done, I will sign into law certain regulations enabling you to move against the brothels. By that time my court duties should have eased to a point where we can formulate a specific plan of action for dealing with the Maze. Any questions?"

"Are you anticipating any problems with the local priesthood over the ordered construction of new temples to Savankala, Sabellia, and Vashanka?" Bourne asked.

"Yes, I am," the prince acknowledged. "But the difficulties will probably be more diplomatic than criminal in nature. As such, I will attend to it personally, leaving you free to pursue your given assignments."

There were no further questions, and the prince steeled himself for his final pronouncement.

"As to how you are to conduct yourselves while carrying out your orders". . .Kadakithis paused dramatically while sweeping the assemblage with a hard glare. "I know you men are all soldiers and used to meeting opposition with bared steel. You are certainly permitted to fight to defend yourselves if attacked or to defend any citizen of this town. However, I will not tolerate brutality or needless bloodshed in the name of the empire. Whatever your personal feelings may be, you are not to draw a sword on any citizen unless they have proven—I repeat, *proven*—themselves to be criminal. The townsfolk have already taken to calling you Hell Hounds. Be sure that title refers only to the vigor with which you pursue your duties and not to your viciousness. That is all."

There were mutters and dark glances as the men filed out of the room. While the Hell Hounds' loyalty to the empire was above question, Kadakithis had pause to wonder if in their own minds they truly considered him a representative of that empire.

How Long Ago	*Rankan Calendar*	*Event*
		Famed slave-gladiator Jubal wins his freedom in Ranke.
		The seacoast estate Eaglenest is looted and burned by "bandits."
26 yrs	23 RE	Jubal, former slave-gladiator, hijacks a slave caravan and starts his rise to power.
		Kemren, renegade priest of Weda Krishtawn, leaves Sherranpip.
20 yrs	29 RE	The Mountain Tribes are defeated by Ranke; the Great Pass is opened.
18 yrs	31 RE	Caravan passage across the Grey Wastes declines; economy of Sanctuary declines also.
15 yrs	34 RE	A garrison officer stationed in Sanctuary murders and dismembers his S'danzo mistress.
		15 year-old Walegrin leaves Sanctuary.
13 yrs	36 RE	Smhee starts tracking Kemren.
10 years	39 RE	Melilot, a scribe in Sanctuary, begins his rise to power.
		Kemren comes to Sanctuary, settles on, and in, the Isle of Shugthee; he becomes known as the Purple Mage.
9 yrs	40 RE	Raggah start moving into the area of Sanctuary.
		Ranke suffers defeat against nomad tribes in the far north.
6 yrs	43 RE	Walegrin is commissioned in the Rankan army.
		Ranke abandons its expansion into the far north and starts to expand to the east.
5 yrs	44 RE	Zalbar drives the vivesectionist Kurd out of Ranke.
		A daughter, Kheem, is born to Masha zil-Ineel and her husband Eevroen.
		The village of Holt is sacked and destroyed by bandits; 9 year-old Jarveena is one of the few survivors.
		Illyra starts working as a seer in the Bazaar.
4 yrs	45 RE	The Purple Mage agrees to protect Walegrin from the S'danzo curse.
3½ yrs	45½ RE	Jutu Stulwig is murdered mysteriously; Jubal's spies report to him that the god Vashanka has been seen coming from Stulwig's house.

How Long Ago	Rankan Calendar	Event
3 yrs	46 RE	A daughter, Handoo, is born to Masha and Eevroen.
1 yr	48 RE	19-year old Prince Kadakithis comes to Sanctuary to become its new governor.
		Ceremonies are held to mark the return to Ranke of the Prince's Imperial Guards; 5 of the Guard remain behind to serve the Prince.
		Nizharu, commander of the Imperial Guards, unmasked as a traitor at the ceremonies.
		Regli, the Prince's Master of Scrolls, marries Samlane, a Cirdonian noblewoman.
a month or so after the ceremonies		Nizharu is punished and executed.
		Jarveena is appointed foreign agent for Master Mellilot, the scribe, and leaves Sanctuary.
		Cudget Swearoath, the well-known changer, is hanged
		Prince Kadakithis has a slight illness in the night and is attended by Alten Stulwig.
		The anvil of Dubro the Bazaar smith breaks.
		Merilla, a young Ilsig noblewoman, seeks help from Illyra.
		The wharves of Sanctuary are closed to smugglers by the Hell Hounds.
night of the Ten-Slaying		The cornerstone of the new temple to Savankala is consecrated.
		Dubro the Bazaar smith has a new anvil.
		Salbar saves Jubal's life when he is ambushed by "gutter rats."
		Apparently trying to close down Red Lanterns, a tax is levied on the brothels.
		Sanctuary's economy sags as Red Lantern madames boycott the merchants.
		The levy on Red Lanterns is lifted without comment.
		Hazroah, the High Flamen of the temple of Ils, takes over the running of the temple from the Archpriest.
		Cappen Varra, the minstrel, wins the patronage of Molin Torchholder.
		Smhee comes to Sanctuary.
		Masha helps the dying Benna and is suspected of having a precious jewel.
		The week of the rat hunt: the citizens of the Maze, looking for Benna's jewel, systematically kill all the rats they can find.
		The week of the cat hunt: having killed all the rats, citizenry starts in on the cats.
		Smhee and Masha go to the Isle of Shugthee, the Lair of the Purple Mage.
		The Purple Mage vanishes.
		The week of the dog hunt: having killed all the rats and cats, the citizens start in on the dogs.
		Cappen Varra, the ancilla Danlis, and Jamie the Red picnic by the White Foal River.
		Lady Rosanda and her ancilla Danlis disappear under mysterious circumstances; it is rumored that Sikkintairs are involved.
		Hazroah, the High Flamen, disappears.
		Jamie the Red restores Lady Rosanda and Danlis to Molin Torchholder and is rewarded.
		The hierarchy of the temple of Ils is arrested; authority is restored to the Archpriest.
		The Raggah start leaving the area.
		A duel of magic takes place between Blue Star Adepts Lythande and Rabben Half-Hand.
		Mizraith, the great commercial wizard, is believed vanquished by Markmor, a rival wizard, and Marype, his own son; there is near-panic among his clients when his absence is realized.
		Lastel disappears from Society.
		One-Thumb disappears from the Maze.
		The Savankh of Prince Kadakithis is stolen by the thief Hanse (this is not widely known).
a month later		Tempus comes from Ranke to take Bourne's place.
		Samlane, wife of Regli, dies in labor under mysterious circumstances.
		The Temple of Heqt in Sanctuary is unaccountably destroyed.
		Zalbar keeps Tempus out of the Aphrodisia House.
		Walegrin returns to Sanctuary.
a week later		Walegrin and his troops leave Sanctuary, taking an old scribe with them.
		Ceremonies are held to mark the twentieth birthday of Prince Kadakithis.
this year	49 RE	Cappan Varra leaves Sanctuary for a 3-month trip.
		Sanctuary is in an uproar because of a fight between the gods Vashanka and Ils, which Ils has won, using the human Alten Stulwig.
		Vashanka, angered by his defeat, sends a great storm which causes the collapse of the temple of Ils.
		The magical weaponshop of Vashanka appears in Sanctuary.
		Alain Aspect, one of the three Great Wizards and Court-Mage of Ranke comes to Sanctuary.
		Ceremonies are held to celebrate the Prince's first year of governorship.
		Alain Aspect apparently dies in the destruction of Vashanka's weaponshop.
		Various strange incidents are reported among the citizenry as a result of using the magical booby-trapped weapons obtained from Vashanka's weaponshop.
		Jubal saves Zalbar from an ambush.
		The Hell Hounds hunt for and confiscate the magic weapons.
		Tempus disappears from Sanctuary.

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GLOSSARY

Mary Beth Miller

This glossary identifies major characters, streets, cities, and countries, and defines unusual words and phrases. There are some slightly longer entries which present general information about the world of Sanctuary ("currency," "schools," etc.). Any entry word set in all capital letters also has its own definition. All definitions in this glossary have been determined by textual analysis with occasional recourse to the Oxford English Dictionary, and any seeming contradictions or anomalies have been noted. Words in capitals are cross-references.

a

Agris—a plant whose flowers taken in an infusion cures persistent stomach-ache. (AH-gris)
Ahlooshik mhanukhee—a rich merchant. (AH-loo sheek ma-NEW-kee)
Alar hil Aspar—mercenary general of Cirdonian birth who built the temple to HEQT in Sanctuary.
Alekeep, the—a tavern near GOVERNOR'S WALK.
All-Mother, the—a title of the ILSIG goddess SHIPRI.
Anen—the ILSIG god of the harvest.
Ape's head, the—a geological formation on the Island of SHUGTHEE.
Aphrodisia House—luxurious brothel in RED LANTERNS run by Myrtis.
Ancilla—personal secretary to a lady of rank.
Archpriest—the senior religious official in the temple of ILS.
Archway, the—a card in the S'DANZO tarot.
Argash—minor foreign deity whose devotees volunteer for ritual suicide by starvation while hanging on the 20-foot high temple.
Aurvesh—a foreign country noted for its wine production. (AR-vesh).
Awful Alley—a street in the MAZE.
Azehur—a city to the north of Sanctuary; location of the home of the ORDER OF THE BLUE STAR.
Azyuna—one of the chief Rankan dieties, sister and consort of VASHANKA. (A-ZYOO-nuh)

b

B.D.P.—acronym meaning Before this Damned Prince, used in exasperation.
Baladach—good, and expensive, red wine. (BAH-lah-dak, BAH-lah-dok)
Baldric—a belt worn across the chest from one shoulder to underneath the opposite arm.
Bandeau—halter or brassiere worn by women; consists of two straps and two cupped circles. (baan-DOW, BAN-doe)
Banmalts—a sea-faring people who live by trading in foreign ports.
Beef Market, the—the stockyard of Sanctuary where cattle are brought to be sold off to meat merchants.
Bengil crab—a large land crab native to SHERRANPIP, non-poisonous but with dangerous claws, lives on fish, also found on the Island of SHUGTHEE.
Benna nus-Katarz—ILSIG emigre who sneaked into the lair of the PURPLE MAGE and who died as a result. Rumor of the jewel he stole set off the week of the Rat Hunt and the following weeks of the Cat Hunt and Dog Hunt. (BEN-nu noos-kat-ARZ)
Berserker God—one of VASHANKA'S many titles.
Black Spire, the—common descriptive name for the Temple of HEQT in Sanctuary.
Blind Jakob—a blind fruit-seller.
Blue Hawks—Jubal's mercenaries/spies/enforcers, who go disguised in public. Usually known as Hawkmasks.
Blue john—a non-alcoholic beverage of clabbered milk.
Blue Star, Order of—organization of magicians vowed to fight against Chaos at the world's end; each is bound by a vow and keeps a secret.
Blue wing—a deadly foe-seeking boomerang.
Byrnie—a coat of mail. (BUR-nee)

c

Cadite—a native of Cadis, a foreign country; also used figuratively to mean one with a lascivious character. (CAD-ite)
Calisard—a foreign god of war. (KAL-uh-sard)
Camel's Eye, the—a geological formation of the Island of SHUGTHEE.
Cantrip—a spell or charm.
Cape Pirates, the—the remnants of the Sanctuarian fishing fleet which was out of port when Sanctuary was conquered by the KINGDOM OF ILSIG.
Caronne—a kingdom far in the west, noted for its art and philosophy. (Kah-RRONE)
Change, to—to fence stolen goods.
Changer—one who fences stolen goods.
Cirdon—a northern country, conquered by Ranke. (SEER-dun)
Civa, the—another name for the QUEEN'S MOUNTAINS. (SIH-vah)
Claymore—a long, two-edged broadsword.
Cleea—a country on the north-east coast of the continent, noted for its naval activities. (Klee-ah)
Cleean—a native of CLEEA.
Common Gate, the—a gate in the north wall of Sanctuary, used for daily trade and traffic.
Conky—abbreviated form of concubine, used contemptuously.
Copper, a—a copper coin of small denomination.
Corlas—a camel dealer.
Croy, to—to cheat or shortchange.
Cuirasse—breastplate. (kure-ASS)
Currency—based on the precious metals gold, silver, and copper; coins of different sizes, denominations, and nations can be found in circulation at the same time: the large silver tokens and old gold coins of ILSIG, the Rankan coppers (PADPOOLS) and gold roylas and sheeboozim, and other unfamiliar gold and silver coins. Counterfeiting and clipping, formerly major problems, are slowly being controlled by the HELL HOUNDS.
Cusharlain—customs inspector. (KOO-shar-lane)
Cutpurse—a petty thief who cuts a hole in his victim's pocket or purse in order to steal valuables.
Cyclantha powder—a white sleeping powder taken in wine. (sih-KLAN-thah)

d

Dalin—a fool-proof herbal abortifacient.
Dance on the air, to—to be hanged.
Darmek Guild—association of potters whose trademark is a design of black and scarlet rings within rings.
Death shift, the—a span of time starting in the middle of the night and ending after dawn.
Dip—a pickpocket.
Downwind—a shantytown located at the far west edge of town inhabited by beggars and derelicts.
Downwinder—a resident of DOWNWIND; lowest caste in Sanctuary; collectors of garbage and nightsoil; the custom is to wrinkle one's nose when referring to Downwinders in conversation.
Dragon's Tail, the—a geological formation on the Island of SHUGTHEE.
Drugs—derived from the roots, leaves and fruit of plants; used for recreation (KRRF, KLEETEL, QUALIS) and for medicinal purposes (CYCLANTHA, DALIN, STYPIS, GERNAY, AGRIS, DARK MELLES)
Dry well, street of—street in the Maze.
Dubro—the Bazaar blacksmith. (DOO-broe)
Dylan—the proprietor of a brothel in RED LANTERN STREET; her trademark is her brightly dyed red hair. (DIE-lan)
Dyareela—minor foreign goddess noted for the bloodthirstiness of her worshippers. Worship of her has been banned in Sanctuary for thirty years, but still occurs in secret. (Die-ahr-EE-la)

e

Eaglebeak—another name for EAGLENEST.
Eaglenest—a seacoast estate that was sacked and destroyed by mercenaries, now abandoned and believed to be haunted.
Enemy, the—idiomatic term for the sun and the light of day.
Enlibar—ancient empire larger than ILSIG or RANKE, now destroyed. (EN-lih-bar)
Enlibar orange—a fist-sized fruit with a pebbly rind and blood-red juice and pulp; highly valued in Sanctuary.
Enlibar steel—legendary steel of superior strength and workmanship.
Enlibrite—a descendant of a citizen of the Empire of ENLIBAR.
Eshi—ILSIG goddess of love.
Ensorcelment—enchantment, the influence of a spell.
Eunice—a contemptuous name for a eunuch.

f

Falchion—a heavy curved broadsword edged on the convex side.
Fane—a temple.
Farmer's Run—a street which runs along the south-east side of the marketplace.
Five of Ships—a card in the S'DANZO tarot; can mean enquiry.
Flying Knife—another name for a SIKKINTAIR.
Fooder—a measure of wine; a cask holding that amount.
Forest, the—a card in the S'DANZO tarot; symbolizes the wisdom of the ages.
Forgotten Holt—another name for HOLT.

g

Gate of Triumph—the gate through which runs the GENERAL'S ROAD, used for processions.
Geas—purpose or compulsion imposed by means of magic.
General's Road—a broad road leading into Sanctuary through the GATE OF TRIUMPH.
Gernay—an herbal mixture which cures constipation, consisting of two roots, a flower and a leaf. (GER-nay)
Ghoondah fish—small fish native to SHERRANPIP; its main food is the poisonous flesh of the BENGIL CRAB, which it eats by attacking in schools. (GOON-dah)
Glaive—a lance or spear.
God-Weapons—magic weapons from VASHANKA'S WEAPONSHOP, magically booby-trapped to harm their possessor. Some may still exist.
Golden Lizard, the—a tavern in the MAZE.
Golden Oasis, the—a higher-class tavern outside the MAZE.
Goldenwash—a hair dye obtained from TYRISIS-BEYOND-THE-SEA.
Gonfred—reputed to be the only honest goldsmith in Sanctuary. (GON-fred)
Gourd-holster—halter or brassiere, idiomatic.
Gourds—breasts, idiomatic.
Governor's Walk—a broad avenue near the Governor's Palace.
Governor's Warehouse—the royal warehouse down on RED CLAY STREET.
Great Pass, the—for a long time the only known pass through the mountain range between ILSIG and Sanctuary, defended by the Mountain Men until they were defeated by the Rankan Empire.
Greave—armor for the leg below the knee.

Grey Wastes, the—the desert between Sanctuary and RANKE.
Grimale—a Rankan gold coin.
Gunderpah—the Mountain Men's name for the QUEEN'S MOUNTAINS.
Green Lady, the—another name for ESHI, Ilsig goddess of love.

h

Haakon—a sweetmeat seller in the Bazaar. (HAA-kon, HAH-kawn)
Hakiem—an old storyteller. (Ha-KEEM, hah-KEEM)
Hall of Justice—the court of law situated in the grounds of the Governor's Palace.
Harlots Cross—corner where TANNER'S ROW and the STREET OF SMELLS intersect; a classy area of town.
Hast-ra-kodi—famed sorcerer, believed by some to have been legendary. (HAST-rah-koe-DEE)
Hawk-mask—blue face-mask worn by employees of JUBAL when they're out in public to disguise those wanted by the police; those wearing the masks are called Blue Hawks or Hawk Masks.
Hazard class enchanter—a high-level magician.
Hell Hounds—the elite bodyguard of PRINCE KADAKITHIS, consisting originally of fifteen soldiers, but reduced to five when the main body returned to RANKE. The members are ZALBAR, the leader, QUAG, ARMAN, RAZKULI, BOURNE (who was rumored to have been killed by the Prince for treachery), and TEMPUS (who joined later). These soldiers are hated by the Sanctuarians for their incorruptibility.
Heqt—toad fertility goddess of CIRDON; genetrix, bringer of spring rains. (Hekt)
Hieratic—pertaining to sacred subjects and/or the priestly class. (high-uh-RAT-ik)
High Flamen, the—second in command to the ARCHPRIEST of the temple of ILS.
Holt—village in YENIZED sacked and destroyed by bandits; home of Jarveena, one of the few survivors.
Houppelande—a wide-sleeved formal tunic with a long skirt. (HOOP-uh-lawnd)
House of Mermaids—brothel in RED LANTERN STREET run by Gelicia, offering exotic attractions.
House of Whips—brothel in RED LANTERN STREET which specializes in flagellation.
Hukharran—tall bush with spreading branches and black bark and leaves.

i

Igil—a foreign deity. (IG-ill)
Ilbarsi—a people noted for the quality of their metalwork. (Ill-BAR-see)
Illyra—half-caste (S'DANZO/ILSIG) seer who lives with DUBRO in the Bazaar. (Ill-EER-ah)
Ilsig, kingdom of—kingdom situated in the southern part of the continent east of the QUEEN'S MOUNTAINS; conquered by the RANKAN EMPIRE; named for ILS, the major god.

j

Jewelers Quarter—well-to-do section of Sanctuary east of WEAVERS WAY where jewelers and metal-craftsmen have their homes and shops.
Jubal—black crime-lord, once a gladiator, now considered semi-respectable because of his immense power; deals in slaves, drugs, and smuggled goods. (JOO-bul)

k

Kadakithis, Prince—idealistic young half-brother of the Rankan Emperor; appointed governor of Sanctuary. (Kah-dah-KITH-is)
Kahayavesh—Rankan historian, noted for his *Natural History*. ((Ka-HAY-ah-vesh)
Kalos—mountain grove noted for its fine wine.
Khabeeber—bird who dives into the ocean for fish, called the diving bird. (Kah-BEE-ber)
Khabeeber Tavern—tavern named after the bird, located in the Western Section.
Kittycat—contemptuous nickname for PRINCE KADAKITHIS.
Kleetel—cheap recreational drug, poor second choice after KRRF, causes vomiting in users.
Klooshna—a foreign deity.
Kohl—powdered antimony used to darken the eyelids for cosmetic purposes (Koal)
Krrf—a recreational drug used as a stimulant by Sanctuarians, usually adulterated with snuff; the finest kind is pure-black and comes from CARONNE, the domestic kind is less potent. (Kerf)

l

Lady of Stars—a title of the goddess SABELLIA.
Lahboo—a miser who was murdered, called the Tight-fisted. (LAH-boo)
Lance of Flames—a card in the S'DANZO tarot.
Land's End—abandoned estate situated behind the temple of ILS.
Lily Garden, the—a respectable brothel in RED LANTERN STREET, run by Amoli. Also called the Golden Lily.
Linkman—a hired torch-bearer.
Little Watchpost, the—a guard box at the corner of SHADOW and LIZARD'S WAY.
Lizard's Way—a street that intersects SHADOW STREET.
Lord of Death's Gate—a title of VASHANKA.
Lord of Rape—a title of VASHANKA.
Lord of the Edge and the Point—a title of VASHANKA.
Lord of War—a title of VASHANKA.
Lord of Weapons—a title of VASHANKA.
Lythande—a magician and BLUE STAR adept. (Lih-THOND)

m

Mage Guild—the magician's union.
Man in Motley, the—hostel near the BEEF MARKET which houses the secret entrance to the Temple of HEQT.
Market Run—a street which borders the Marketplace.
Master of the Scrolls—an appointed position on the staff of PRINCE KADAKITHIS, usually filled by a member of the Rankan aristocracy.
Mattathan—a Rankan historian (MAT-uh-than)
Maze, the—the violent, criminal section of Sanctuary.
Melles, Dark—a plant whose root eaten raw cures chest pain. (MELL-is)
Mofandsf—mind boggling; thieves' argot; used as an exclamation. (Moe-FAHN-zuf)
Morion—a crested helmet.
Mrsveda—a foreign place noted for its black and red gamecocks. (MIRS-ved-uh)
Myrsevadan robe—a long robe with a distinctive pattern of red and green; variant of "MRSVEDAN."

o

Odd Birt's Dodge—a short street in the MAZE which intersects TANNER and the SERPENTINE.
One-Thumb—proprietor of the *Vulgar Unicorn*, so-called because he is missing one thumb.
Outhouse, the—a small courtyard in the MAZE.

p

Padpool—a tiny copper coin of small denomination.
Path of Money—a short street in the rich eastern section of town; also used figuratively to mean being or becoming wealthy.
Pilgrim adept—a member of the order of the BLUE STAR.
Pilgrim Place—a name for the TEMPLE OF STAR SHARERS, home of the Order of the BLUE STAR, also called the Place that is not.
Primogeniture—the right of succession of the first-born.
Processional, the—the main avenue which separates the better neighborhoods from the poorer sections of town.
Promise of Heaven—a triangular park south and east of the Governor's Palace; so-called because by day it is the haunt of priests and by night, of prostitutes; also called The Promise.
Processional—area of main city from WEAVER'S WAY to WEST GATE STREET; mostly shops and craftsmen.
Pyrtanis Street—street southeast of TEMPLE AVENUE where ENAS YORL'S palace is usually located. (Pir-TAN-is)
Purple Mage, the—a powerful magician based on the Island of SHUGTHEE.

q

Qualis—a plant from whose berries a fine deep-red liqueur is made; a love potion can also be compounded from the berries by magical means; the liqueur brewed from the berries: the common variety is dull red and throws a sediment, the finer kind is a clear, glowing red. (KWAH-lis)
Quarrel—a short, square-headed bolt used with the crossbow.
Quicksilver—a card in the S'DANZO tarot; ace of the suit of Ores, can symbolize hidden depths and transmutation.
Quotidian street-talk—dialect used by the poorer classes of Sanctuary. (Kwo-TID-ee-an)
Queen's Mountains, the—a range of mountains running north-south on the southern part of the continent; called by the Rankans the WORLD'S END MOUNTAINS, and by the mountain men GUNDERPAH.

r

Raggah—a tribe of desert horsemen, tall and dark with blue or green eyes, who are always cloaked and hooded; they use signs with non-Raggah, rather than speaking; believed to be the servants of the PURPLE MAGE. (RAAG-ga, RAH-gah)
Rander Rehabilitatus—an ILSIG demi-god.
Rankan Empire—the pre-eminent empire on the continent; capital is at RANKE.
Ranke—capital city of the RANKAN EMPIRE.
Rankene—courtly version of the common dialect of the RANKAN EMPIRE; also called Imperial Rankene and Formal Rankene. (Ran-KEEN)
Red Clay Street—a street in the warehouse district near the fishmarket.
Red Lanterns, Street of—area outside the north wall of the city, containing brothels, taverns, and gambling dens; also called Red Lantern Street, Red Lantern Road, and Red Lanterns.
Redes—advice or counsel.
Roaching—breaking and entering, and stealing, done at night, taken from the word "cockroach."

s

Sabellia—chief Rankan goddes, consort of SAVANKALA. (Suh-BEL-ee-ah)
Safehaven—another name for the OUTHOUSE, used ironically.
Sailfish, the—small sailing ship which does short-distance trading and passenger service.
Sanctuarian—native of Sanctuary.
Sanctuary—a small valley town at the southern tip of the continent, a refuge for criminals and adventurers; excluded from most recent maps.
Saraprins—a guild of potters whose trademark is a design of brown and orange on their ware. (Suh-ruh-PRINZ)
Savankala—the chief Rankan god. (Sah-vahn-KAH-lah)

Savankh, the—the Rankan Rod of Authority, symbolic of power derived from SAVANKALA; a twiglike wand of ivory, approximately 2 feet long.
Scavenger's Island—an island in the gulf beyond Sanctuary, home of the CAPE PIRATES and center of smuggling activity.
Schools—formal education consists of the temple schools in which priests teach as much myth and legend as fact, and apprenticeship in a SCRIPTORIUM, where one can learn to read and write one's own and other languages.
Scriptorium—a business which provides writing and translating services catering to all classes; ulterior uses such as forgery, blackmail and mistranslation are possible.
Scrying glass—an object which serves to focus attention, thus releasing clairvoyant or psychic power; can be a crystal or a pool of ink.
S'danzo—a tribe of close-knit gypsy-like people who live in the Bazaar area and make their living through marginal activities such as fortune telling, changing, etc.
Secret of Power—the secret of each BLUE STAR adept which, if kept, insures magical powers.
See, to—to know or obtain information by psychic means.
Sell-swords—mercenaries employed by JUBAL or any other master.
Serpentine—a street in the MAZE, so-called because it curves like a snake.
Seven of Ore—a card in the S'DANZO tarot.

Shadow Lane—a street which runs into GOVERNOR'S WALK.
Shadow Lord—a legendary personage with magical and psychic powers
Shadow Street—a street that intersects LIZARD WAY.

Shalpa—ILSIG tutelary god of thieves. (SHAL-pah)
Shambles Cross—slum area of Sanctuary noted for its stench.
Shavakh—a S'DANZO word meaning a person not of the S'DANZO tribe. (Sha-VAK, Sha-VAWK)
Sheboozh—a Rankan gold coin (SHEE-booz)
Sherranpip—an island nation far east and south of Sanctuary. (SHAR-an-pip)
Shewaw—exclamation of disgust. (SHEE-wah)
Shipri—chief ILSIG goddess, consort of ILS. (SHIP-ree)
Shugthee—small hairy people, now extinct; a purplish river-island of the same name, lair of the PURPLE MAGE, believed haunted by the ghosts of the Shugthee people.
Shyryu—a term of endearment used by one BLUE STAR to another, meaning companion, pilgrim, brother and sister; literal meaning is "sharer of starlight." (SHIR-yoo)
Sikkintair—a flying dragon-like monster which has no existence except as an attribute of ILS; the name is a variant form of secateur, a scissors or knife with crossed blades. (SIK-in-taar, SIK-in-tare)
Silk Corner—the silk traders' alley near GOVERNOR'S WALK.
Slaughter Lord—one of the titles of VASHANKA.
Slick Walk—east-west street in the MAZE which runs to the south of and parallel to the STRAIGHT STREET.
Slippery Street—a street which intersects SHADOW LANE.
Slippery Lily, the—a disreputable brothel in the MAZE.
Sly's Place—a tavern in the MAZE.
Spaewife—soothsayer or seeress, a Highland term. (SPAY-wife)

Star Sharers, Temple of—the center for the order of the BLUE STAR; this may exist on a psychic as well as a physical plane.
Stepped-on—adulteration of KRRF by mixing it with snuff or another substance, idiomatic.
Storm God—a title of VASHANKA.
Straight Street—an east-west street which runs to the south of and parallel to SLICK WALK.
Street of Smells—a street which runs near the SERPENTINE, noted for its stench; also called STINK STREET.
Stypia—a plant whose leaves taken in an infusion cure head-ache. (STIP-ee-ah)
Suma—a foreign place. (SOO-ma)
Swamp of Night Secrets—seacoast swamp near Sanctuary where smugglers land their goods.
Swearoath, Cudget—a thief, hanged by order of the Prince.
Swordfish, the—a small sailing ship which does short-distance trading and passenger service.
Swordslinger—a practiced, professional swordsman.
Syr—a foreign place noted for its horses. (Sir)

t

Tanner—a short street in the Maze which intersects ODD BIRT'S DODGE and the SERPENTINE.
Tanner's Row—a street which intersects SHADOW STREET.
Temple Avenue—a broad street near the Governor's Palace which is lined with temples; also called AVENUE OF TEMPLES.
Tempus—one of the HELL HOUNDS.
Ten-slayer—a title of VASHANKA which reflects his slaying of his ten brothers.
Ten-slaying, the night of—occasion of a religious ceremony which commemorates the killing of his ten traitorous brothers by the god VASHANKA.
Theba—a foreign deity whose worshippers are monitored by the Rankan authorities. (THEE-bah)
Three of flames—a card in the S'DANZO tarot.
Thufir—ILSIG god of pilgrims; his sandal is nailed over doorways for luck. (THOO-fir)
Thunderer, the—a title of SAVANKALA.
Thunderstone, the—a sacred stone located in the Temple of ILS.
Tiana Savior—a S'DANZO deity. (Tee-AH-nah)
Tick's Vomitory—another name for the OUTHOUSE.
Torchholder, Molin—aristocratic Rankan engineer-priest, charged with building the new temple to SAVANKALA.
Trinity, the—the Rankan deities SAVANKALA, SABELLIA, and VASHANKA.
Tutelary—protector or guardian.
Twand—a city across the desert from Sanctuary, noted for its wealth and luxury. (Toe-WAND, Twand)
Two of Ore—a card in the S'DANZO tarot.
Tyrisis-beyond-the-sea—a foreign city noted for its spices. (Ter-ES-is)

v

Vashanka—one of the chief Rankan deities, son of SAVANKALA. (Vah-SHAHN-kah)
Venafer—a Rankan historian. (Ven-AH-fir)
Vomit Boulevard—a two block L-shaped area in the MAZE.
Vortheld—a foreign battle god. (VORT-held)
Vuksibah—very expensive malt whiskey imported from the far north. (Vook-SEE-bah)
Vulgar Unicorn, the—a tavern and inn in the MAZE, run by ONE-THUMB.

w

Weaponshop of Vashanka—a shop created by VASHANKA in the MAZE which sold booby-trapped magic weapons.
Weavers' Way—a street marking the eastern boundary of the Processional area.
Weda Krishtawn—water goddess of SHERRANPIP. (WAY-da KRISH-tawn)
Weird—fate or destiny, Highlanders' dialect.
West Side—the poorer section of Sanctuary, west of WEST GATE STREET; not as violent as the MAZE.
West Gate Street—a street running south from the West Gate, marking the western boundary of the Processional area.
White Foal River—a river which runs to the sea on the west side of Sanctuary.
Wideway—a street in the eastern part of town near the harbor.
Wishvu—a foreign deity. (WISH-voo)
Wolf's Tail, the—the false dawn; the period of time starting when the rising sun begins to affect the light and ending when it moves above the horizon.
World's End Mountains—another name for the QUEEN'S MOUNTAINS.
Wriggly—contemptuous name for an ILSIG.
Wriggly-be-good—TEMPUS' nickname for his sword.
Wrong Way Park—small piece of open ground in the MAZE.

y

Yenized—a foreign area; the language spoken there which has two forms, Modern Yenized and Old High Yenized. (YEN-i-zed)
Yorl, Enas—one of the three Great Wizards, victim of a shapechanging spell. (Yorl, EE-nas)

z

Zalbar—the leader of the HELL HOUNDS.
Zhanuvend—a good, and expensive, red wine. (ZAN-oo-vend)

OATHS

Mary Beth Miller

Various trades and nationalities have their own tutelary and national gods. Oaths in Sanctuary are usually sworn on one's own gods or goddesses: thieves tend to swear on Shalpa, prostitutes on Shipri or Eshi, soldiers on Vashanka or the old battle-gods Calisard and Vortheld, Cirdonians on Heqt, and Ilsigi on the Ilsig pantheon. Oaths range from a sadly murmured "Sabellia, Sabellia" to a fierce "By all the hells of all the cults!" A sample of representative oaths follows.

"O kindly gods of Caronne!"
"I swear by Eshi!"
"By the thousand eyes!"
"O Sabellia!"
"Ils of the thousand eyes!"
"By Shipri the All-Mother!"
"By the nine hundred and ninety-ninth eye of Ils!"
"Damnation of Vashanka!"
"By the paps of Shipri, the All-Mother!"
"For the sake of Igil!"
"By Wishvu's whiskers!"
"Oh, Igil!"
"Thanks be to Klooshna!"
"By Savankala and the son!"
"Heqt's face!"
"By Ils and his sisters!"
"By Calisard, Vortheld, and a thousand gods of long dead soldiers!"
"Name of Tiana Savior!"

SHALPA SAVES!

The Gods of Thieves' World

Andrew Offutt

[Document expropriated from a Temple courier (who escaped)]

The Old Kingdom was called Ilsig, which meant simply "the children of Ils." Ils was their founding god, though they were neither stupid nor arrogant enough to call him the Only God. Former slaves of Ilsig, freed by their own hands, founded the settlement they called Sanctuary. With them those hardy folk brought their beliefs, and the gods of Ilsig flourished in the new land. So did the people, and Sanctuary grew.

The town's first great structure was to Ils. Just what eventually displeased him none was sure, though naturally there was much opining and ranting accusations; speakers for gods ever seek power. Sanctuary became a city—and sank with the drying up the caravan route, because of those arrogant conqueror-folk from Ranke. Only then did it come to be called by the dishonorable appellation of Thieves' World.

Before Time was, Ils was, and is.

Lord of Lords he is, and Lord of a Thousand Eyes. Those Eyes of Ils are the dreadsome Sikkintair, those creatures Blessed Kharin dubbed the "Flying Knives." They watch over all for the Lord of Lords, and report to Him on swift wings. Only in the presence of Ils do the sikkintair have power of speech—or perhaps only He can understand them. Yet again perhaps it is that the high-flyers deign to speak only to the Lord of All Lords.

Ils is a passionate and jealous god, and was more jealous and passionate still in His youth. From His sixth fingers He created all the earth and from his sixth toes the other gods. At last, from His own bodily wastes, He created humans to people His lands.

Time came when the first-created of the gods, stormy Gundr, challenged the power of Ils. Gundr lost the struggle. He was hurled to earth, for Ils is a jealous god. There the rebel remains, aspiring still to the sky wherein lives Ils. The fallen deity is now god of the Mountain Men, who call their craggy land Gunderpah. Now and again some claim to have seen the footprints of mighty Gundr in the snows of the high passes.

Ils spared Gundr's thrice-fair daughter, Shipri. Ils is a passionate god; He spared her and couched her. Of that couching came issue and in time He rewarded her laments by making her Consort. Shipri is patron of all mothers, with special feeling for those forced into motherhood out of wedlock. She is called All-mother, and shown in gowns of sky-blue and sunset pink, and worshiped by women and men alike. Her kindly nature tempers the passions and jealousy of Ils—usually.

Their temple is one. It rises high and gilded of dome in Sanctuary, sky-aspiring above all other buildings there.

Of Ils Shipri brought forth Shils, and Anen, and then Thufir, and the twins Shalpa and Eshi, a daughter. Years later she bore again, this time Him We Speak Not Of, god of weapons and their use. Anen is called firstborn, for Shils called Bastard was slain in the one sin of Ils, for He is a jealous god and Shils much, much resembled Gundr.

Anen Firstborn proved hard to manage and is patron of taverns and those bibbers who frequent them. Brewers and winemakers pray to Anen and for him is always poured the first bottle. Unwise drinkers are wont to call his name on the Morning After. A joke common in Sanctuary is that Anen has more temples than any—save possibly Eshi goddess of Love, since even Sanctuary boasts more couches and beds than taverns and bars.

It was Thufir who pleased Ils most, surely not only because he is a homely god.

Almost from birth Thufir was fascinated by the sikkintair. As he grew, his fascination became fondness. The Flying Knives appreciated this, as they are hardly the sort of creature to elicit fondness and indeed are the patrons of critics. The sikkintair bore Thufir on their long narrow backs across the vault of heaven and down to the earth, and they taught him the far-seeing. Thus did he become Thufir of the Eagle Eyes, protector of those pilgrims who founded our beloved Sanctuary.

He is well loved, patron of sight and seers and swiftness. Too he is Guardian of Travelers. Surely no door in Sanctuary is bare of the Sign of Thufir: a sandal tacked above the lintel. The Rankans in their arrogance find it hard to understand how a lowly slave-sandal came to be a symbol of him called Eagle-eyed. They are weaponeers, not thinkers, those Rankans.

Consort to Thufir is Thilli the Slim, of whom Ils said that she resembled a non-flying knife. Thilli is patron of dyestuffs and fabrics, of hairdressers and the storm-caught, and warder against diseases of the heart and limbs. Each time her glorious hair requires cutting, a pale and lovely new cloud appears in the sky. The dual temple of Thufir-Thilli is second in Sanctuary only to that of Ils-Shipri. A great yellow eagle's eye gazes down from its dome and a golden sandal hangs above its every sandal-shaped door. None need ask what miniature is worn around the necks of the special devotees of Thufir! And the brightness of the attire on Cloud-day is a sight to behold.

Eshi is prayed to and much spoken of, but little revered. That she had her way with all her brothers, and sought even to couch her father, everyone knows. She loves jewellery and lovers. Cows are blessed by Eshi, and cats, and her sign is the liver, which any child knows is the seat of love and infatuation. She wed Him We Speak Not Of, and distracts his dark mind from thoughts of war, for all know we of Sanctuary are a peaceful folk.

Shalpa bested all his siblings in the Great Race of the Gods. Once too he outran a thought of his mother so that he intercepted it before it reached her brain. Thus he avoided punishment for—never mind. Hence he is Shalpa the Swift. Yet he is also He To Whom There Is No Temple, and The Shadowed One and the Swift-fingered One, as well as the Swift-footed One, in his night-dark cloak. (Indeed, it is just that. Once there was an extra day on the earth, for so it pleased Ils. But Shalpa appropriated the daytime of it for his beloved, Nirpsa goddess of Sorcery, for a crown; and he took to himself the night to wear as cloak. Hence the year is never quite long enough, as any can see.)

Shalpa's name is seldom spoke, for he is patron of thieves as well as athletes. Among the former the phrase "May the night-dark cloak cover you and your actions this night" is often heard—quietly said. The meaning is simple: "Good luck with tonight's thieving."

Weapons are made and war loved by Him We Speak Not Of, and we shall not speak of him here.

These are the gods that have long presided over Thieves' World. None is pleased by the advent of Ranke and its swinish gods: Savankala and his spouse Sabellia, Lady of Stars and the Sharp-Tongued One; and their venal son Vashanka the Tenslayer, patron of weapons (much honored, naturally, by those—by Rankans) and his consort Azyuna. (His sister! His ten other siblings he slew to save his parents from their rebellion.) Thunder of course *they* say is Savakala's anger at interfering clouds—Up Thilli!—while lightning *they* think is Vashanka, practicing at arms so that godly sparks are struck across the sky. It is probably so, but this writer has no more to say of the dark gods of those arrogant Rankans. Let cess fill their temples and serpents entwine their statuary.

Addendum by the Emperor of Ranke:

SEE THAT THIS IS SUPPRESSED AND FIND ME THE ILSIGI DOG WHO WROTE IT!

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THE KNOWN WORLD
MOUNTAINS
FORESTS
ROADS
AS DRAWN BY
SHULAS CROOKLINE
SANCTUARIAN CARTOGRAPHER
N
NE
E
SE
S
SW
W
NW
THE LOST LAND
CARONNE
ADRALE
THE COLD LAND
VELOS
ILSIG
BAKT
LIRT
RANKE
SIHAN
VISALA ISLANDS
SANCTUARY
SCAVENGERS ISLANDS
END OF THE WORLD
END OF THE WORLD
END OF THE WORLD
END OF THE WORLD

ROBERT L. ASPRIN'S thieves' world

game master's guide for sanctuary



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



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TABLE OF CONTENTS

ESSAYS

How To Use This Book [Greg Stafford] 3
Palm-Greasing in Sanctuary (Power-Politics in the Palace) [Lynn Abbey] 6
Getting Busted in Sanctuary [Lynn Abbey] 7
Hell-Hound (illustration) [Victoria Poyser] 9
A Letter From Petrule [Steve Perrin] 10
The Gods of Sanctuary [Steve Marsh] 12

ENCOUNTERS

About Midkemia Press 14
Encounter Table Instructions. 15
General City Encounters for Jewelers Quarter, Processional, and Westside. 16
Specific Encounter Tables For:
1. Already Occurring Scenes 17
2. Party of Armed Men. 17
3. Slave Coffle or Work Gang. 19
4. Out-of-Towners/Newcomers. 18
4a. Basic Encounter 18
4b. Numbers and Types 18
5. Street Urchin and Beggar-Thief. 19
6. Magicians 20
6a. High-Level Magician 20
6b. Low-Level Magician 20
7. Townsperson. 20
7a. Basic Encounter Type 20
7b. Drunk or Drugged 20
7c. Sailor 20
7d. Madman 21
7e. Priest/Prophet/Holy Man 21
7f. Merchant. 21
7g. Rumormonger 22
7h. Hag/Peasant 22
8. Event. 23
9. Assassin or Spy 23
9a. Assassin 23
9b. Spy 23
10. Characters 24
11. Specials 25

SPECIAL AREA ENCOUNTERS

The Maze (text and table) 26-27
The Bazaar. 28
The Street of Red Lanterns (text and table) 29
Downwind (text and table) 30

POPULATING SANCTUARY

Business Generator Instructions 31
Tables to Determine Businesses by Area (tables I-VII). 34
Tables for Business Types (tables VIII-X). 35

PLACES AND PLANS

Jewelers Quarter Description 36
Jewelers Quarter Map. 37
Floorplans:
Pantaleone the Baker's (JQ2), 2 floors. 38
Lakmed the Alchemist's (JQ3) 2 floors 39
Herewick the Jeweler's (JQ4), 1st floor 40
2nd floor 41
Processional Descriptions 42
Processional Area Map 43
Floorplans:
Melilot's Scriptorium (PR1), 1st & 2nd floors. . . . 44
3rd & 4th floors. . . . 45
Hessel the Silk Merchant's (PR2), 2 floors 46
Nichols the Silk Merchant's (PR3), 2 floors 47
Westside Descriptions. 48
Westside Area Map. 49
Floorplans:
Sorahan the Dyer's (WS1) 50
Damron the Tanner's (WS3) 51
Zeplay's Laundry (WS5), 1st floor 52
2nd floor. 53
The Maze Descriptions 54
The Maze Map (reduced scale; see also separate parallel-scale map) 54
Typical Maze Hovel 54
Vulgar Unicorn, two floors 55
The Street of Red Lanterns Descriptions 56
Red Lanterns Area Map 57
Floorplans:
Aphrodisia House (RL4), 1st floor 58
2nd floor 59
Golden Lily (RL2), 1st floor 60
2nd floor 61
Cordileone's Gambling House (RL1) 62
The Bazaar Description and Enlargement 63
Downwind Description, Hovel, Enlargement. 64
The Sewers of Sanctuary Description [Steve Perrin] and Map . . . . . back cover

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

ESSAYS

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

I. HOW TO USE THIS BOOK

Greg Stafford

City Scenarios

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

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

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

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

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

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

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

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

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

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

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

Before-Game Preparations

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

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

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

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

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

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

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

Gamemastering

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

Background

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

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

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

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

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

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

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

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

Presentation

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

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

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

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

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

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

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

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

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

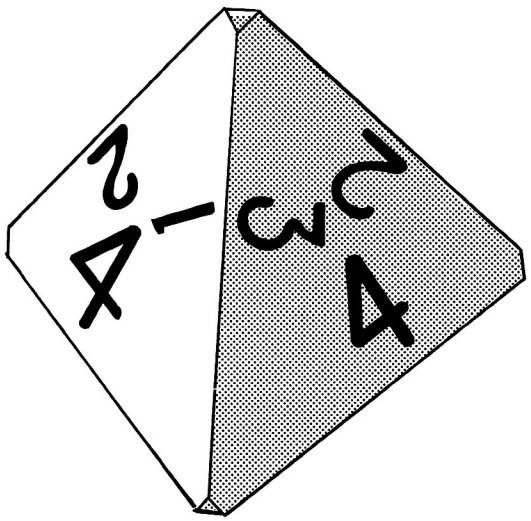
Body language is also useful. The gamemaster can use it to clarify and intensify a situation. Background information and simple investigation can be handled with casual and almost chatty relaxation. But if the referee is leaning, elbows on the table, and peering intently into the players' eyes, then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

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

Spontaneity

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

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



II.

PALM-GREASING AT THE PALACE

Lynn Abbey

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

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

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

Stilcho, Master of the Equerry, operates from a different sort of power-base. He watches over the stables and the outbuildings of the compound, like he's supposed to, but he also runs the Palace spy-network. He knows who's going to do what to whom and very often why. If you need to see a specific person, and see him quickly, bribe Stilcho and he'll put you on a collision course with him. If you're waiting for action, bribe Stilcho and he'll shake the apples out of the tree. If you've got enemies, bribe Stilcho and he'll tell you what they're up to; while you're at it, though, better bribe him again and maybe he won't tell ***them*** what you're up to.

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

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

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

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

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

Sanctuary's tax-collector, Terryle, Chamberlain and Keeper of the Privy Purse, possesses the third seal, carved from a unicorn horn. He is beloved of none and maligned by all, especially in a currency-poor town like Sanctuary. He's survived at least half dozen attempts on his life so far and some of the greater merchants are getting the idea that it's easier to do business his way rather than pay for another failed assassination attempt. Every business must have a charter from Terryle. Every exchange of land must be registered with him for a price. Every manumission, enlistment, immigration or emmigration has its fee as does every birth, death or marriage. Obviously Terryle only collects a small fraction of what he's owed, but he's mostly interested in keeping you just a little bit in debt to the government. His corps of legmen stand ready to show your every fiscal indiscretion when you come to the Palace asking for a favor; and to get anything from the Palace you must be a citizen, and to be a citizen your taxes must be in order. Usually if you approach Terryle first and tell him what's on your mind, he'll tell you how much it will cost to clean up your tax record.

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

III.

GETTING BUSTED IN SANCTUARY

Lynn Abbey

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

Justice, and its enforcement, is tripartite. The most noticeable justice is Rankan Civil Justice and the most noticeable enforcers are the Hell-Hounds and the Imperial Garrison of Sanctuary. The least noticeable form of justice is the ad-hoc justice of the streets which is administered and enforced by Santuary's under-class of survivors. Mid-way between these two is the canon-law of the various cults in town. Canon-law is presumed to be divinely inspired and is, therefore, the least logical of the three. By and large, all three systems are putative rather than rehabilitative and the right of appeal is forbidden by all three. Their jurisdictions habitually overlap and if you've got the feeling that your goose is about to be cooked, the choice of chef could be vitally important to you.

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

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

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

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

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

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

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

Permanent residents of the bazaar, usually acting within the bounds of the S'danzo blood-justice concepts, also avenge their own successfully and are traditionally difficult to bring before any of the other courts and authorities in town.

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

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

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

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

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

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

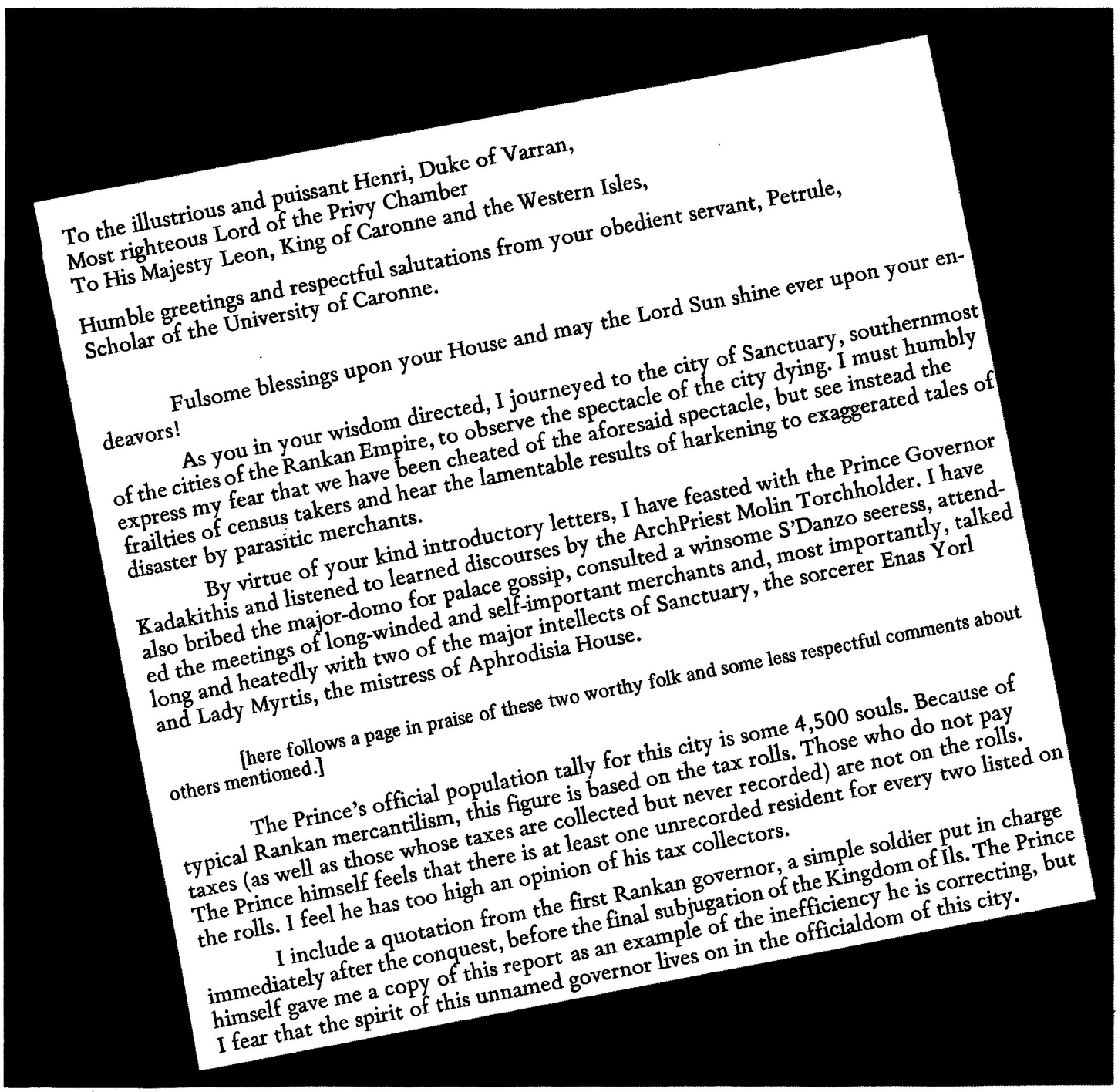
Hell Hound


Poyser

IV.

A LETTER FROM PETRULE

Steve Perrin



To the illustrious and puissant Henri, Duke of Varran,
Most righteous Lord of the Privy Chamber
To His Majesty Leon, King of Caronne and the Western Isles,

Humble greetings and respectful salutations from your obedient servant, Petrule,
Scholar of the University of Caronne.

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

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

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

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

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

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

"My Illustrious Friend and Joy of my Liver!

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

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

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

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

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

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

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

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

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

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

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

PETRULE

V.

THE GODS OF SANCTUARY

Steve Marsh

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

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

Cycle One

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

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

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

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

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

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

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

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

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

Cycle Two

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

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

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

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

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

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

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

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

Cycle Three

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

The first is Dyareela. This is the god of blood and lust, the wasting god, the bringer of deserts, the soul of entropy, the great dark. Dyareela is the true demon, the antigod. Just as the gods fulfill a function, and compete with each other to fulfill it, Dyareela stands in opposition to gods and their works. What they build up, she corrupts and consumes.

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

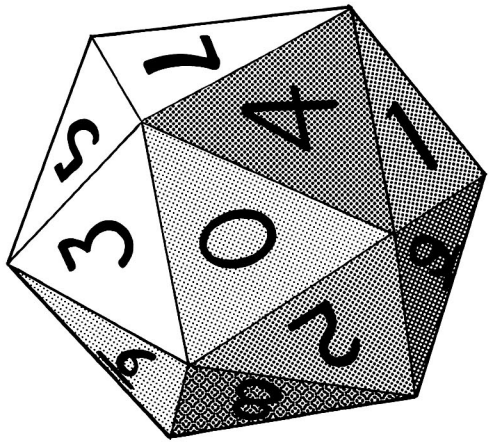
Above all else, Dyareela consumes, corrupts, and perverts.

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

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

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

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



ABOUT MIDKEMIA

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

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

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

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

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

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

ENCOUNTERS

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

ENCOUNTER INSTRUCTIONS

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

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

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

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

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

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

Area

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

Time of Day

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

Street Size

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

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

GENERAL CITY ENCOUNTERS

JEWELER'S QUARTER

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

PROCESSIONAL

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

WESTSIDE

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

SPECIFIC ENCOUNTERS 1-11

Specific Encounters 1.
ALREADY OCCURRING SCENES

– Percentile Roll –

Jeweler's Quarter	*Processnl*	*Westside*	*results*
01-05	01-02	–	funeral procession of Rankan lord
06-15	03-11	01-06	fire
16-20	12-14	–	street fight, acolytes of (1D8): 1-2 Ils vs. Savankala 3-4 Argash vs. Shipri 5-6 Vashanka vs. Anen 7-8 Azyuna vs. Shipri
21-22	15-17	07-09	street fight, Ilsigi vs. Rankan (a political argument)
–	18-19	10-14	street fight (1D8): 1-2 S'Danzo vs. Shavakh 3-4 Raggah vs. Citizens 5-8 general brawl
23-27	20-21	–	nobles race horses down the street; 20% chance of knocking character aside
28-32	22-26	–	announcement of (1D8): 1-2 public trial at Governor's palace 3-7 public execution 8 Melilot's advertisers
33-52	27-36	15-19	traffic problems (1D8): 1-2 caravan 3-4 overturned water cart 5-7 unknown snarl 8 roadblock set up by the Hell Hounds—they seek a dangerous criminal
53-57	37-43	20-22	two Sanctuary merchants are dueling over an insult
58-59	44-48	23-27	two Hawkmasks fighting a duel (see Hawkmask, in *Personalities*)
60-62	49-53	28-32	see assassination attempt (1D8) 1-2 assassin is Hawkmask 3-6 assassin is professional-looking (probably a guild member) 7-8 assassin is clumsy amateur
63	54-55	33-37	see abduction attempt
64-73	56-65	38-52	witness robbery
–	66-70	53-57	see raid on the Maze led by (1D8): 1-6 Hell Hounds 7-8 Captain Aye-Gophlan
74-75	71-73	58-62	wild mob of (1D8): 1-2 S'Danzo 3-5 Ilsig supporters 6-7 Rankan religious fanatics 8 other
76-87	74-83	63-72	animal loose in the streets (1D8): 1 wild 2-6 tame 7-8 from the Governor's Zoo
88	84-86	73-79	see mugging
–	87-91	80-84	see city watch heading for raid on smugglers at wharves or Swamp of Night Secrets
89-90	92-93	85-89	rabblerouser calling for (1D8): 1-2 overthrow of the Prince 3-5 overthrow of the Rankan Empire 6-7 stamping out thievery/ cleaning up town 8 other
91-00	94-00	90-00	circus going on; 60% chance it is a front for pickpockets

Specific Encounters 2.
PARTY OF ARMED MEN

Roll 1D20:

1-3	*1D10 Rankan Empire Soldiers*
4-10	*1D12 Sanctuary City Guards*
11-12	*1D10/2 Hell Hounds*
13-14	*1D6 Hawkmasks*
15-20	*1D6 Warriors (part of merchant's guard)*

– Roll 1D20 –

roll	*scene*
1-2	men are escorting something valuable (1D20): 1-12 a personage (see Specific Encounters 10.) 13-19 goods or documents 20 as above but they are under attack
3-4	men are pursuing a non-player character
5-7	men are hiring civilians for an expedition
8-9	men are putting on a show of power (1D8): 1-5 visual but not obnoxious 6-8 rude and obnoxious
10-11	men recognize character in party (1D20): 1-15 mistakenly 16-20 correctly as an old friend, wanted criminal, etc.
12	men are raiding a business or residence
13-20	men are off duty (1D20): 1-3 sightseeing 4-5 looking for new friends 6-8 drunk and friendly 9-10 drunk and insulting 11-12 fighting among themselves 13-14 looking for a bribe 15-17 they recognize a character (roll on 10-11 above) 18-20 bump into character

Specific Encounters 4.
OUT-OF-TOWNERS/NEWCOMERS
Roll first on Table 4A. Then on Table 4B as appropriate.

TABLE 4A—BASIC ENCOUNTER

– Roll 1D20 –

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

4a

TABLE 4B—NUMBERS AND TYPES

Pilgrim—number (1D20)

Barbarian—type (1D20):
- 1-7 northern mountain
- 8-13 S'Danzo
- 14-16 Raggah (will speak only with sign language or Raggah tongue)
- 17-20 forest dwellers

Barbarian—number (1D20):
- 1-10 1
- 11-13 2
- 15-16 3
- 17-18 6
- 19 1D10 + 10
- 20 1D20 + 20*

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

Band of adventurers—number (2D8). They will be distributed as follows:
- 1D10 warriors
- 1-2 magicians
- 1-2 priests
- and any remaining being thieves, assassins, etc.

Non-human—type (1D20):
- 1-5 elf
- 6-17 dwarf
- 18-20 gnome

Non-human—number (1D6)

4b

Specific Encounters 3.

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

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

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

Workgang: 1 foreman, 4D6 workers

– Roll 1D20 –

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

Specific Encounters 5.

STREET URCHIN and BEGGAR-THIEF

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

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

Specific Encounters 6.
MAGICIANS

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

TABLE 6A – HIGH-LEVEL MAGICIAN

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

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

TABLE 6B--LOW LEVEL MAGICIAN

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

Specific Encounter 7.
TOWNSPERSON

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

TABLE 7A--BASIC ENCOUNTER TYPE

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

TABLE 7B--DRUNK OR DRUGGED

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

TABLE 7C--SAILOR

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

TABLE 7D-MADMAN

– Roll 1D20 –

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

TABLE 7E–PRIEST/PROPHET/HOLYMAN

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

–Roll 1D20 –

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

TABLE 7F–MERCHANT

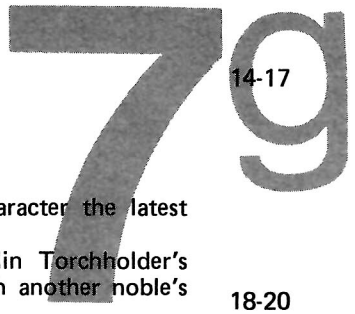
Merchant is accompained by 0-4 followers (1D6 – 2)

– Roll 1D20 –

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

TABLE 7G-RUMORMONGER

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



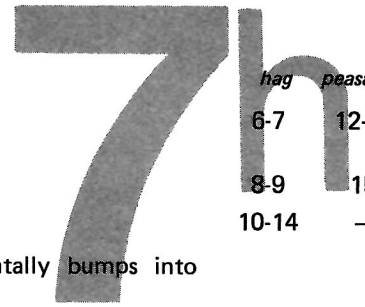
– Roll 1D20 –

roll	*result*
1-4	rumormonger offers to sell character the latest gossip about (1D20): 1-4 the Prince's or Molin Torchholder's latest escapades with another noble's wife 5-6 the best ways to bribe a Hell Hound 7-8 the struggle for power within the Smuggler's or Changer's Guild 9-11 the plans for the next Hell Hounds raid on the Maze or the Smugglers 12-14 the latest struggle between the High Priest of Ils and Molin Torchholder 15-20 other
5-6	rumormonger offers to sell character information about the Purple Mage's treasure on Shugthee Island; the treasure is there, but 80% chance leaves out a few important details about location, guards, traps, etc.
7-8	rumormonger gives character information about an attempted assassination of (1D20): 1-4 Molin Torchholder by the priest of Ils 5-8 the Prince by the Smugglers 9-12 Jubal by a business enemy 13-20 other
9-11	rumormonger offers to pay characters for information about treasure, news from abroad, political gossip, etc.
12-13	rumormonger offers to sell characters reliable information about an old Ilsig treasure within 3 days travel from Sanctuary
14-17	rumormonger offers to sell characters information about (1D20): 1-5 who they can buy 'hot' items from at a good price 6-10 who is the best fence in town 11-15 which gambling houses are honest and which are rigged 16-20 other
18-20	rumormonger offers to sell characters information affecting the economy of Sanctuary (1D20): 1-5 taxes by the Rankan Empire are due to be raised within the next few months 6-10 the temple of Savankalla is planning to start taxing the people of Sanctuary to pay for new temples to Rankan gods 11-12 a large caravan is due into Sanctuary so prices of goods carried by the caravan should go down 13-14 there will be a shotage of silk, so prices will be rising sharply soon 15-16 the Empire will dam the White Foal river, creating a water-selling monopoly 17-20 other

TABLE 7H–HAG/PEASANT

Hag–number 1D6/2

Peasant–number 1D10



– Roll 1D20 –

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

Specific Encounters 8.
EVENT

roll 1D20 — *results*

1-3 dishwater falls onto character from upper story window

4 chamber pot is emptied onto character

5 loose bricks and stones fall onto character from roof (20% chance someone is hurt)

6-7 runaway horses come toward character; they are pulling (1D20):
- 1-4 nothing
- 5-16 wagon
- 17-20 carriage

8-10 character steps into a chuckhole; 20% chance he sprains his ankle

11-12 character finds an item in the street (1D20):
- 1-2 a map to a place
- 3 a map to a treasure
- 4-10 a moderate amount of money
- 11-15 an article of clothing
- 16-10 an obscure message

13-14 character loses a random item

15-16 character is splashed by mud and water from a passing wagon

17-18 character notices that he is being hounded by a dog

19-20 loose dog runs up and wets on character

Specific Encounters 9.
ASSASSIN or SPY

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

TABLE 9A — ASSASSIN

15% chance there are two assassins working as a team

roll 1D20 — *results*

1-6 assassin tries to join characters' party to (1D20):
- 1-4 find information about a potential victim
- 5-8 recruit characters to aid in a "hit"
- 9-12 gain cover to allow assassin to get close to his victim
- 13-16 hide from searching guardsmen
- 17-20 incriminate a character in a past assassination and draw the heat off himself

7-10 assasssin is seen by character setting up an assassination attempt (1D20):
- 1-5 he's on an upper story roof with a heavy crossbow
- 6-10 he's seen pacing off distances
- 11-15 he's preparing a trap
- 16-20 he's using a character for a dry run to practice for the real thing

11-12 assassin is being pursued by a Hell Hound (1D20):
- 1-4 Zalbar
- 5-9 Arman
- 10-14 Razkuli
- 15-19 Quag
- 20 Tempus or Bourne

13-17 character witnesses an assassination attempt on (1D20):
- 1-3 a City Guardsman
- 4-5 a Blue Hawk
- 6-11 a noble
- 12-19 a townsperson
- 20 a Hell Hound (see 11-12 above for who)

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

20 assassin recognizes character (1D20):
- 1-4 correctly
- 5-20 mistakenly

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

TABLE 9B — SPY

40% chance it's two spies working together

roll 1D20 — *result*

1 spy is startled by the character and hurries off but sends an operative to trail character

2-4 spy recognizes character (1D20):
- 1-5 correctly
- 6-20 mistakenly

5-7 spy tries to recruit character for an underover operation (1D20):
- 1-10 as an agent for the anti-Prince Kadakithis, pro-anarchy faction
- 11-18 as an agent for the Rankan monarchy, to spy on the Prince's dealing in Sanctuary
- 19-20 as an agent for the Prince to spy on the Rankan home court

8-11 spy tries to recruit character for a lowly job on the Prince's staff (1D20):
- 1-10 it's a real job offer
- 11-20 it's a cover for spying on the Prince's activities

12-17 spy tries to recruit character as a mercenary for Jubal (1D20):
- 1-10 it's a real offer
- 11-20 it's a cover for a spy ring for the Prince, in an effort to keep a better eye on Jubal's activities

20 city counter-spies try to entrap character (1D20):
- 1-10 they think character is a Rankan spy
- 11-20 they're willing to frame anyone to look good for the Prince

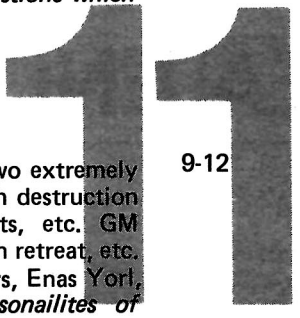
Specific Encounters 10.
CHARACTERS

– Roll Percentile –

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

Specific Encounters 11.
SPECIALS

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



– Roll 1D20 –

roll	*result*
1-6	characters witness a duel between two extremely powerful magicians; complete with destruction of buildings, large special effects, etc. GM should decide if one is killed, both retreat, etc. Participants may be, among others, Enas Yorl, Mizraith or Lythande (see *Personailites of Sanctuary*). There is a chance characters will be caught in the magical backlash with strange or harmful effects.
7-8	character hears that a god is hearing petitions at his or her Temple for a limited amount of time.* The God is (1D20): 1-3 Savankala 4-6 Vashanka 7-10 Ils 11-13 Shipri 14-17 Sabellia 18-20 Thufir *There is a 50% chance the character will get to the temple in time, and a 30% chance that he will be admitted unless he has previously worshipped at that temple. If admitted to the Presence with a petition, it is up to the GM to decide the result, although few gods would be likely to give gifts for no reason beyond flattery. Many gods are susceptible to anger or boredom and can just as easily penalize a petitioner as help him.
9-12	characters come upon guards sieging a house/business where workers/slaves are holding their boss/master hostage (1D20): 1-15 characters are impressed into crowd control while the guards storm the building; 20% chance someone is hurt 16-20 the guards hold back the crowd while the characters are ordered to go in after the hostage(s)
13-18	the city is attacked by: 1D2 sikkintairs, and 1D4 demons, and 1D100 desert raiders
19-20	the Emperor of Ranke (for some obscure reason) is passing a night in Sanctuary on a trip through the Empire, causing massive confusion, panic and general mayhem for all who work in the Governor's palace, and throughout the entire city to a large extent; a huge pageant is planned and security is very tight.

SPECIAL AREA ENCOUNTERS

The Maze

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

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

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

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

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

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

Special Encounter Table
MAZE

– Percentile Roll –

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

07-11	08-14	11-20	characters notice 1D4 shadows trailing them (1D20): 1-8 these are robbers looking for an appropriate setup 9-15 these are curious urchins who will flee if noticed 16-19 these are assassins actually after someone else 20 these are assassins out for one of the characters
12-19	15-21	21-23	characters notice movement in an old, abandoned warehouse. Upon investigation they find (1D20): 1-10 nothing but several buckets of reddish brown dye and fresh horse manure 11-14 as in 1-10 above but 1D20 urchins have broken in and are taking apart some empty crates for firewood 15-17 as in 1-10 above, but there are also 1D4 horses standing tied, with 4 armed men (leather and shield) and two urchins moving around 18-19 as in 15-17 above, but the urchins are swabbing the horses with dye 20 as in 15-77 above, and a number of armed men are attacking them
20-25	22-30	24-30	character is offered a job as (1D20): 1-10 a distraction for a couple of thieves 11-17 a mugger 18-20 an assassin
26-31	31-37	31-40	character is alone or separated from his party, is robbed (1D20): 1-10 the robbers threaten him but only attack if necessary 11-14 the robbers club him from behind doing 1D4 damage (-2 for metal helm, -1 for leather helm) 15-20 the robbers can be frightened away (they are urchins) by offensive action
32-37	38-45	41-47	characters hear a scream (1D20): 1-10 from a half ajar door in a nearby building 11-20 from a second story window if the characters investigate they will find (1D20): 1-10 a rather beefy woman on her knees being struck by a large, drunk angry man with 1D4 children crying in the corner* 11-20 a man with a torch in one hand and a bottle of whiskey in the other bending over a man strapped to a table. In the shadows are two armed warriors. The man on the table had a wound cauterized and the warriors will not appreciate interference. *If the characters distract the man, the woman will (1D20): 1-7 remain on her knees crying 8-10 run crying to the children and hug them 11-14 run to the children and hustle them from the room 15-18 grab a broom and start beating the man 19-20 grab a broom and start beating the character for interfering
38-43	46-51	48-55	character sees a large man about to strike a cowering, beautiful woman in the nearest 5' alley. Hidden in the shadows (20% chance characters will notice unless they are specifically stopping and looking, then 60% chance they will notice) are four armed thugs with a weighted net. If the characters do not notice and enter the alley, there is a 75% chance they will be entangled. The thugs and the woman are slavers.
44-45	52-55	56-60	characters see two armed and armored warriors with a sea bag at their feet in a shadowed area. They (1D6): 1-2 hear a moan just before they see the warriors (+1 for excellent hearing) 3-6 don't hear anything the warriors, if approached, will try to pick up the bag (it's obviously heavy) and move off. For every round the characters pause to investigate, there is a 30% chance the characters will hear a moan from the bag and see it jerk. Inside the bag is a gagged 12 year-old boy, son of a wealthy Sanctuary merchant being held for ransom.
46-95	56-95	61-90	roll normally on the *Westside Table*
96-00	96-00	91-00	no encounter

The Bazaar

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

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

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

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

Special Encounter Table
BAZAAR

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

Street of Red Lanterns

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

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

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

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

Special Encounter Table
STREET OF RED LANTERNS

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

Downwind

Downwind is the slum of a city of thieves. Here live the truly poor: drifters, winos, those with no skills, no land to farm, and no hope for the future. Little thievery occurs among Downwinders since none have anything worth stealing, but this just focuses attention on anyone else entering the neighborhood. Life is extremely cheap here, although the older inhabitants are often too apathetic to murder. Most of the violence comes from the gangs of teenagers and pre-teens who roam the streets looking for excitement and who are ready to kill out of boredom. Since the City Guard and even the Hell Hounds very rarely find reason to cross the White Foal River, the gangs rule the streets, ignored or tolerated by the older members of the community. The wealthy families in Downwind are those who hold, through custom, the jobs of collecting the excrement and urine from the city, the excrement being sold to the farms for fertilizer and the urine to the laundry and tanners. Streets are ill-defined, and often are open paths between buildings, clogged with garbage and dung. Fires are common, devastating entire blocks of shacks because there is no organized effort to put them out. The only people who appreciate Downwind are the smugglers, who find it great cover for their operations in the Swamp of Night Secrets.

Special Encounter Table
DOWNWIND

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

POPULATING SANCTUARY

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BUSINESS GENERATION

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

1. Note which area of the city you are populating. The named city area boundaries are shown on the Sanctuary map in the center of the Player's Guide.

2. Each area requires an initial roll on the appropriate Area Table, I-VII.

3. If the initial roll does not indicate a business, record this result and repeat the process for the next building.

4. If the initial roll requires a second roll on the Business Genating tables, VIII-X, an actual business occupies the building. The business type can be determined by a percentile roll and by consulting the indicated table. (Most shopkeepers will live above their shops with their families, although wealthy merchants might maintain a separate residence.)

5a. At this time the gamemaster may consult any code letters, if desired, and move the business to the nearest appropriate building which conforms with those code letters. If the business is moved to a new building, repeat step 6 below as needed in the new neighborhood. Once done with step 6 for that type of business, the GM can return to his original neighborhood and continue populating.

5b. Before placing any businesses on the map, the GM should check the Area Table to determine if the business rolled belongs on an already-named street. If it is, for example, weaving, and Weaver's Way has not already been populated, the business could be moved to this street and step 6 carried out for it. It is up to the GM to decide how many weavers need to be located on Weaver's Way—not all of them need to be. After carrying out step 6 for weavers, he can return to his original populating.

6. After each business type in tables VIII-X, there is a number entry for "re-occurence roll." This is the chance that the next business rolled on the Area Tables for this area will be the same as the current business rolled. A re-occurence roll is made immediately after each business is placed, and decreases by half each time a business actually re-occurs. See the example.

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

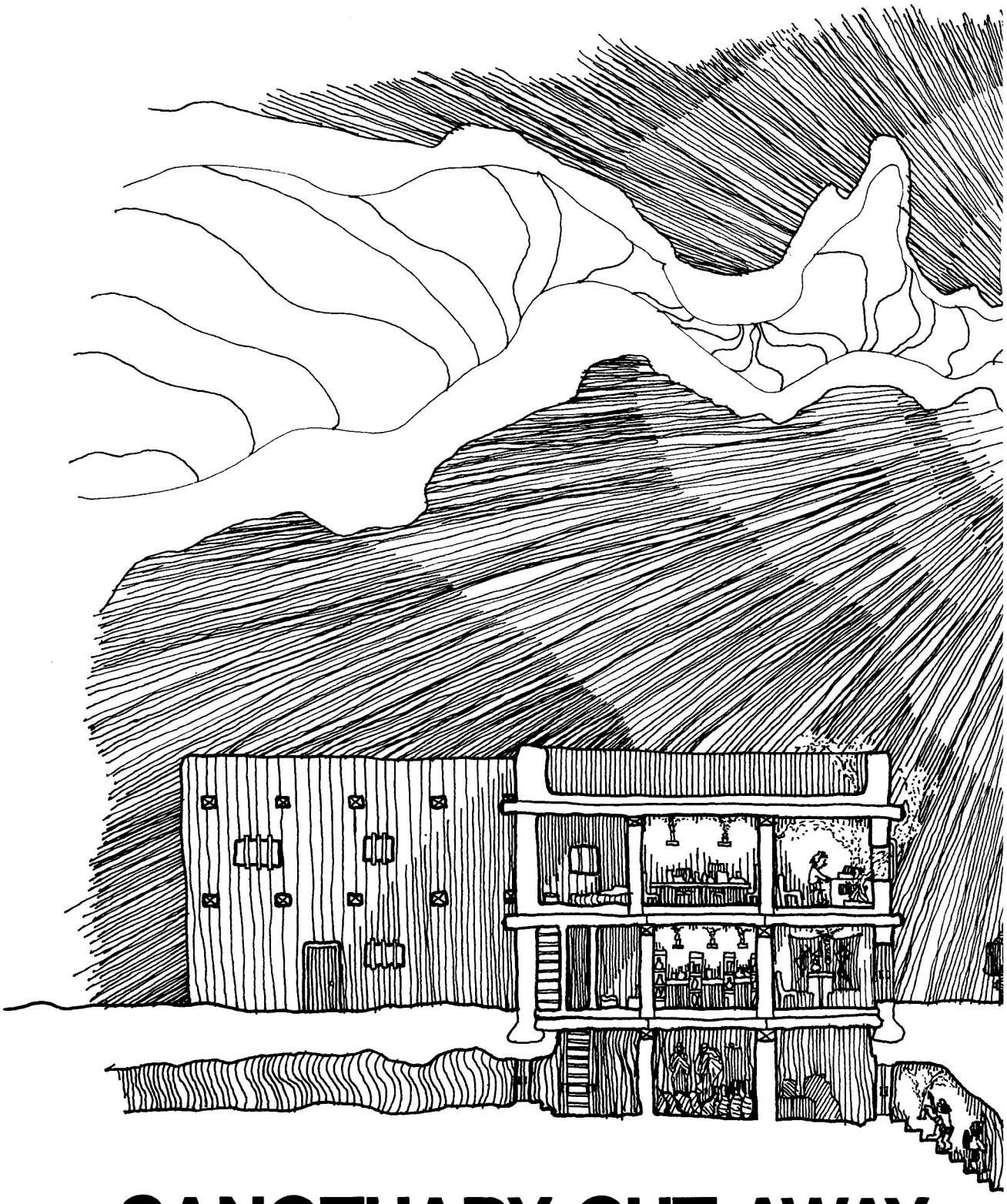
EXAMPLE

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

SUGGESTIONS

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

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

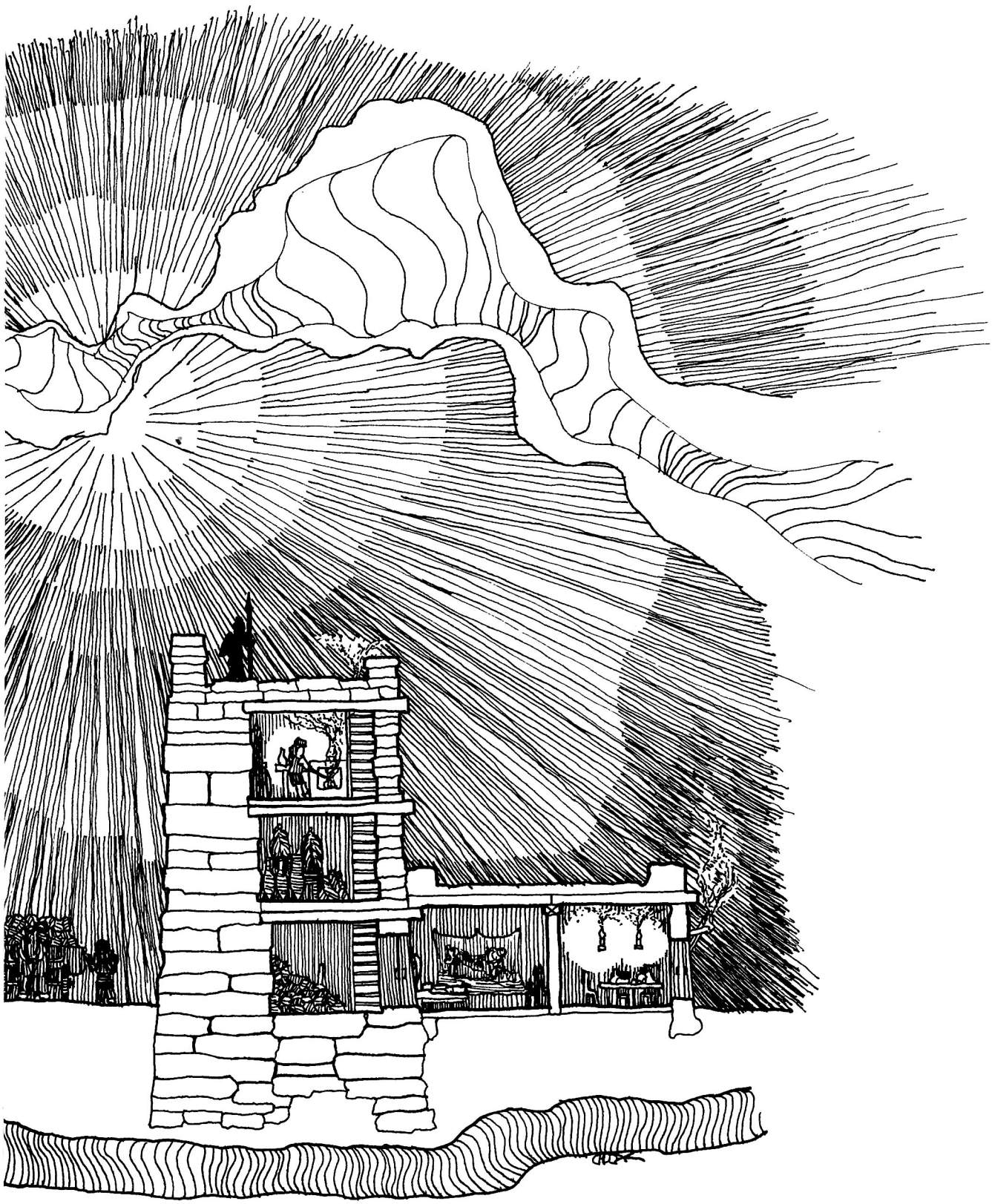


SANCTUARY CUT-AWAY

Yure

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

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



k Chodak

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

Below, armed men approach the alchemist's cellar through a tunnel. Their mission is unknown.

(This drawing does not portray any particular place in Sanctuary.)

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AREA TABLES

I. JEWELER'S QUARTER

A. Already-Named Streets for Business
1. Jeweler's Alley
2. Street of Goldsmiths

B.

1D100	*Building Type*
01-30	Empty
31-50	Residence, other than those listed on Tables VIII, IX, or X
51-85	Table VIII
86-95	Table IX
96-00	Table X (use judgment on businesses marked "O")

II. PROCESSIONAL

A. Already-Named Streets for Business
1. Corridor of Steel (weapons)
2. Street of Arms
3. Silk Corner
4. Street of Leatherworkers
5. Weaver's Way

B.

1D100	*Building Type*
01-35	Empty
36-50	Residence, other than those listed on Tables VIII, IX, or X
51-85	Table IX
86-95	Table X
96-00	Table VIII

III. WESTSIDE

A. Already-Named Streets for Business
1. Shamble's Cross (to west are tanners)
2. Southwest Corner (charnel houses)
3. Fishmarket
4. Street of Smells (assorted bad smelling businesses)

B.

1D100	*Bulding Type*
01-30	Empty
31-50	Residences and Tenements
51-75	Table X
76-97	Table IX
98-00	Table XIII

SPECIAL AREAS

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

IV. THE MAZE

1D100	*Building Type*
01-60	Empty (officially, but may be in use)
61-80	Residence or Tenement
81-95	Roll on Table X
96-98	Roll on Table IX
99-00	Roll on Table VIII

V. THE BAZAAR

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

1D100	*Booth Type*
01-10	Empty
11-25	Wine or Ale
26-50	Prepared Food: includes Sweets (candy, confections, etc), Breads (and/or pastries), Sausages (other meats), and any other prepared food appropriate to the culture
51-72	Table IX
73-92	Table X
93-00	Table VIII—ignore rolls indicating residences

VI. STREET OF RED LANTERNS

Most entertainment businessses are located here.

1D100	*Building Type*
01-10	Empty
11-30	Pawnshop/Moneylender
31-60	Brothel (80% "next business is the same" roll)
61-80	Gambling Hall (60% chance "next business is the same" roll)
81-90	Table X
91-97	Table IX
98-00	Table VIII

VII. DOWNWIND

1D100	*Building Type*
01-50	Empty
51-85	Residence or Tenement
86-95	Table X
96-98	Table IX
99-00	Table VIII

PAGE 35 FOOTNOTES FOR CODE LETTERS

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

see bottom of page 34 for code letter explanations

TABLE VIII
BUSINESS GENERATING TABLES

1D100	Business Type (notes)*	percentile probability next business rolled is the same**	total number of businesses from tables I-III
01-03	Baker	10	2
04-10	Alchemist	20	7
11-12	Artist	20	2
13-16	Chandler	60	3
17-24	Goldsmith (M)	80	6
25-33	Jeweler (M)	80	6
34-38	Miller (W or A)	10	3
39-40	Music Shop	40	2
41-50	Physician	40	8
51-56	Silversmith	80	5
57-58	Spice Merchant	80	2
59-61	Stable (O,A)	10	2
62-66	Tavern (A)	10	4
67-72	Residence, Astronomer/ Navigator	–	1
73-74	Residence, Achitect	–	1
75-76	Residence, Biologist	–	1
77-80	Residence, Engineer	–	1
81-82	Residence, Geologist	–	1
83-86	Residence, Interpreter	–	2
87-90	Residence, Linguist	–	2
91-92	Residence, Mathematician	–	1
93-98	Residence, Scholar	–	3
99-00	Public Bath	40	1

TABLE IX
BUSINESS GENERATING TABLES

see bottom of page 34 for code letter explanations

1D100	Business Type (notes)*	percentile probability next business rolled is the same**	total number of businesses from tables I-III
01-02	Animal Trainer (A,O)	10	2
03-08	Armorer (M)	80	6
09-10	Baker	10	3
11-14	Bowyer/Fletcher (M)	80	6
15-18	Cartographer	40	5
19-20	Camel Trader (A,O)	60	2
21-22	Engraver	40	3
23-24	Glassblower	40	3
25-26	Cabinet Maker	40	2
27-29	Carpet/Tapestry Maker (M)	60	4
30-31	Coppersmith	40	3
32-35	Freight Shipper (A)	10	5
36-39	Horse Trader (A,O)	60	5
40-41	Illuminator	40	3
42-46	Leather Worker/Weaver (M)	80	6
47-50	Outfitter	20	5
51-52	Perfumer (O)	40	3
53-57	Produce	10	6
58-59	Public Bath	10	2
60-62	Residence, Ship's Captain	–	4
63-65	Scribe	10	4
66-67	Ship Builder, Office (A)	40	2
68-69	Silk Merchant (M)	80	3
70-73	Smith	10	5
74-79	Stable (A,O)	10	8
80-81	Tailor	60	3
82-88	Tavern	10	8
89-90	Veterinarian	10	3
91-93	Weapons Maker (M)	80	6
94-95	Wheel/Cartwright	40	3
96-98	Wineshop	10	2
99-00	Woodcarver	40	3

TABLE X
BUSINESS GENERATING TABLES

see bottom of page 34 for code letter explanations

1D100	Business Type (notes)*	percentile probability next business rolled is the same**	total number of businesses from table I-III
01-03	Baker	10	3
04-05	Barber	10	2
06-08	Barrel Maker	40	3
09-13	Butcher (O)	10	6
14-15	Brewery (O,W)	40	2
16-17	Brothel	10	2
18-20	Candle/Lamp Maker	10	3
21-24	Carpenter	40	4
25-28	Cobbler	80	4
29-30	Distiller (O)	40	2
31-33	Dyer (O,M)	80	4
34-38	Fishmonger (O)	10	6
39-41	Fortuneteller	10	3
42-43	Fuller (O,W)	40	2
44-45	Gambling Hall	10	2
46-47	Laundry	10	2
48-51	Mason	10	4
52-55	Moneylender	60	4
56-60	Pawnshop	60	5
61-62	Painter, Buildings & Marine	10	2
63-65	Paper-Ink Maker	10	3
66-70	Potter (W)	60	6
71-74	Rope/Net Maker (A)	10	4
75-76	Sailmaker (A)	10	2
77-78	Sharpener	10	2
79-80	Sign Painter	10	2
81-83	Spinner	60	4
84-86	Stable (A,O)	10	3
87-88	Stonecutter (A)	10	2
89-95	Tanner (O,W,M)	80	6
96-00	Tavern	10	5

PLACES & PLANS

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

JEWELERS QUARTER *A SECTION*

code description

JQ1 Residence, tanner. Damron the tanner owns the large, prosperous-looking tannery located at WS2. Since his business is relegated to the Street of Smells because of its odor, he maintains a residence here in the Jeweler's Quarter. His wife, Nora, is as blustery as he is nervous, which may be why Damron spends a lot of his time at the tannery. His habit of coming home in his work clothes, stained and reeking of curing hides, has made him unpopular with his swanky neighbors, to the disgust of his wife and two sons, and two daughters.

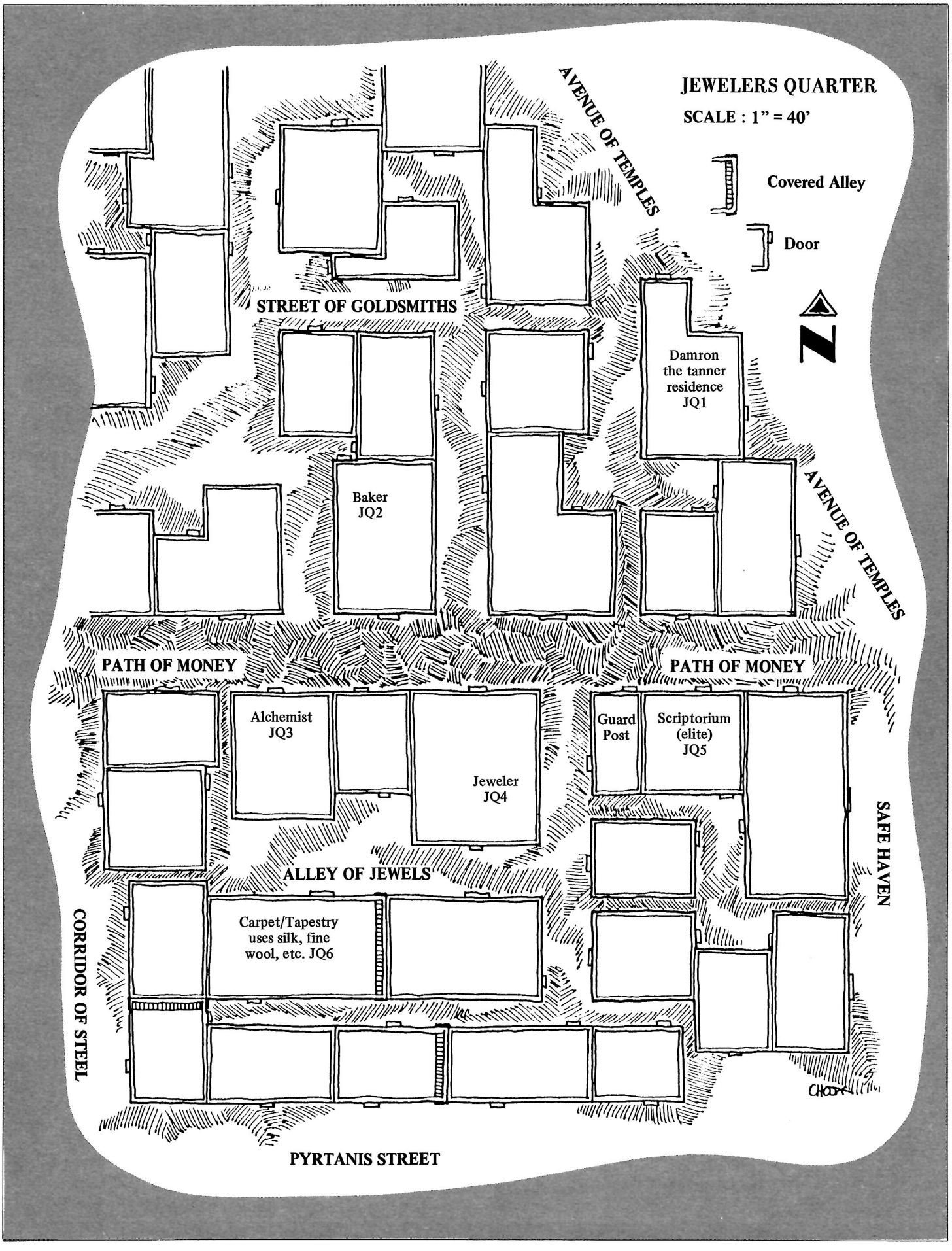
JQ2 Baker. Pantaleone is a very fat man of medium height. He loves children as much as he loves food, especially his own eight children. He mourns his late wife, Carla, but appreciates a nice figure and a pretty smile. He keeps a small jar of cookies under the display case for young "customers." He uses the best ingredients and is known for his creations in sugar frosting for cakes. Though his prices are high, they are reasonable for the quality. He maintains a day-old counter which has lower prices, and it is frequented by many housewives in Sanctuary. *[Floorplan included.]*

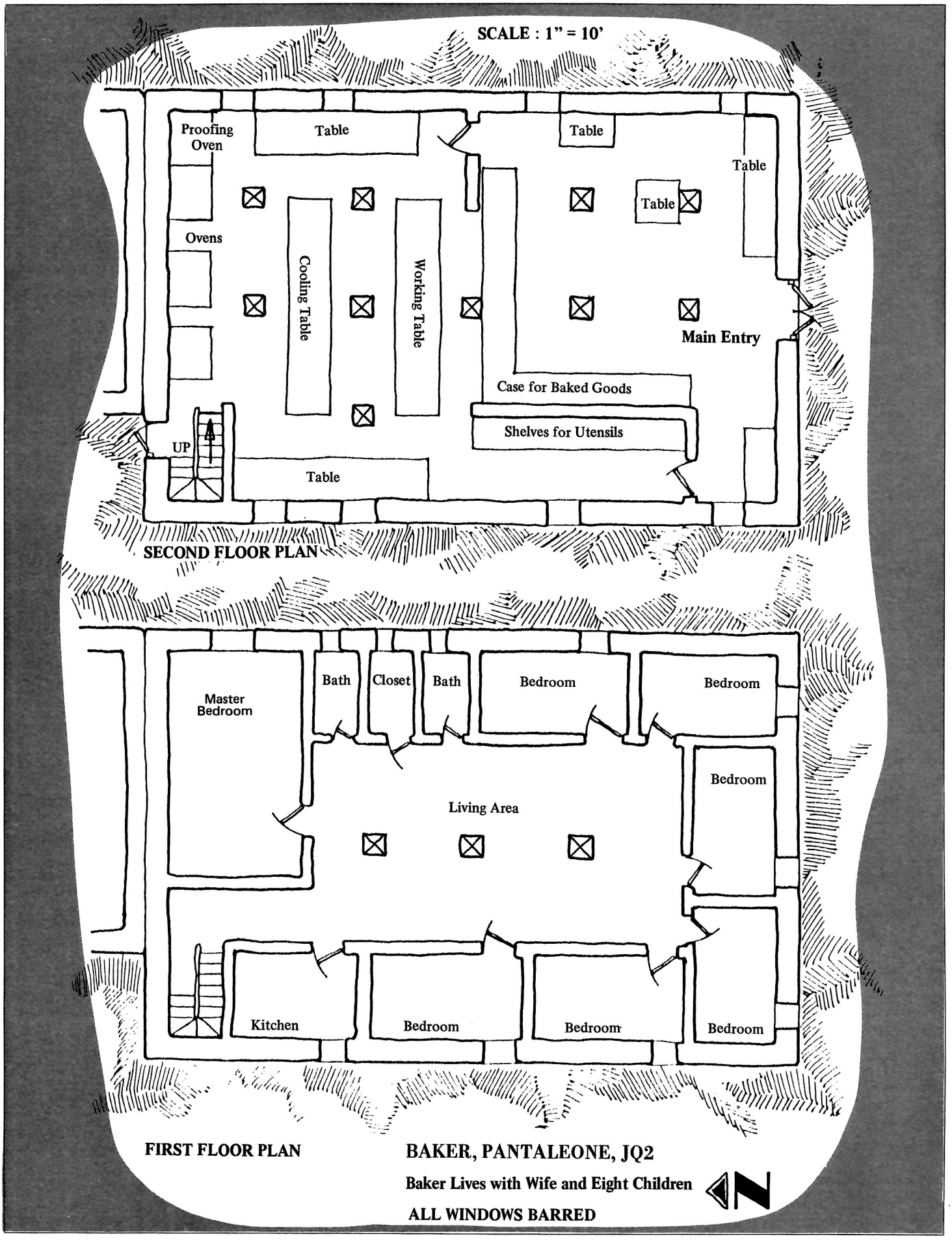
JQ3 Alchemist. Lakmed is a large, powerful man who looks more like a bouncer than an alchemist. A confirmed bachelor, he habitually daydreams, often breaking off in mid-conversation. His shop is well-lit, if a little disorganized. Only trusted friends are allowed behind the counter and fewer yet have been upstairs. He is unusual in Sanctuary, being strictly honest, giving good quality for good prices. He sells a few magic items, which are never advertized. *[Floorplan included.]*

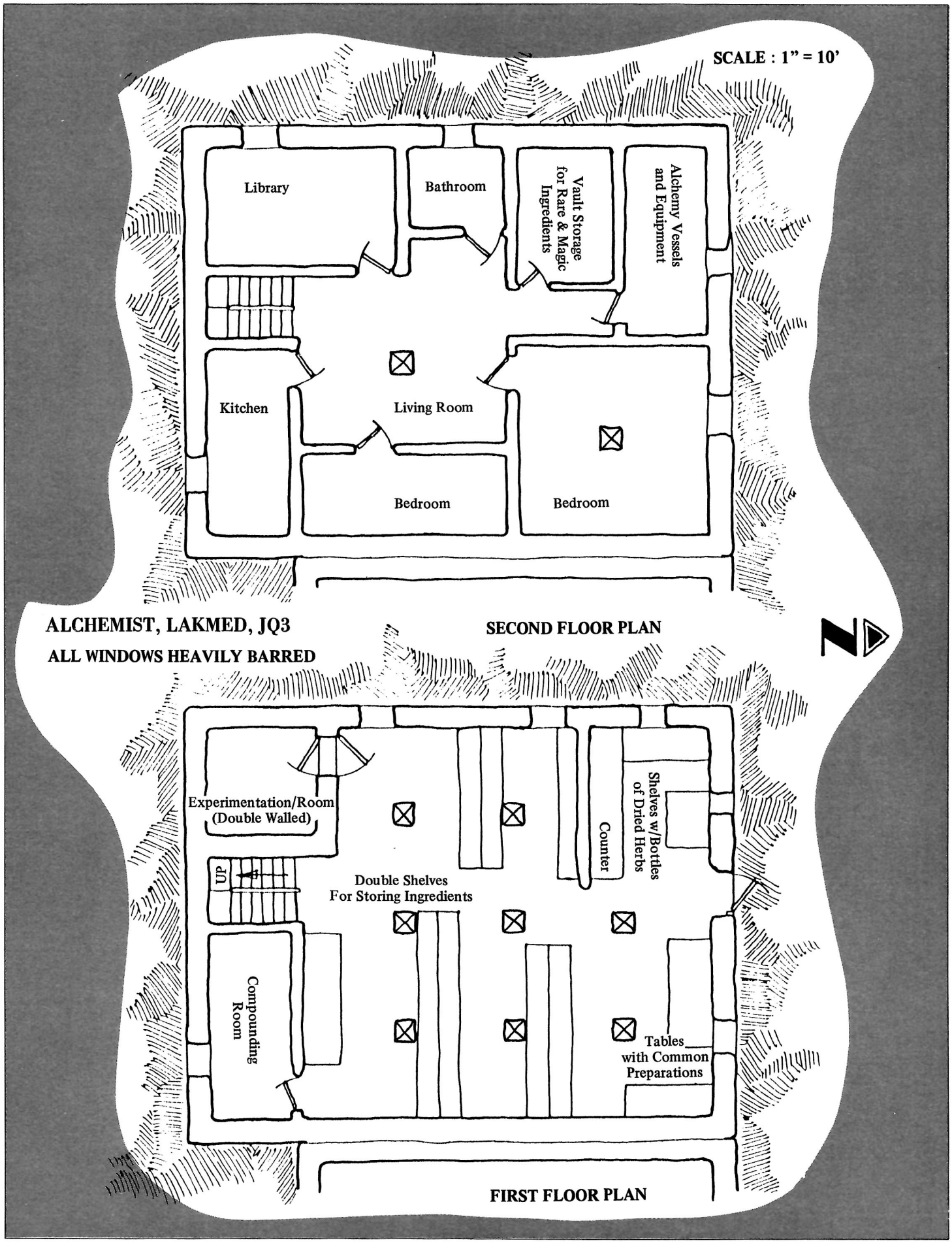
JQ4 Jeweler. A small, pretentious man, Herewick is proud of his skill in creating fine jewelery. He does excellent work, occasionally showing a flash of genius. None are allowed past the counter, and two guards enforce this. Herewick is devoted to his wife and two boys, although cold to anyone outside the family circle. Unknown to him, his oldest boy is a member of a gang of wealthy boys who terrorize Downwind for fun and excitement. Herewick is a top jeweler in Sanctuary, and his shop is often frequented by nobles. *[Floorplan included.]*

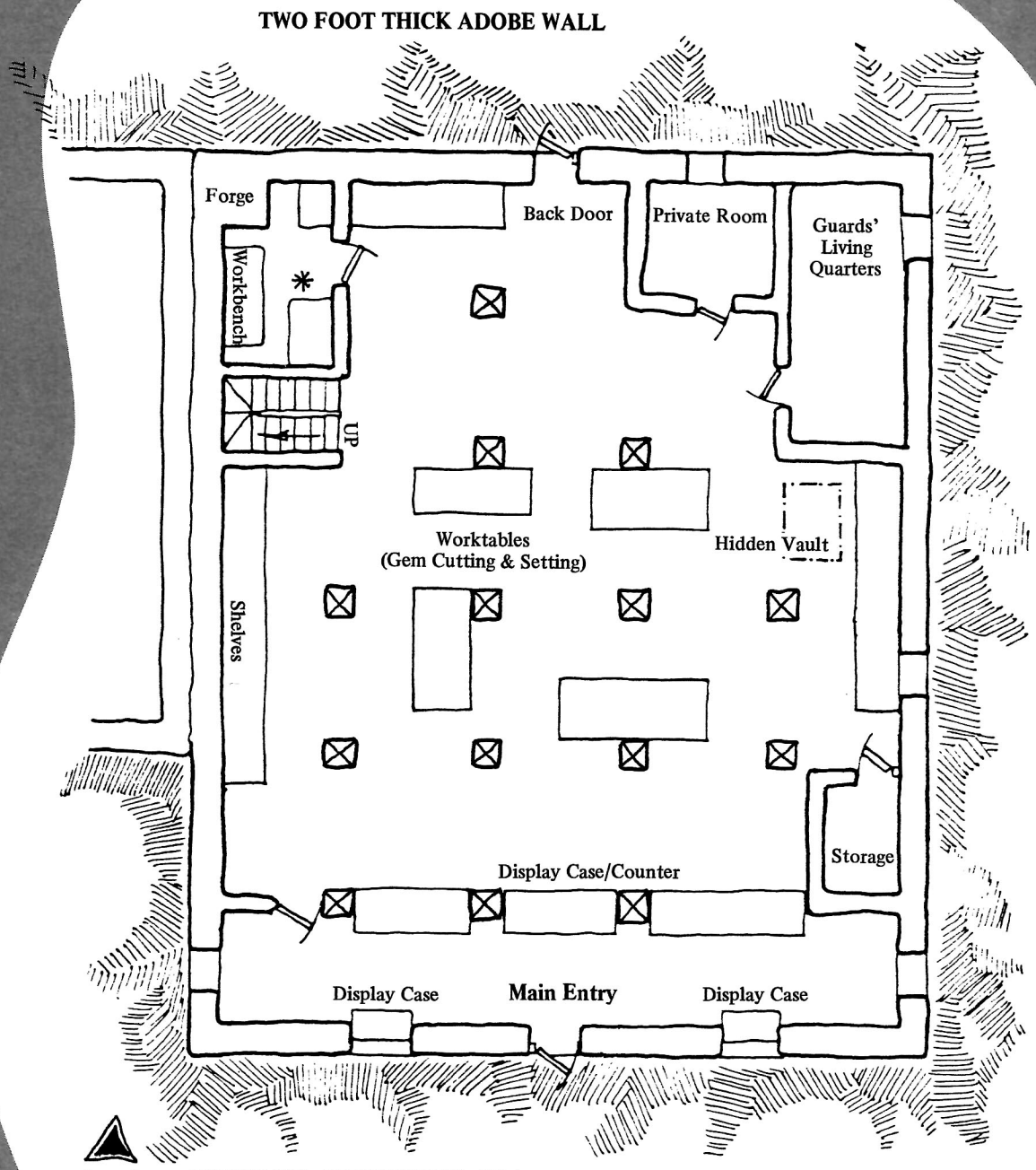
JQ5 Scriptorium. Gorolan and his wife Arta run this small, elite scriptorium. Although Meilot (see *Personalities of Sanctuary*) offers a wider knowledge of obscure languages, Gorolan provides honest work for a good price. His wife Arta specializes in multi-colored illumination and gold-leafing. They are training their son and daughter in their work, which is the finest in the city.

JQ6 Carpet/Tapestry-Maker. Zapala specializes in flat-woven rugs and tapestries, rather than the knotted rugs also produced in Sanctuary. He prides himself on having the best and most modern looms in the city, the constant expense of which cuts his profits drastically, much to the chagrin of his sharp-tongued wife, Karen. His brocaded rugs are his best item, and the finest for hundreds of miles. Zapala has good connections with top smugglers and Cape Pirates, from whom he gets some of the best silk and wool.


JEWELERS QUARTER
SCALE : 1" = 40'
Covered Alley
Door
N
AVENUE OF TEMPLES
STREET OF GOLDSMITHS
Damron
the tanner
residence
JQ1
Baker
JQ2
AVENUE OF TEMPLES
PATH OF MONEY
PATH OF MONEY
Alchemist
JQ3
Jeweler
JQ4
Guard
Post
Scriptorium
(elite)
JQ5
SAFE HAVEN
ALLEY OF JEWELS
Carpet/Tapestry
uses silk, fine
wool, etc. JQ6
CORRIDOR OF STEEL
PYRTANIS STREET


SCALE : 1" = 10'
Proofing Oven
Table
Table
Table
Table
Ovens
Cooling Table
Working Table
Main Entry
Case for Baked Goods
Shelves for Utensils
UP
Table
SECOND FLOOR PLAN
Master Bedroom
Bath
Closet
Bath
Bedroom
Bedroom
Bedroom
Living Area
Kitchen
Bedroom
Bedroom
Bedroom
FIRST FLOOR PLAN
BAKER, PANTALEONE, JQ2
Baker Lives with Wife and Eight Children
ALL WINDOWS BARRED
N

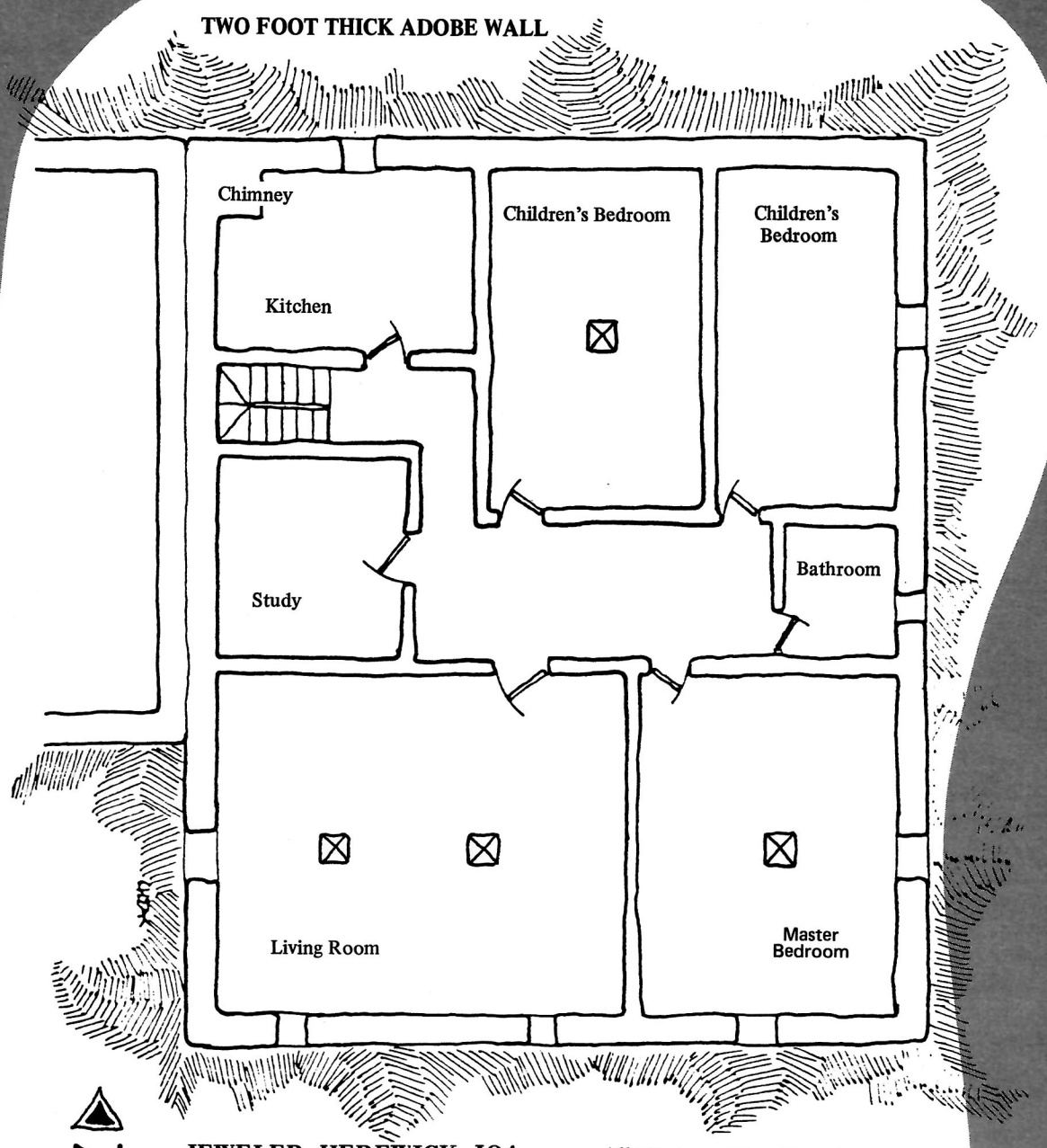

SCALE : 1" = 10'
Library
Bathroom
Vault Storage for Rare & Magic Ingredients
Alchemy Vessels and Equipment
Kitchen
Living Room
Bedroom
Bedroom
ALCHEMIST, LAKMED, JQ3
ALL WINDOWS HEAVILY BARRED
SECOND FLOOR PLAN
N
Experimentation/Room (Double Walled)
UP
Double Shelves For Storing Ingredients
Counter
Shelves w/Bottles of Dried Herbs
Compounding Room
Tables with Common Preparations
FIRST FLOOR PLAN



JEWELER, HEREWICK, JQ4

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

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



JEWELER, HEREWICK, JQ4 **All Windows Have Curtains**

ALL WINDOWS HEAVILY BARRED

SECOND FLOOR PLAN **SCALE : 1" = 10'**

PROCESSIONAL *A SECTION*

code description

PR1 Scriptorium. Melilot's offers the most complete knowledge of languages in Sanctuary, although not the best work. Melilot, the proprietor, is a fat eunuch with a high whiny voice and black, greasy hair (see *Personalities of Sanctuary)*. Dealing in forgery, blackmail and mistranslation, he has built a thriving business from very humble beginnings. He employs many scribes and a number of young, sweet-voiced boys who advertize his wares throughout Sanctuary. The scriptorium was once a family mansion, the property of a noble who wasted his money in gambling and drink. Subo of the House Kiri, the previous owner, now lives in the wattle and daub structure on the roof of the three story mansion. *[Floorplan included.]*

PR2 Silk Merchant. Hessel the owner is self-righteous, rich, arrogant, and fat. He is single, too in love with himself to be interested in anyone else. He desires only to make himself richer and more decadent. His bedroom upstairs could have belonged in the palace; his fingers are covered with expensive rings. His shop is reasonably well-lit, although the windows are heavily barred. Hessel deals in fine-quality bolts of silk, with some fine cotton and linen. Though expensive, his fabric is some of the best to be found in Sanctuary. *[Floorplan included.]*

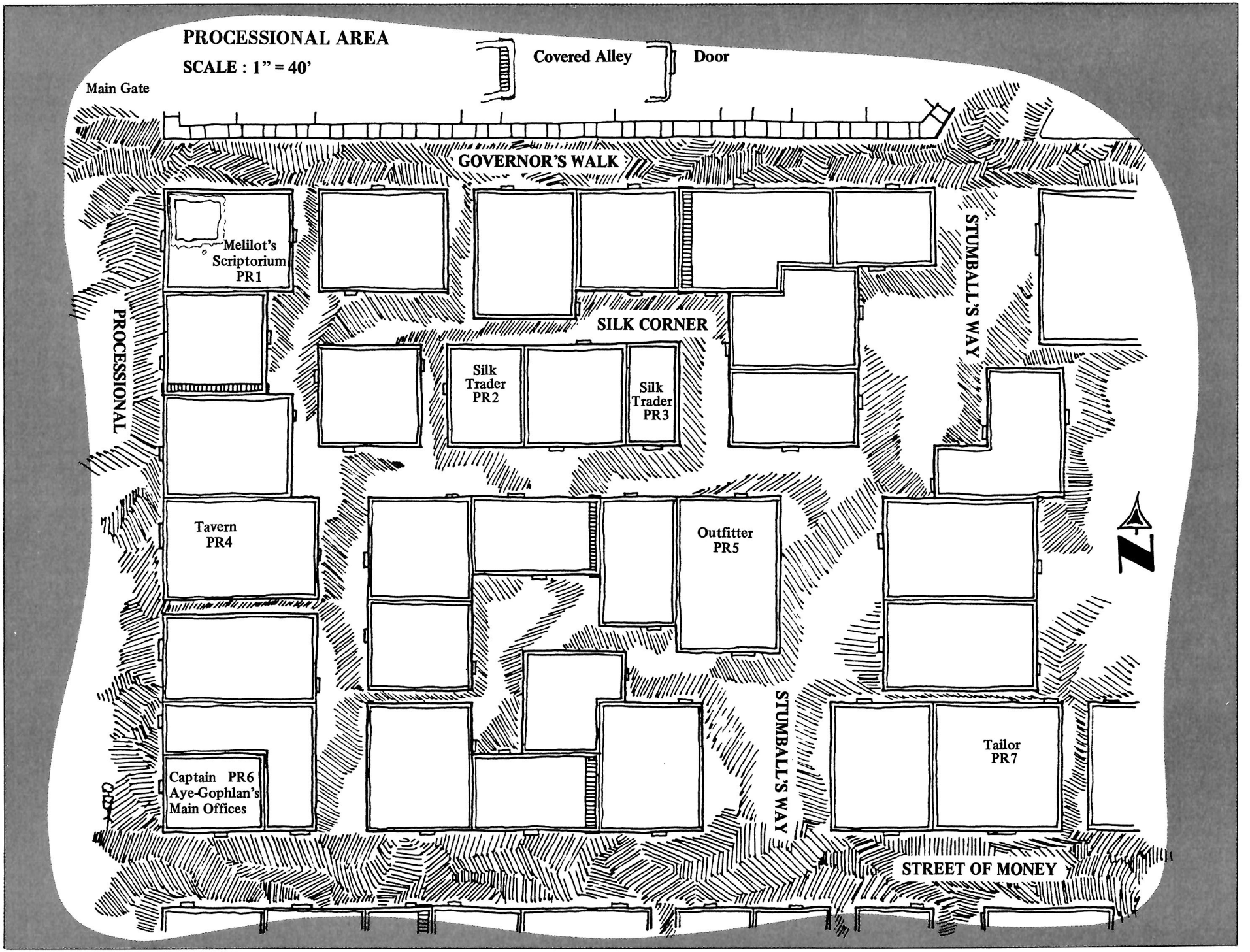
PR3 Silk Merchant. Nichols and his wife, Sara, run a small shop selling spun silk and some finished goods. His quality is generally fair although an occasional lot of poorer quality finds its way into his dark shop. He and his wife long for a child and are suckers for any cute kid. He is not really interested in his small business, having inherited it from his father. *[Floorplan included.]*

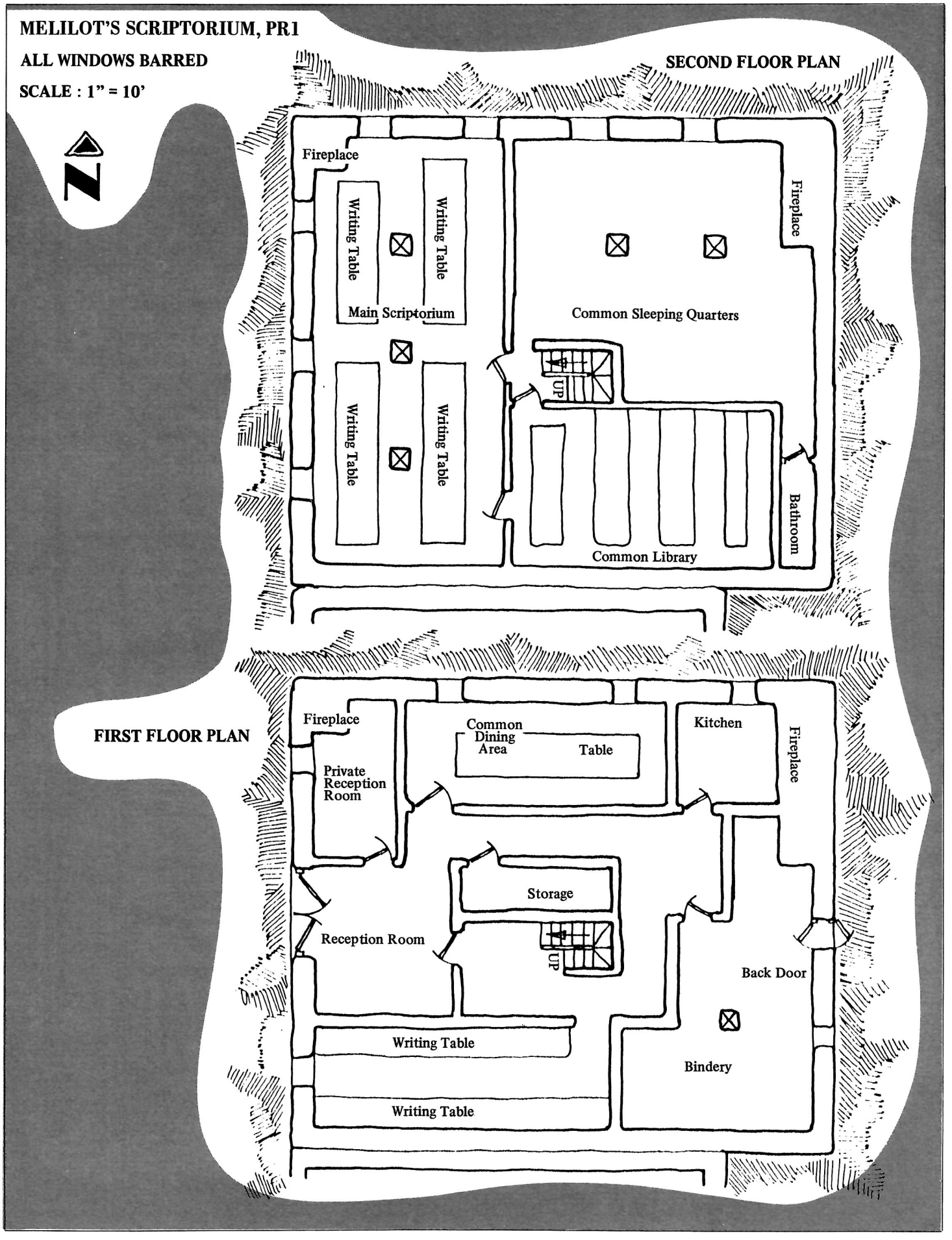
PR4 Tavern, The Golden Oasis. Jord Blacktongue runs this profitable establishment, located on the largest street in Sanctuary. He and his wife Lorna and his two daughters serve average-to-good food for inflated prices. His rooms are sparsely funished but well-barred, which is useful in Sanctuary. Jord got his name from his pessimistic outlook on life, which is offset by Lorna's cheerful nature. Lorna is very protective of her daughters, but not above a discreet dalliance herself with an attractive customer. Jord is somewhat blind to his wife's wanderings but extremely jealous once he notices.

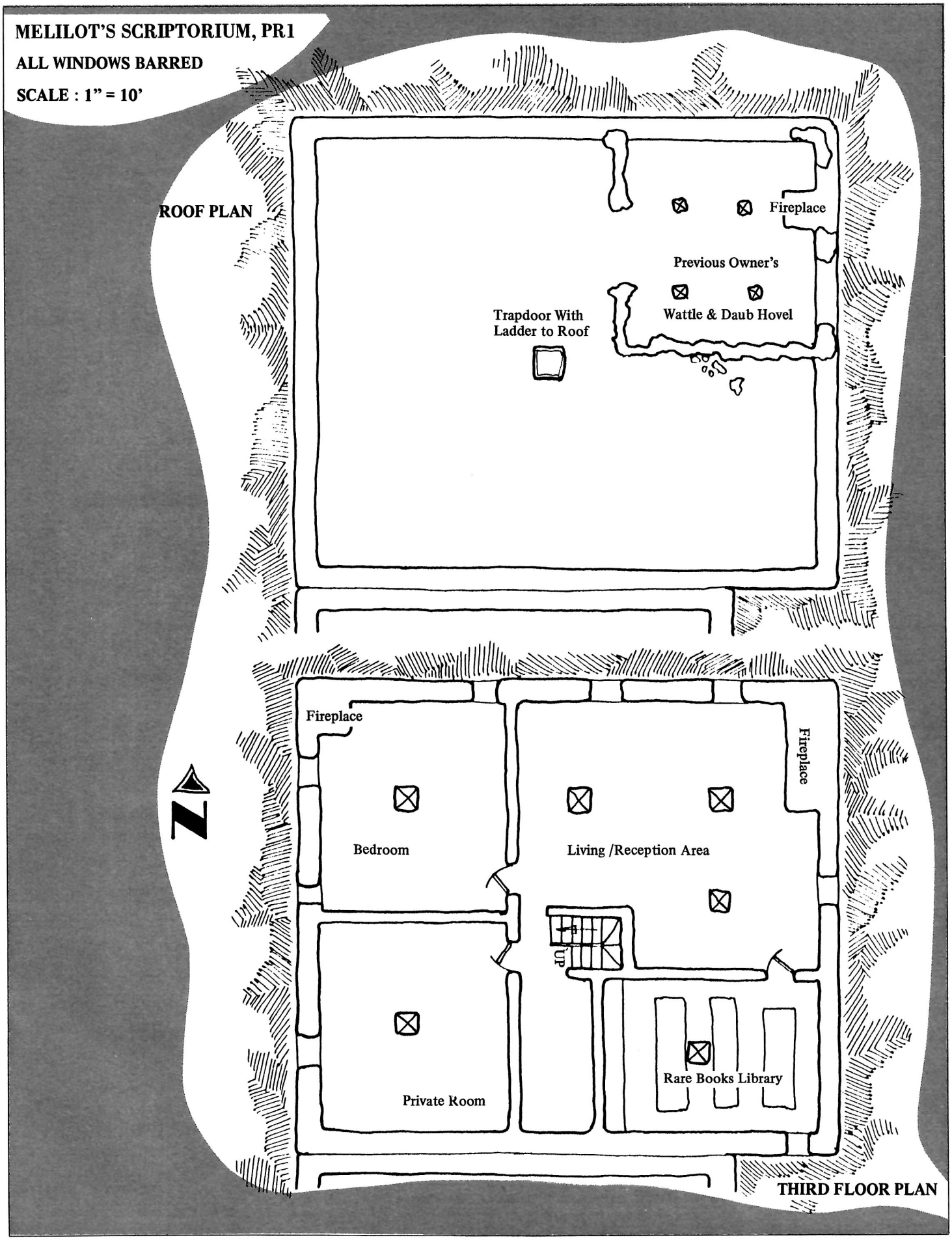
PR5 Outfitter. Brigitte and her son Samson run a prosperous business selling various types of hardware and equipment useful to travellers and adventurers, as well as townspeople. Here you can find rope, spikes, hammers, a couple of old lamps, torches, waterskins and backpacks, etc. Although these items can also be purchased directly from their primary producers (leatherworkers, netmakers, etc.), the convenience of Brigitte's store enhances the number of her customers. Her low prices also help, which some say are due to connections with the Cape Pirates. None say it too loudly, since Brigitte stands almost as wide as she is tall, and what isn't bone is muscle. Her products are of good quality. Many appear to be slightly used.

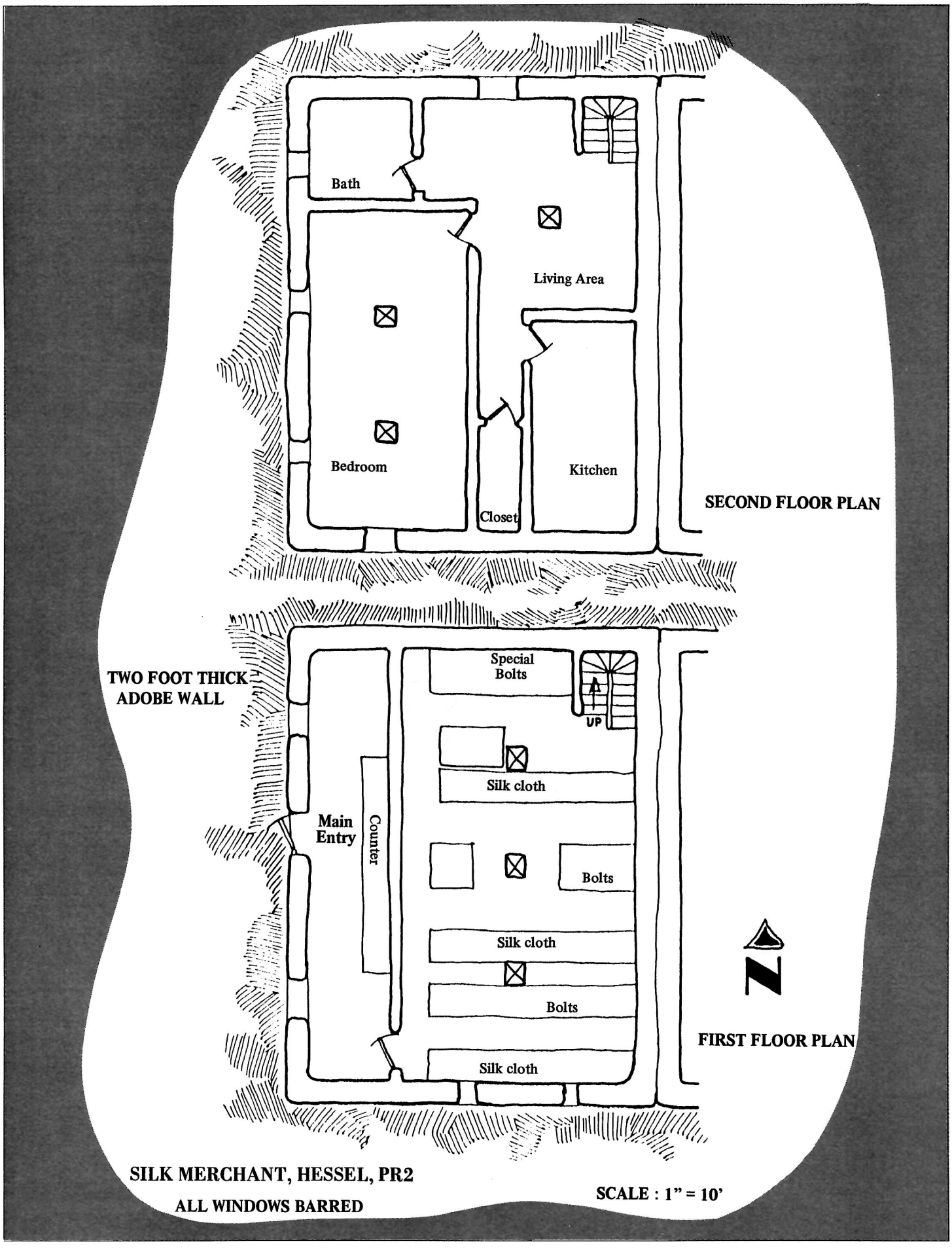
PR6 Guard Post. This is the main office of the City Guard, from which Captain Aye-Gophlan commands his men (see *Personalities of Sanctuary*). It is also the best place for complaints to be made, although few in Sanctuary avail themselves of this service.

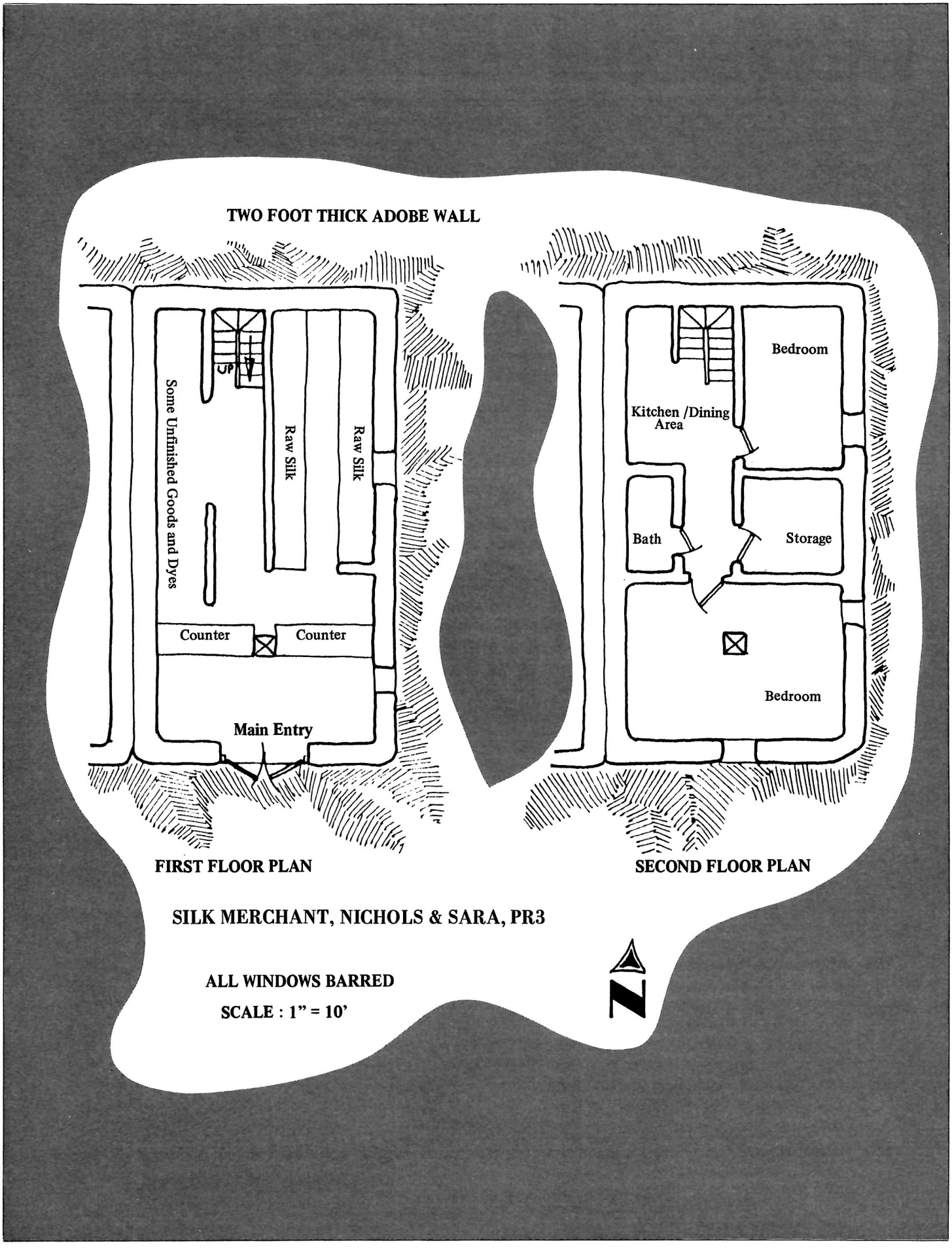
PR7 Tailor. Markan fashions dull, sturdy clothing for those in Sanctuary with enough money to buy rather than make their clothes. His clientele does not include the higher classes, who seek more fashion and fancier materials. He disdains such stuff as superfluous, to the distress of his wife Clarice, who enjoys a touch of frill here and there. His prices are quite reasonable.


PROCESSIONAL AREA
SCALE : 1" = 40'
Covered Alley
Door
Main Gate
GOVERNOR'S WALK
Melilot's Scriptorium PR1
PROCESSIONAL
SILK CORNER
STUMBALL'S WAY
Silk Trader PR2
Silk Trader PR3
Tavern PR4
Outfitter PR5
Captain PR6 Aye-Gophlan's Main Offices
Tailor PR7
STREET OF MONEY


MELILOT'S SCRIPTORIUM, PR1
ALL WINDOWS BARRED
SCALE : 1" = 10'
N
SECOND FLOOR PLAN
Fireplace
Writing Table
Writing Table
Main Scriptorium
Writing Table
Writing Table
Common Sleeping Quarters
Fireplace
UP
Bathroom
Common Library
FIRST FLOOR PLAN
Fireplace
Private Reception Room
Common Dining Area
Table
Kitchen
Fireplace
Storage
Reception Room
UP
Back Door
Writing Table
Bindery
Writing Table


MELILOT'S SCRIPTORIUM, PR1
ALL WINDOWS BARRED
SCALE : 1" = 10'
ROOF PLAN
Fireplace
Previous Owner's
Wattle & Daub Hovel
Trapdoor With
Ladder to Roof
Fireplace
Fireplace
Bedroom
Living /Reception Area
UP
Rare Books Library
Private Room
THIRD FLOOR PLAN


Bath
Living Area
Bedroom
Kitchen
Closet
SECOND FLOOR PLAN
TWO FOOT THICK
ADOBE WALL
Special
Bolts
UP
Silk cloth
Main
Entry
Counter
Bolts
Silk cloth
Bolts
Silk cloth
FIRST FLOOR PLAN
SILK MERCHANT, HESSEL, PR2
ALL WINDOWS BARRED
SCALE : 1" = 10'


TWO FOOT THICK ADOBE WALL
Some Unfinished Goods and Dyes
Raw Silk
Raw Silk
Counter
Counter
Main Entry
Bedroom
Kitchen /Dining Area
Bath
Storage
Bedroom
FIRST FLOOR PLAN
SECOND FLOOR PLAN
SILK MERCHANT, NICHOLS & SARA, PR3
ALL WINDOWS BARRED
SCALE : 1" = 10'

WESTSIDE *A SECTION*

code description

WS1 Dyer. Sorahan, the owner, is seldom seen outside his office (when he is present at all). He is a well-off man who prefers to spend his time in areas where the air is sweeter. He is an astute businessman and trusts his loyal foreman (whom he pays very well) with the day-to-day operation. Walrad, the foreman, is a capable manager, and not too much shirking goes on under his eye. The shop is very busy and there is constant hustle and bustle in and out of the doors. The customers are all local, and quite a bit of silk goes in and out of Sorahan's doors. His work is usually well done, although on cheaper items the quality varies. *[Floorplan included.]*

WS2 Apothecary. Alten Stulwig is a physician and herbalist, although he does not deal in magical healing potions. He is well-versed in poisons and will sell his expertise as well as the product. A tall, dark man, he prides himself on his way with the ladies and will often attempt to procure payment from pretty ladies in the form of their favors (see *Personalities of Sanctuary*).

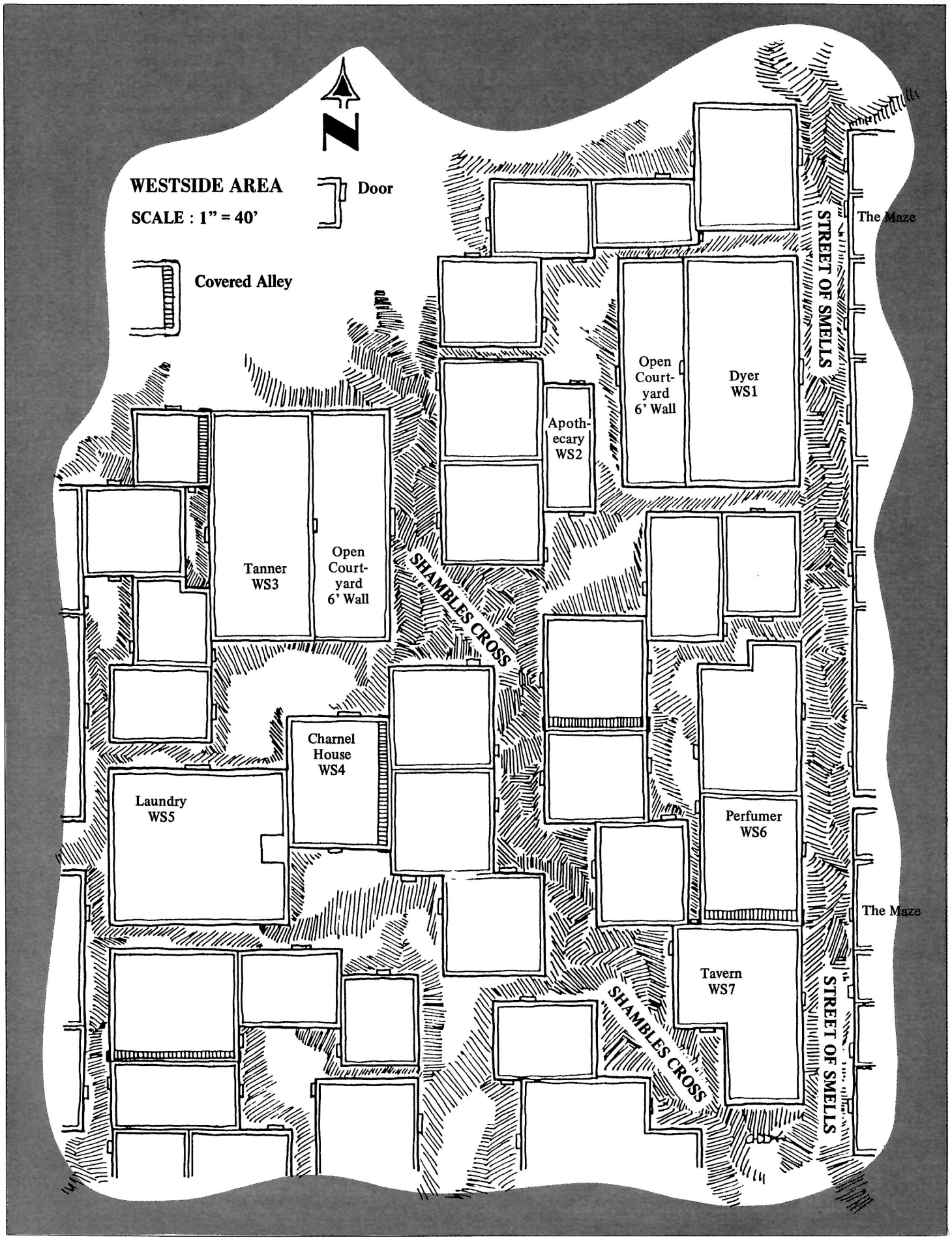
WS3 Tanner. Damron, the owner, seems to be everywhere at once. He can often be found alongside his workers—in fact, he looks like one of his workers. His clothes are usually stained and he reeks of hides. He is a small quick man with nimble fingers and has a nervous air about him. His managing foreman, Ton-Nu, usually spends a lot of his time keeping out of Damron's way. Damron's products range from the softest kid leather to sturdy hides and are usually well done. He tans all manner of leather from good to the poorest quality. He and his family live at JQ1. *[Floorplan included.]*

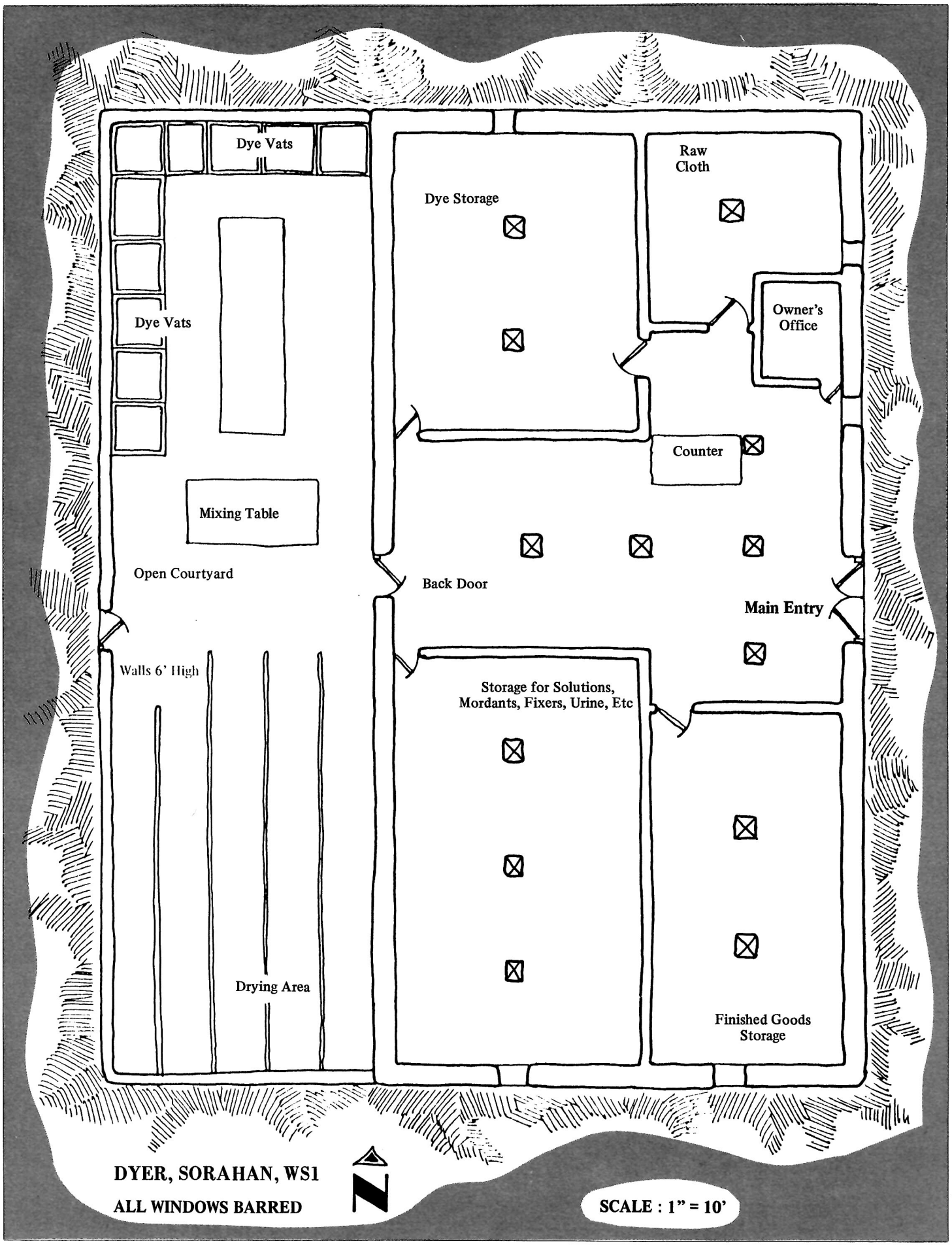
WS4 Charnel House. Run by two aging brothers, Gorse and Darl, this unpleasant building houses embalming and undertaking services. A slow-moving stream, a branch of the open sewer running down the Street of Smells, runs between this building and the tanners. It carries blood and slop west from this business and others like it, eventually dumping them into the Swamp of Night Secrets. It contributes to the unique odor of the area. The brothers have a reputation for being a bit odd; some say they prefer the company of their customers to that of normal people. They are not above accepting money for criminal use of bodies, or for accepting murder victims on the q.t.

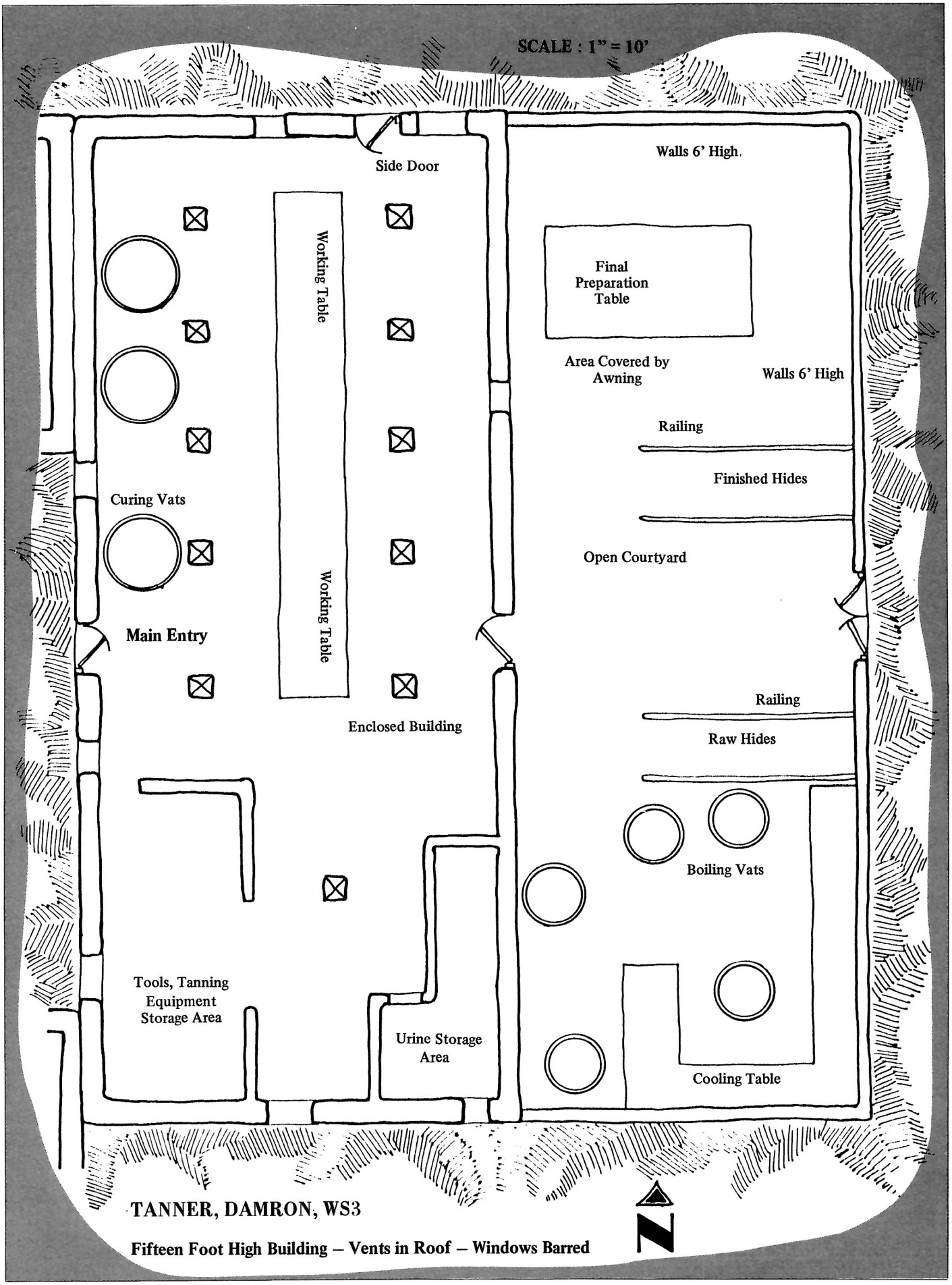
WS5 Laundry. Zoplay's Fine Laundry is the biggest laundry in Sanctuary. They will do anybody's laundry and while the quality is only so-so, they will try harder to do a better job if your bill is large. Zoplay is usually around keeping an eye on things and making sure no one is sneaking a quick nap under the laundry-covered drying racks. Zoplay is a nondescript kind of man—medium height, medium build, brown hair and eyes. He wears a large gold ring on his left hand. *[Floorplan included.]*

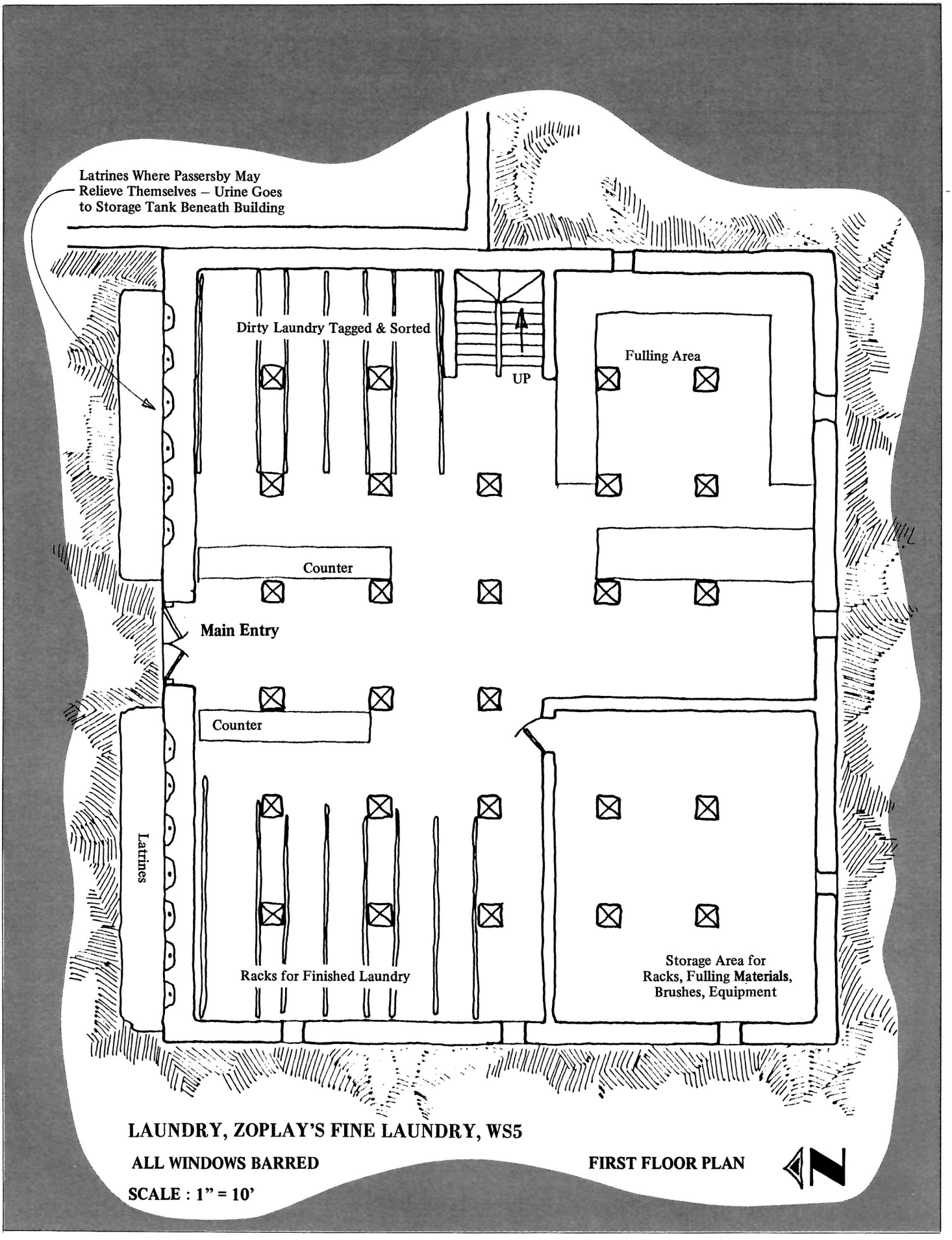
WS6 Perfumer. Carrigan Drumler oversees the perfume-making which goes on here along the Street of Smells. The perfumery is owned by the merchant Mikkum, who maintains a smaller shop in the Jeweler's Quarter where he sells the perfumes concocted here. Carrigan is well-known for his innovative methods and materials, which is why Mikkum put him in charge and why this perfumery fronts on the Street of Smells. In general, however, the odors coming from the perfumery, pungent and often strange as they may be, are vastly preferable to the odors of the open sewer. Because of this, Carrigan's old mother and his spinster sister maintain a tavern next door (see WS7), where patrons may eat their food with some relief from the stench of the area.

WS7 Tavern, Marta's Place. Old Marta and her aging daughter Rena, run a popular tavern in this section of town. This is not so much due to the food, which is average at best, or the rooms, which house more vermin than people, as it is due to the perfumery next door. At least here the air is usually bearable, even if not pleasant. The perfumery is overseen by Marta's son, Carrigan, who often uses Rena to try out new perfumes. No one has let Rena know one should use perfume sparingly, not bathe in it.


WESTSIDE AREA
SCALE : 1" = 40'
Door
Covered Alley
N
The Maze
STREET OF SMELLS
Open Court-yard 6' Wall
Dyer WS1
Apoth-ecary WS2
Tanner WS3
Open Court-yard 6' Wall
SHAMBLES CROSS
Charnel House WS4
Laundry WS5
Perfumer WS6
The Maze
Tavern WS7
SHAMBLES CROSS
STREET OF SMELLS


Dye Vats
Dye Vats
Mixing Table
Open Courtyard
Walls 6' High
Drying Area
Dye Storage
Raw Cloth
Owner's Office
Counter
Back Door
Main Entry
Storage for Solutions, Mordants, Fixers, Urine, Etc
Finished Goods Storage
DYER, SORAHAN, WS1
ALL WINDOWS BARRED
SCALE : 1" = 10'


SCALE : 1" = 10'
Side Door
Walls 6' High.
Working Table
Final Preparation Table
Area Covered by Awning
Walls 6' High
Railing
Finished Hides
Curing Vats
Open Courtyard
Working Table
Main Entry
Railing
Enclosed Building
Raw Hides
Boiling Vats
Tools, Tanning Equipment Storage Area
Urine Storage Area
Cooling Table
TANNER, DAMRON, WS3
Fifteen Foot High Building – Vents in Roof – Windows Barred

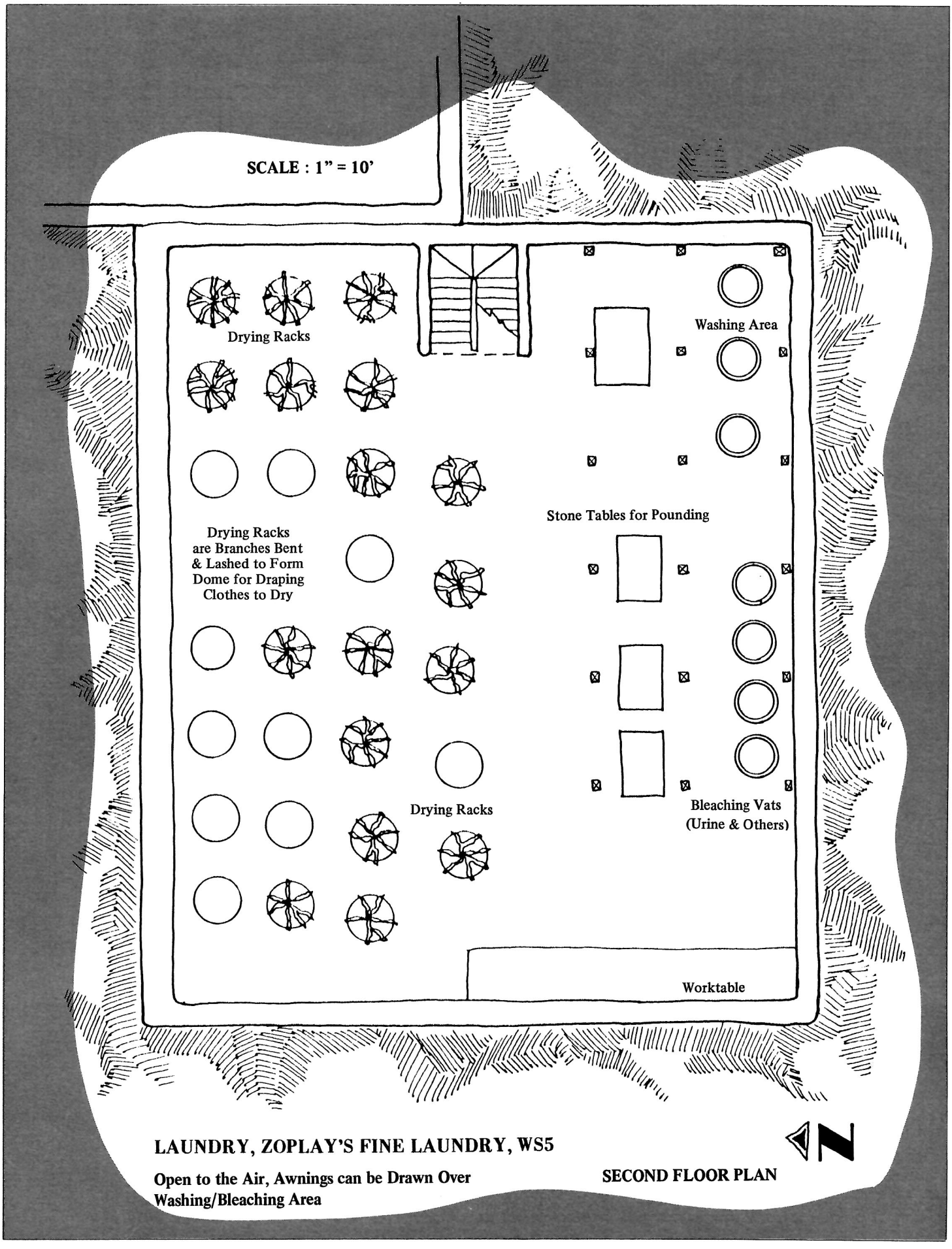


LAUNDRY, ZOPLAY'S FINE LAUNDRY, WS5

ALL WINDOWS BARRED

FIRST FLOOR PLAN

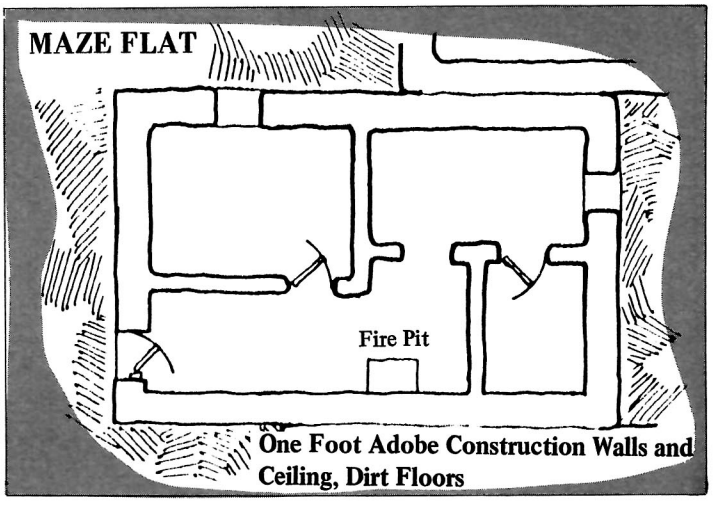
SCALE : 1" = 10'



LAUNDRY, ZOPLAY'S FINE LAUNDRY, WS5

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

SECOND FLOOR PLAN

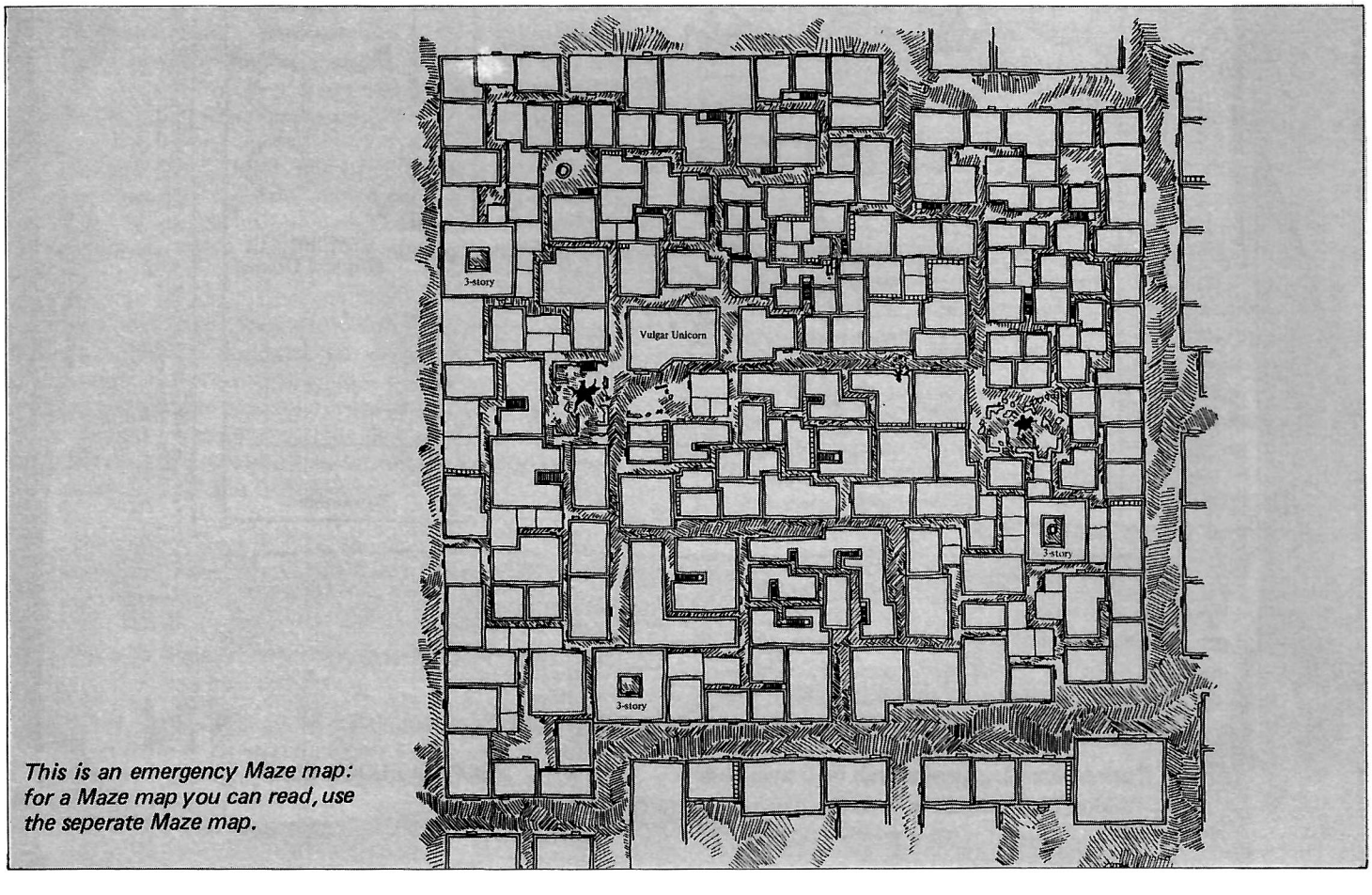


THE MAZE *A SECTION*

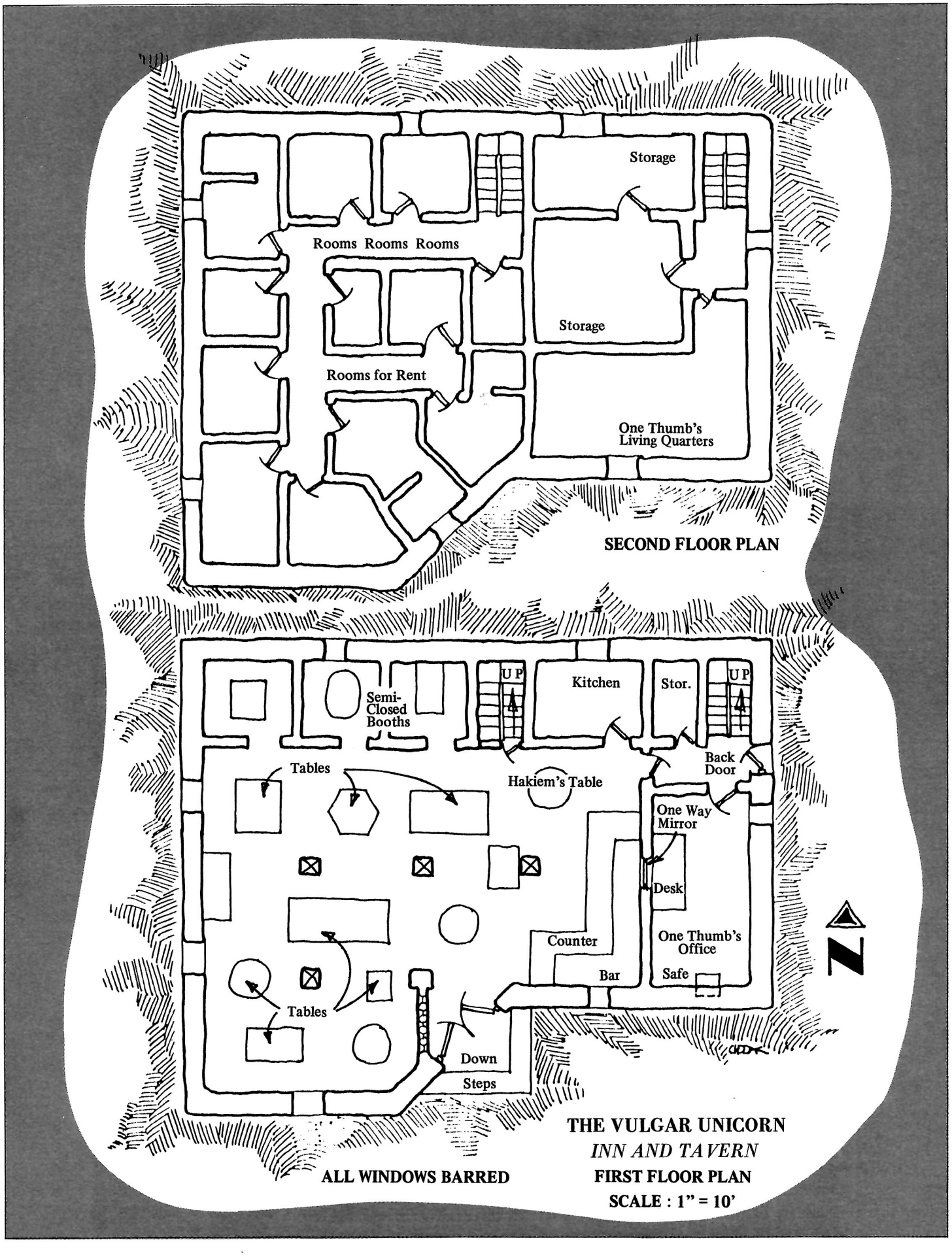
code description

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

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



This is an emergency Maze map: for a Maze map you can read, use the seperate Maze map.


Storage
Rooms Rooms Rooms
Storage
Rooms for Rent
One Thumb's
Living Quarters
SECOND FLOOR PLAN
U P
Kitchen
Stor.
U P
Semi-
Closed
Booths
Back
Door
Tables
Hakiem's Table
One Way
Mirror
Desk
Counter
One Thumb's
Office
Bar
Safe
Tables
Down
Steps
ALL WINDOWS BARRED
THE VULGAR UNICORN
INN AND TAVERN
FIRST FLOOR PLAN
SCALE : 1" = 10'

STREET OF RED LANTERNS *A SECTION*

code description

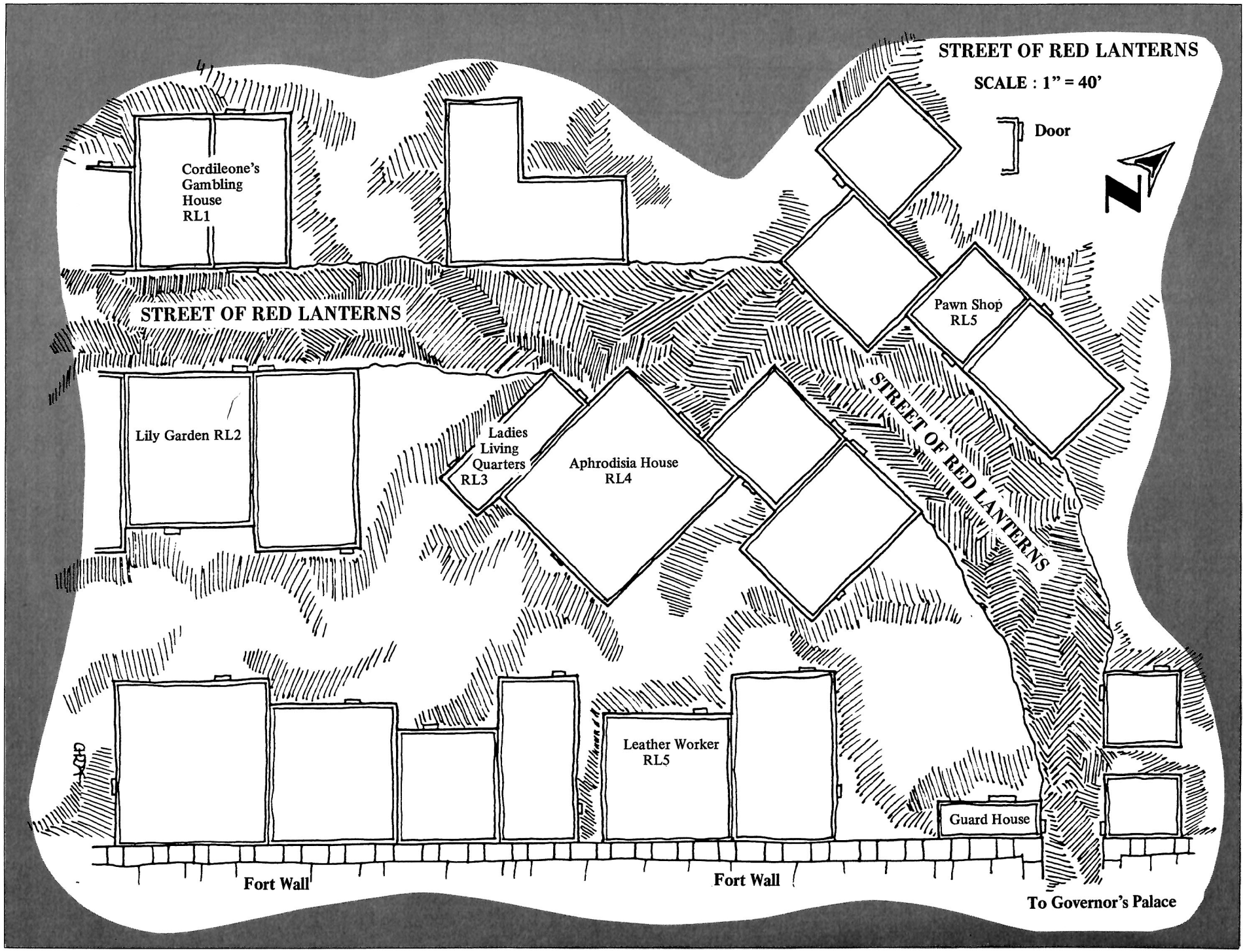
RL1 Gambling House. Cordileone's is one of many gambling houses on the Street of Red Lanterns. One of the larger houses (though by far not the largest), it offers a variety of games of skill and chance, including private gaming rooms. It looks fairly nice, inside and out, although it does not match the opulence of the larger houses on the street. Cordileone is a flashy dresser and knows most of the people in the room by first name. He is very friendly (as long as you spend money). Few fights occur on the floor, as the bouncers keep a close eye on things. Upon occasion things do get out of hand. *[Floorplan included.]*

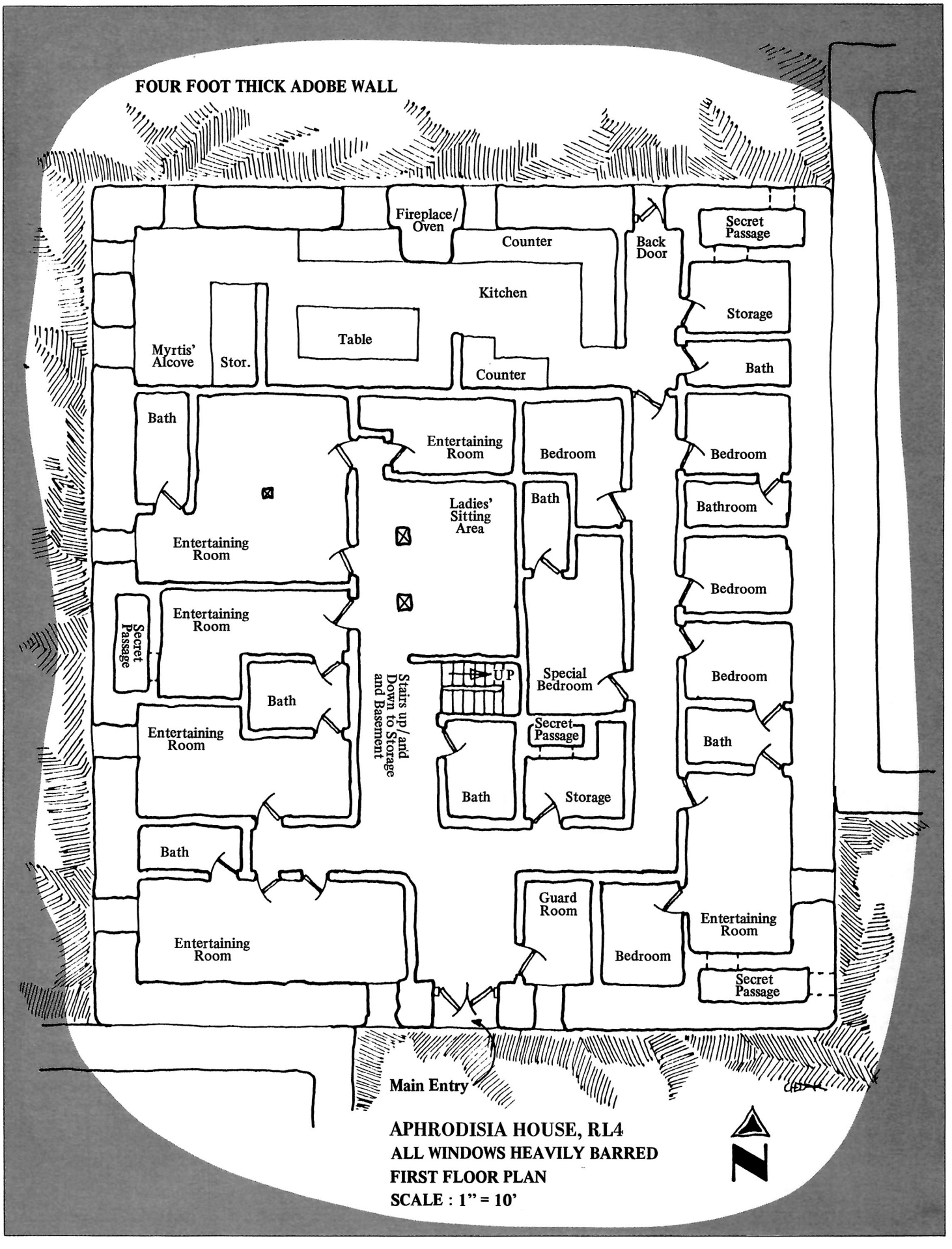
RL2 Brothel. The Golden Lily is a relatively popular house run by the aging but still beautiful Amoli. She is looked upon with disdain and avoided by the other madames on the Street of Red Lanterns because she addicts her girls to *krrf* to hold them. She is also the only madame in the street who was not trained by Myrtis of Aphrodisia House, the leader of the brothel owners, and opposes Myrtis' leadership. Amoli is usually short of money because of the expense of the *krrf*, and is always alert for a new, cheaper source.

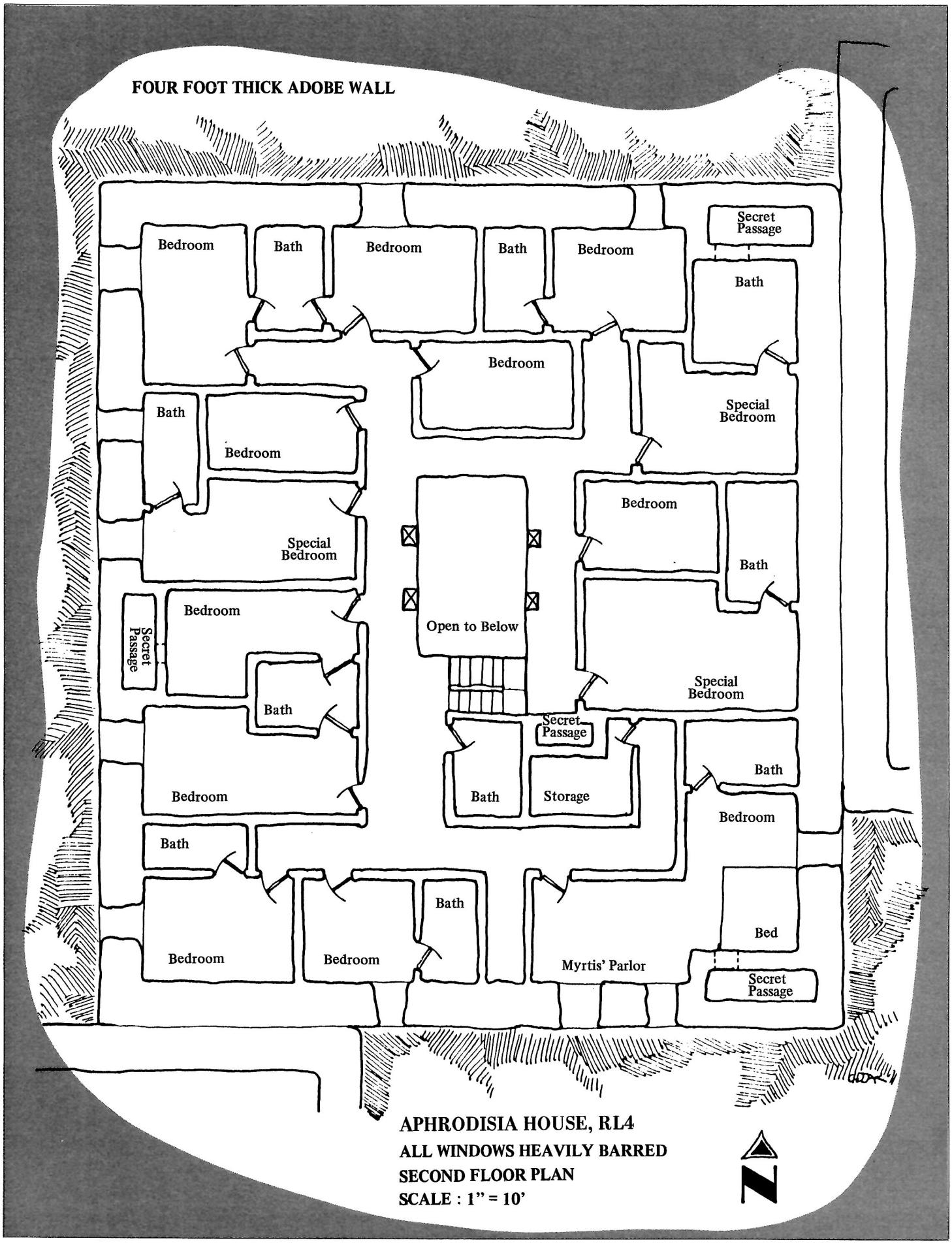
RL3 Leatherworker. Macwen Awlman runs this small shop on the Street of Red Lanterns. He specializes in the unusual leather products used by the houses on the street. His work is good, but he charges good money for leather-wrapped croupier's sticks, jeweled slippers, etc. Macwen is short, thin and balding. He is courteous, but will not reduce a price once his mind is made up.

RL4 Brothel, Aphrodisia House. This is the industry leader in the oldest profession in Sanctuary. Myrtis, the virtually tually ageless madame, has maintained its position in the marketplace since before Sanctuary became a part of Ils. Catering to the needs of the rich and famous, in the legendry of the city a "night in the Aphrodisia House is worth three years in Heaven." The Aphrodisia House is also the main entrance into the catacombs under the Street of Red Lanterns. *[Floorplan included.]*

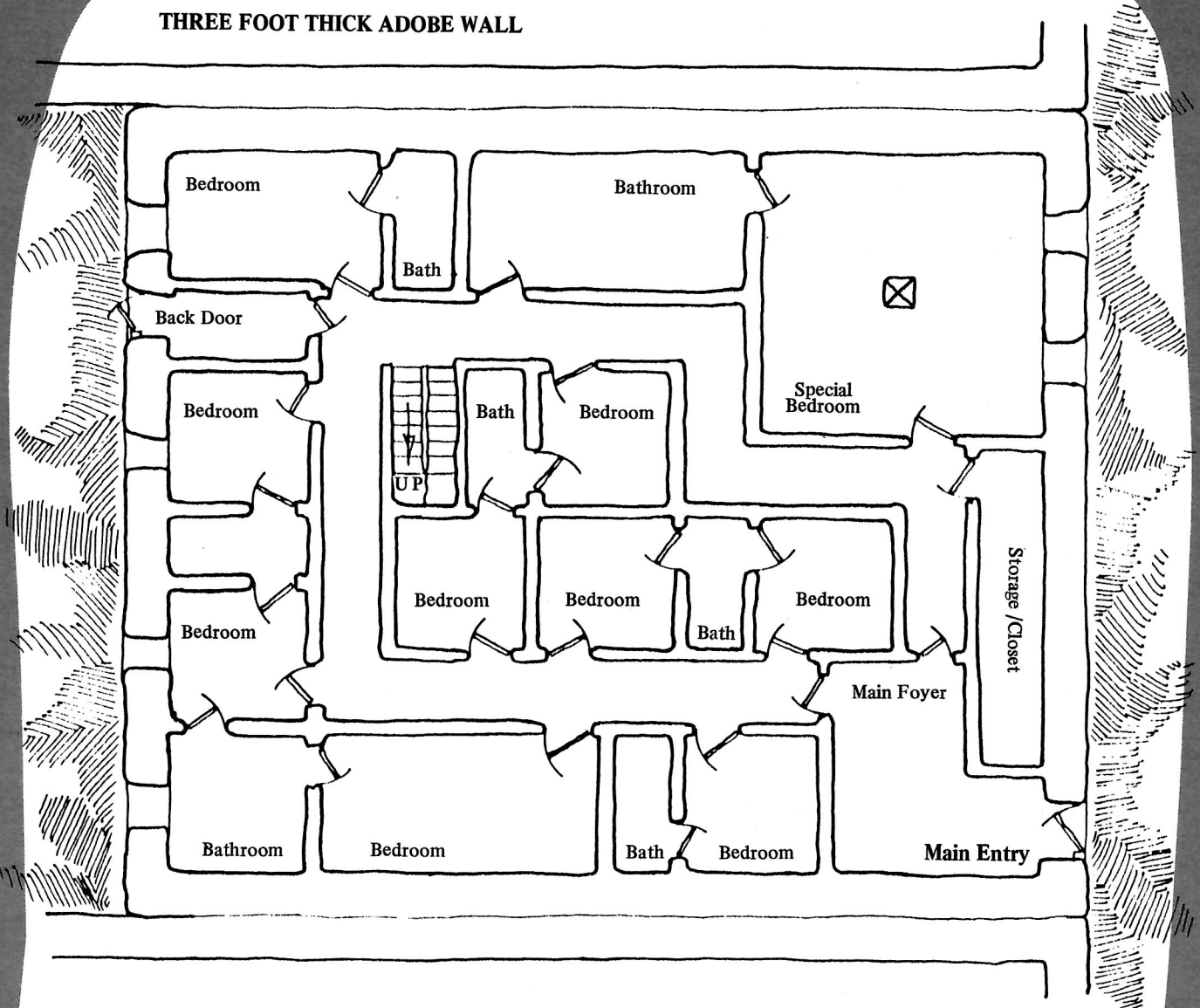
RL5 Pawnshop. Garsten and his wife, Rosa, and their daughter, run the only honest pawnshop on the Street of Red Lanterns. Because of this, it is one of the smaller, less popular shops, for the rest have connections with the smugglers, the Cape Pirates and belong to the League of Changers. Garsten is almost fanatically protective of Rosa (who is very pretty) because of the businesses on the street.


STREET OF RED LANTERNS
SCALE : 1" = 40'
Door
N
Cordileone's Gambling House RL1
STREET OF RED LANTERNS
Pawn Shop RL5
Lily Garden RL2
Ladies Living Quarters RL3
Aphrodisia House RL4
STREET OF RED LANTERNS
Leather Worker RL5
Guard House
Fort Wall
Fort Wall
To Governor's Palace


FOUR FOOT THICK ADOBE WALL
Fireplace/ Oven
Counter
Back Door
Secret Passage
Kitchen
Storage
Table
Myrtis' Alcove
Stor.
Counter
Bath
Bath
Entertaining Room
Bedroom
Bedroom
Ladies' Sitting Area
Bath
Bathroom
Entertaining Room
Bedroom
Secret Passage
Entertaining Room
Stairs up/and Down to Storage and Basement
UP
Special Bedroom
Bedroom
Bath
Secret Passage
Entertaining Room
Bath
Bath
Storage
Bath
Guard Room
Entertaining Room
Entertaining Room
Bedroom
Secret Passage
Main Entry
APHRODISIA HOUSE, RL4
ALL WINDOWS HEAVILY BARRED
FIRST FLOOR PLAN
SCALE : 1" = 10'
N



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



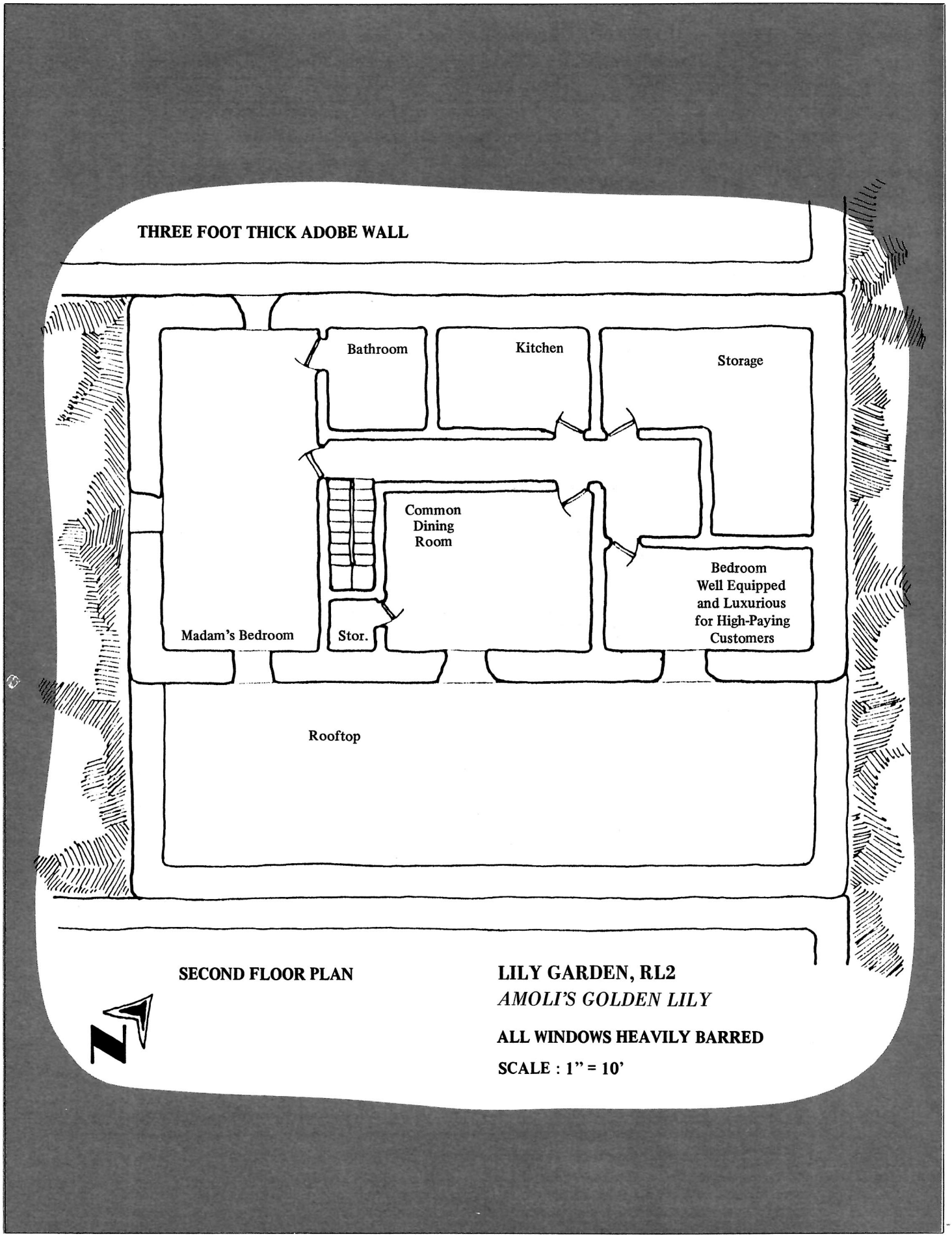
FIRST FLOOR PLAN

LILY GARDEN, RL2

AMOLI'S GOLDEN LILY

ALL WINDOWS HEAVILY BARRED

SCALE : 1" = 10'



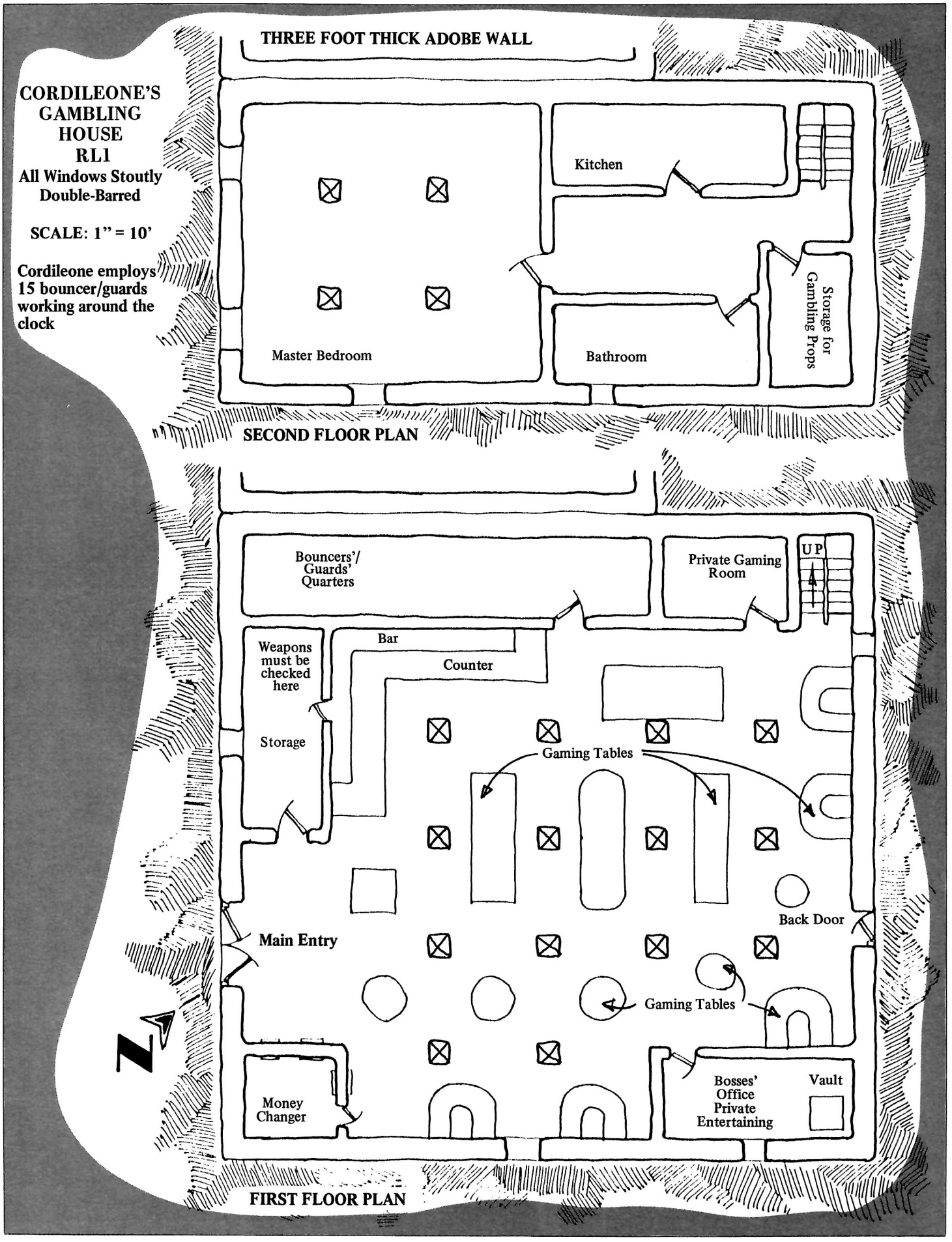
SECOND FLOOR PLAN

LILY GARDEN, RL2

AMOLI'S GOLDEN LILY

ALL WINDOWS HEAVILY BARRED

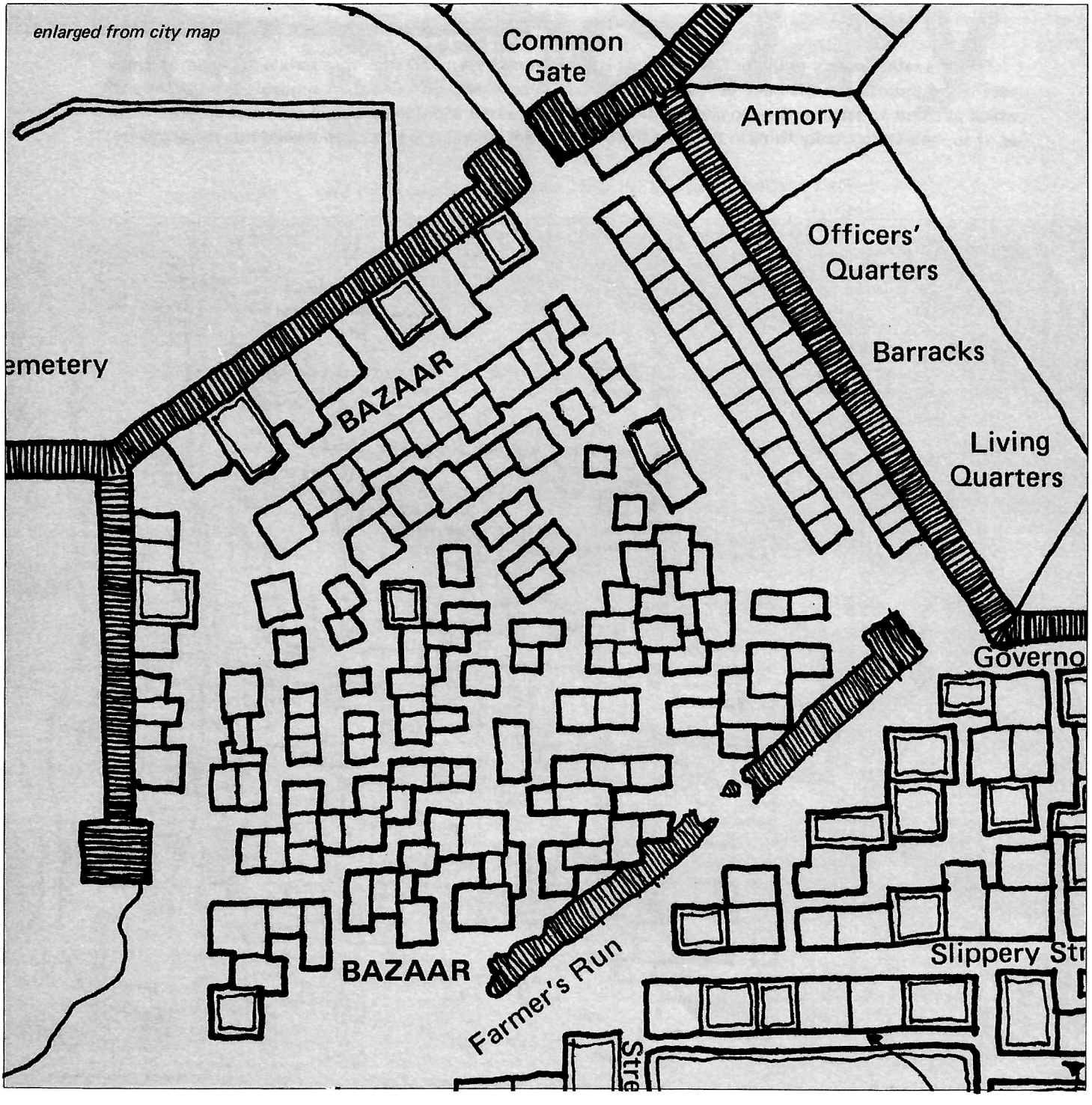
SCALE : 1" = 10'

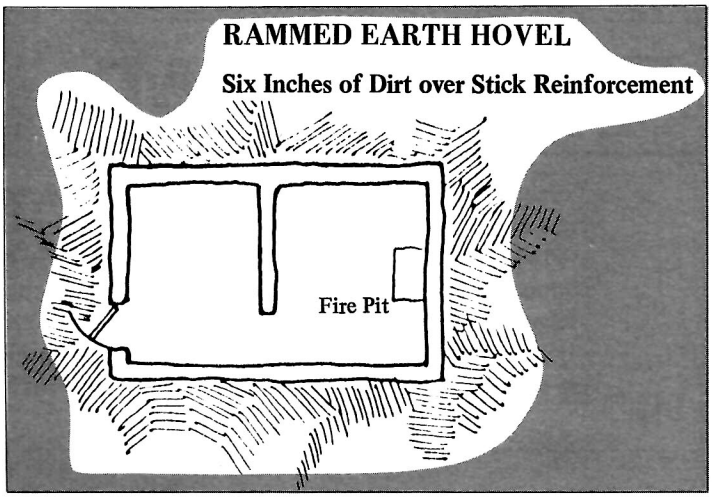

CORDILEONE'S GAMBLING HOUSE
RL1
All Windows Stoutly Double-Barred
SCALE: 1" = 10'
Cordileone employs 15 bouncer/guards working around the clock
THREE FOOT THICK ADOBE WALL
Kitchen
Storage for Gambling Props
Master Bedroom
Bathroom
SECOND FLOOR PLAN
Bouncers'/ Guards' Quarters
Private Gaming Room
UP
Weapons must be checked here
Bar
Counter
Storage
Gaming Tables
Back Door
Main Entry
Gaming Tables
Money Changer
Bosses' Office Private Entertaining
Vault
N
FIRST FLOOR PLAN

THE BAZAAR

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

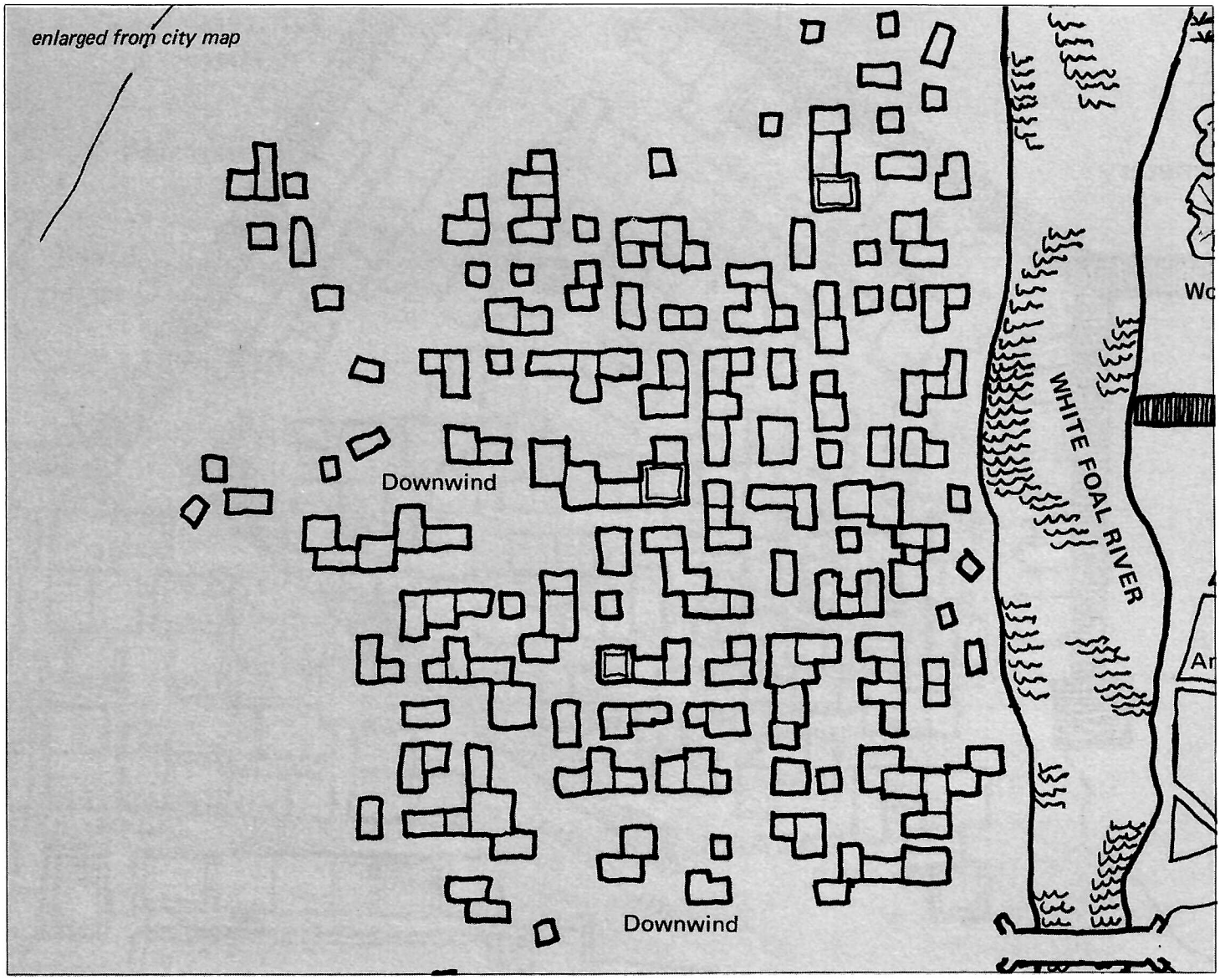
Some tents are open, allowing the public full access to closely examine the wares. Most are closed off with a board counter, and the interested shopper must indicate his choice to the keeper, who will bring it from a free-standing shelf in the back to be closely examined by the potential purchaser.





DOWNWIND

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



THE SEWERS OF SANCTUARY

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

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

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

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

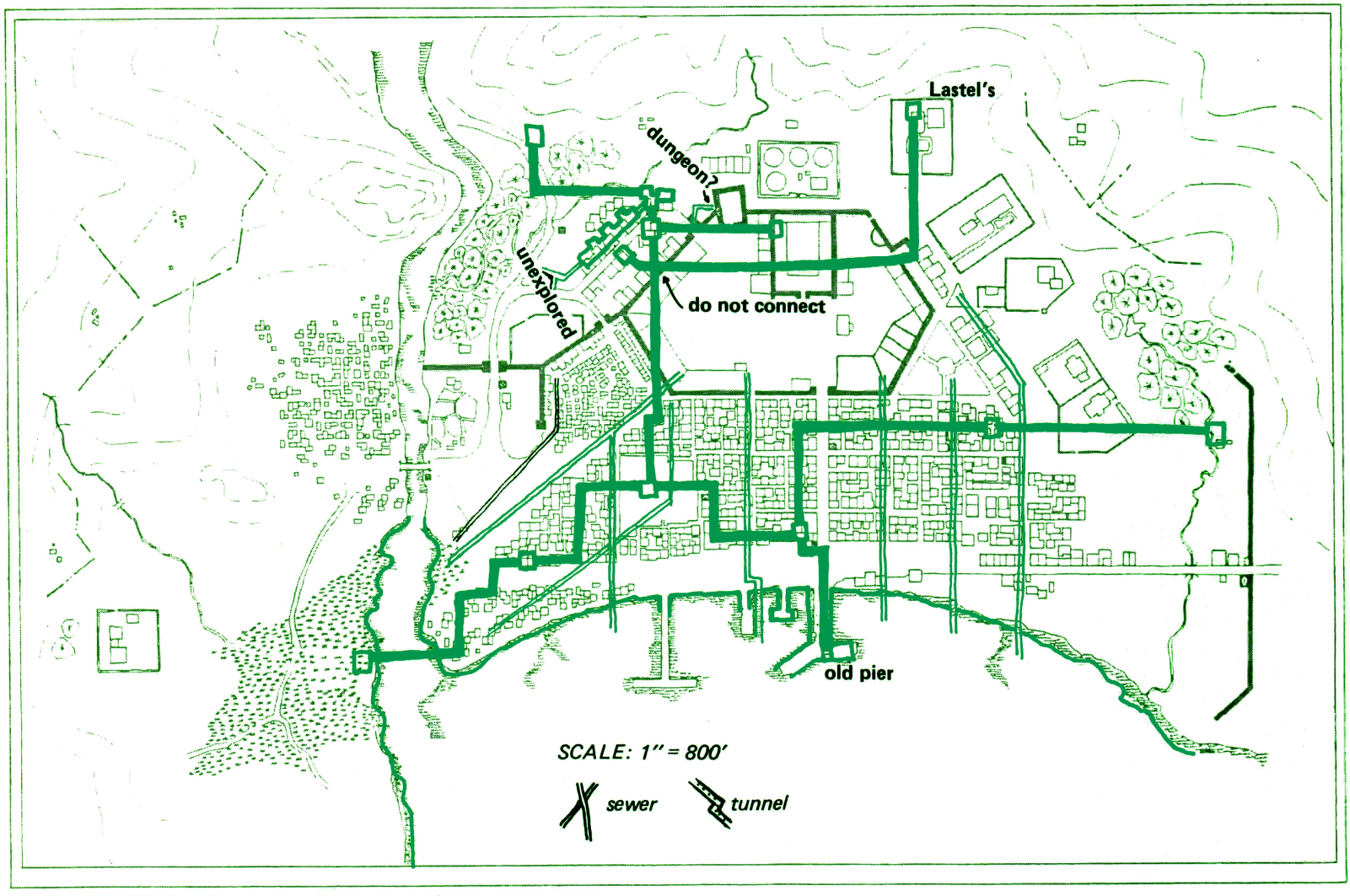
Since the Rankan conquest, more elements of the system have been blocked off or altered. Only one of these changes is shown on the map: the tunnel which now connects the villa of Lastel with the Lily Garden has been isolated from the rest of the network by the magics of Lythande.

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

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

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

--Steve Perrin





ROBERT L. ASPRIN'S
thieves' world

CHAOSIUM INC.

personalities of sanctuary

Dave Arneson
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Richard Snider
Greg Stafford
Ken St. Andre
Lynn Willis

Lythande



Jubal

ROBERT L. ASPRIN'S

thieves' world

personalities of sanctuary

The Third Book in the Thieves' World Adventure Pack

DAVE ARNESON
ERIC GOLDBERG
WES IVES
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GREG STAFFORD
KEN ST. ANDRE
LYNN WILLIS

A Chaosium Publication
1981

As an art, role-playing today perhaps most resembles music. The game designers are like composers, the game masters are like conductors, and the players are the members of the group whose music (actions) will make a symphony or a cacophony of the game. Fortunately, no game master is actually burdened with a hundred players—it is easier for a trio or quartet to reach satisfying harmonies.

With this Adventure Pack those harmonies should be reached quickly, for the Thieves' World anthology series provides a perfect setting for adventurers, and the anthologies are themselves the cross-fertilized products of a joint venture very similar to that of role-playing. We have striven to make useful every part of this Adventure Pack, and to make every useful part available.

Role-playing games are a cooperative and creative group effort.Many different points of view are blended together simultaneously, and imaginative experience is truly shared.

I would like to point out the people who deserve special thanks for their parts.

Bob Asprin and Lynn Abbey were very cooperative in lending their pet project to our mercies. We solicited additional writings from other contributors in order to flesh out details we felt important for role-playing, but which were not important for the stories (yet).

For instance, it was vital to have detailed descriptions for the city and its parts. Most of this work was done by Midkemia Press. That company is a pair of husband/wife teams who are writers, scholars, and gamers, and whose professionalism is apparent in what they do. Not only have they done much to make life in Sanctuary understandable and fun to play, but they also met their deadline with precision (editors reading this will appreciate the point). April and Steve Abrams did most of the city and area work, while Anita and Jon Everson did most of the interior detail work. Yurek Chodak is responsible for addition details and the plan of the Vulgar Unicorn, the Aphrodesia House, the sub-continent map, and several more.

The nine designers each are expert in the system to which they contributed. Five of the nine were the original designers of the respective systems! Each made many suggestions contributing to the fullness of the Adventure Pack.

Designers of other systems were invited to contribute, but either failed to supply stand-ins to do the work when they could not, or else failed to meet the deadline. Some game systems were ignored because of anachronistic difficulties, or because the system was relatively unknown at the time of invitation. We hope to update Thieves' World with new systems as appropriate over the years to come.

Eight companies besides Chaosium Inc. contributed to the project. To the observer who thumbs through these books, company participation may seem passive and unimportant, but each organization made efforts on behalf of this supplement beyond what could be expected.

Thieves' World has given me a good feeling from its conception to its completion. I hope some of that is conveyed to you as well.

—Greg Stafford

TABLE OF CONTENTS

(Illustration index is italicized)

Lythande ..... Front Cover
Jubal 1
Introduction 2
Personality Sketches 3
Introduction to Statistics 7
Hakiem 7
ADVANCED D&D™ 7
Cappen Varra 14
ADVENTURES IN FANTASY 15
Jamie the Red & Sikkintair 19
CHIVALRY & SORCERY® 20
Alten Stulwig 24
DRAGONQUEST 24
DUNGEONS & DRAGONS® 31
Molin Torchholder 33
Enas Yorl 38
THE FANTASY TRIP™ 38
Danlis 41
RUNEQUEST 42
Hanse Shadowspawn 47
TRAVELLER™ 50
Prince Kittycat 51
Walegrin 53
TUNNELS & TROLLS™ 54
Illyra and Dubro 57
Character Record Form 58
Samlor hil Samt 59
Scenario Ideas 60
Melilot 62
Index of Characters by Story 62
Time and Strategy 63
Kurd 63
Contributor Profiles 64
Myrtis ..... Back Cover
COMPLETE, ALPHABETIZED INDEX TO ALL THREE BOOKS ..... Back Cover

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Cover illustration is by Victoria Poyser. Steve Perrin, Greg Stafford, and Lynn Willis considered, negotiated, edited and otherwise assembled the Adventure Pack; Lynn Willis was responsible for its production with an assist from Charlie Krank and Yurek Chodak. Theresa Griffin set the type. This book was printed by Lompa Printing.

This book is printed in the United States of America.

PERSONALITY SKETCHES

Steve Perrin
Mary Beth Miller
Midkemia Press

The following list of general descriptions features major personalities from THIEVES' WORLD and TALES FROM THE VULGAR UNICORN. Many of the great and powerful of Sanctuary are passed by, simply because they have not been sufficiently described in the anthologies to give our contributors a handle on how to describe them in any game system. Most of these personalities are in the minor characters list following these thumbnail descriptions of the major characters. The Minor Characters list gives names and short descriptions of occupation or significance; we leave it to your active imaginations to flesh them out for your particular system.

Some of the major personalities listed die or otherwise depart Sanctuary in the course of the stories featuring them. They have been described because you, the gamesmaster, may prefer to be unhindered in either simulating the stories or changing the history of Sanctuary. Bourne might not be killed by the Prince, Masha might have to stay in Sanctuary, Smhee might survive, etc.

The Major Characters are in alphabetical order, as arranged in three groups.

The first group is the Prince and his Retinue and Officials. These are the invading Rankans who inhabit the Governor's Palace, plus a few city functionaries like Captain of the Guard Aye-Gophlan. These are the people you will meet if you move in government circles or run afoul of the law.

The second group is the residents of Sanctuary, the citizens and denizens who make up the majority of the picturesque population of Thieves' World. From such stalwart citizens as Melilot to the dregs of Jubal, they're all here. Also included in most of the descriptions is a generic description of Jubal's hirelings, the Hawkmasks.

The third group is the transients, the passersby who may or may not be in Sanctuary at any given time. Among them are Cappen Varra and Lythande, as well as caravan master Samlor hil Samt.

The Minor Characters list is strictly alphabetical. Note as well that the character names have not been put in bold type.

THE PRINCE, RETINUE, and OTHER RANKING OFFICIALS

Arman the Hell Hound — Arman is an arrogant younger son of a poor noble who did not have the temperament to become an officer. As a Hell Hound, he is the sort of policeman whose prisoners often die 'trying to escape, or are injured 'resisting arrest.' He follows Zalbar's orders with a calculated insolence just short of insubordination. Paradoxically, he is incredibly impressed with the Prince and willing to die for him. Arman is slim and wiry, with the distinctive Rankan nose he likes to look down.

—Robert Asprin, various stories, both volumes

Bourne — a large brown-haired man with a bushy beard and mustache; he is one of the Hell Hounds who stayed in Sanctuary with the others, but more ambitious to raise his social postition. This led him into political intrigue against the Prince. His role in the intrigue was discovered with the help of Hanse Shadowspawn, and Bourne was removed as a Hell Hound. He can be used as a subersive against the Prince (having escaped his death as a traitor) or a Hell Hound (having been reinstated).

—Andrew J. Offutt, 'Shadowspawn,' TW

Captain Aye-Gophlan — a local boy who made good by becoming an officer in the Rankan military guarding Sanctuary. As such, he is well below the Hell Hounds in rank and still retains most of the thief skills which brought him his commission. His post is the guard post at the corner of Processional Way (PR6). He is a seasoned veteran and quite loyal to the Prince because of his loyalty to the Empire. Aye-Gophlan is tall and burly, but running to seed. His pay is so low that he can only afford military dress, not civilian, so he will be found in armor whether on duty or not.

—John Brunner, 'Sentences of Death,' TW

Danlis — the daughter of a high born but poor nobleman and acts as lady-in-waiting and confidante/ancilla to Lady Rosanda, Molin Torchholder's wife. She is quite intelligent and loves to manipulate other's lives. Whenever possible, she acts to manipulate Molin, who is mostly unaware of her machinations, being thoroughly conditioned to believe in Rankan male supremacy. Danlis is tall and slender, the cold perfection of her features and alabaster skin belied by the grey eyes and golden hair.

—Poul Anderson, 'Gate of Flying Knives,' TW

Prince Kadakithis, Imperial Governor of Sanctuary — is slim, in his late teens, idealistic and enthusiastic. He is also intelligent and has excellent awareness of why he is where he is. He is quite fair, when it is possible. The Prince was given the nickname of Kittycat by those contemptuous of his diplomatic rather than tyrannical ways. His wife has sadistic tendencies, so he maintains several concubines as well.

—Robert Asprin, various stories, both volumes

Molin Torchholder — the high priest and temple architect of Savankala who was sent to Sanctuary with the Prince's retinue to build 'suitable' temples to the Rankan gods. He originally intended the new temples to surpass the Ilsig temples but due to various events he decreased his ambitions. He is extremely powerful, rich and dedicated to the glory of his pantheon. Molin is the perfect square-jawed, long nosed Rankan bureaucrat/priest.

—Lynn Abbey, 'The Face of Chaos,' TW

Quag — the oldest of the Hell Hounds and the most stolid. He follows orders as best he can and is best at jobs which do not need an active imagination. He is heavyset and unlikely to meet a difficulty with anything more subtle than a drawn sword.

—Robert Asprin, various stories, both volumes

Razkuli — the youngest of the Hell Hounds and an ardent follower of Zalbar. Both have an immediate answer for all obstuctions, the sword. Zalbar's postition of responsibility has tempered him, but Razkuli is impulsively violent. He is dark, slim, and very quick, and is particularly proud of his skills as an archer.

Robert Asprin, 'To Guard the Guardians,' VU

Tempus Thales — the newest Hell Hound and an enigmatic character dedicated to the Rankan god of war, Vashanka. He has been pledged to the god and can sometimes speak to Vashanka, usually to quarrel. He has been alive for a least three centuries, is a master of all weapons and was granted two gifts by the god—the ability to regenerate and the ability to mask his features so that he cannot be recognized. He hates Jubal the slaver and hunts Jubal's hawkmasks wherever he may find them. Even outside of Sanctuary, he despises all magicians. Because Tempus was sent to Sanctuary on a special commission by powerful interests in the capital, Zalbar has very little control over him. Tempus is 6½ feet tall and brutal-looking when he is not masking his features. Normally he has long blonde hair.

—Janet Morris, 'Vashanka's Minion,' VU

Walegrin the Mercenary — half-bother to Illyra the seeress. They both had the same father, a Rankan soldier who was cursed by the S'Danzo for seducing a S'Danzo woman. Walegrin feels himself cursed by the same curse and his luck is rarely better than 50/50, good and bad, even though Illyra feels this is nonsense. Walegrin is now wanted for deserting his post, but this may change when the results for his hunt for the formula for Enlibar steel become known. There is no trace of youth left in his features. He is tall and pale, his thick, sun-bleached hair braided into four braids bound by a bronze circlet. He cuts a *very* barbaric figure, and usually has at least one of his mercenary company with him.

—Lynn Abbey, 'The Fruit of Enlibar,' VU

Zalbar — captain of the Hell Hounds and a dedicated soldier with nothing but disdain for the city of Sanctuary and its citizens. He is scrupulously honest, not even letting his magically-induced love for Myrtis (see *Residents*) sway his judgements too far. Zalbar's square-jawed face underlines his honesty, and his height makes him well known, even among the uniformed Hell Hounds. Even Tempus is no taller.

—Robert Asprin, various stories, both volumes

RESIDENTS

Alten Stulwig — an apothecary, a physician-healer with a shop at WS2. He is not exactly an alchemist, for his knowledge is of plants, not of magical potions. He can be relied on for medical advice and most forms of drugs and poison antidotes. He doesn't mention his poison trade and will often attempt to have pretty matrons of the city pay him for his work with their favors rather than their money. Alten is about 35, of average looks. He is distinguishable on the street by his healer' tunic and the staff he bears, now charred about the tip.

—A.E. Van Vogt, 'The Dream of the Sorceress,' VU

Amoli — Mistress of the Golden Lily (Lily Garden) the second most powerful madam on the Street of Red Lanterns and the only contender for Myrtis' leadership. She keeps her girls dependent on her through their addiction fo *krrf* an expensive drug. She also, is addicted. This often leads her into contact with fairly rough types, since the drug is not easily obtained in any quantity. She is quick to correct anyone confusing her place with the Slippery Lily, a hellhole inside the Maze itself. Rumor has it that she actually owns both establishments, sending her broken-down girls to the Slippery Lily when they no longer meet the standards of the Lily Garden. Though in a tough trade and over 40, she has managed to keep much of her hard-edged beauty. Her major weaknesses are her addiction and a concern for respect. Threatening either will be met with immediate violence, supporting either will gain her assistance.

—Joe Haldeman, 'Blood Brothers,' TW

Dubro — the quiet, huge smith of the Bazaar who protects ILLYRA and does most of the repair work for the poor in the area. He has little opportunity for combat because he is so obviously big and strong that no one wants to fight him. He specializes in wheelrims, horseshoeing and housewares, but can repair weapons if necessary.

—Lynn Abbey, 'Face of Chaos,' TW, 'The Fruit of Enlibar,' VU

Enas Yorl — considered by some to be one of the three most powerful magicians in the Rankan Empire. He can only be identified by his red, glowing eyes, since he is under a curse which causes him to change shape at unknown but fairly frequent intervals (some say once or more a day). He is seen only in voluminous robes and is a good source of information regarding anything in Sanctuary he's interested in. He has been alive for centuries and is not a fighter but is very quick with his spells. He lives in a palatial residence below Pyrtanis Street in the Jeweler's Quarter. It is reported to be guarded by Basilisks.

—John Brunner, 'Sentences of Death,' TW

Hakiem — the storyteller is an excellent storyteller, a master of his craft. Old and wizened, he is not a threat to anyone and is universally tolerated, at least in the Bazaar and the poorer areas of the city. However, as his employer JUBAL points out, people often forget that one who talks so much can also hear, making Hakiem a valuable spy. He frequents the Bazaar, selling his stories for coppers to whomever will listen. He can also be found at the large wharf when he is not chased off by the fishermen, who think he steals.

Robert Asprin, 'Hakiem's Tale,' TW and others

Hanse Shadowspawn — a young, superbly skillful thief, often seen in the Maze. He is of average height, is wiry and has dark hair and eyes. He always dresses in dark clothing and has a half-dozen or more weapons squirreled about his body. A master skulker and slitherer, he can rob from the most vigilant without being caught, but will not fight unless forced to.

—Andrew J. Offutt, 'Shadowspawn,' TW; Shadows Pawn,' VU

Illyra — a half-S'Danzo seeress and diviner. Her magic only reads the past and future, and she has no other magical abilities. She is young and something of an outcast because the other locals don't trust the S'Danzo gypsies and the S'Danzo don't trust the half-breeds. She seems to have inherited the S'Danzo scrying abilities in full. Her divinations always give indications of the future but not absolute predictions. She is the only known S'Danzo who can accurately predict the near-future. She works in the Bazaar and lives with Dubro the smith. She never goes out in public without the heavy makeup and voluminous skirts of a S'Danzo crone, but she is actually young, lithe and vibrant. She is dark-haired and swarthy-skinned like all S'Danzo.

—Lynn Abbey, 'The Face of Chaos,' TW; —'The Fruit of Enlibar,' VU

Hawkmasks — Jubal's strongarm crew of conscienceless mercenaries is responsible for much of his power in Sanctuary. These men and women wear blue hawkmasks when on business so that they cannot be positively identified. They are well-paid, are the finest sellswords Jubal's money can buy, and their morale is high. The average citizen (or even city guardsman) steps aside when a hawkmask swaggers by.

Jubal — black-skinned master of the criminal world of Sanctuary, former slave and gladiator. He is master of almost any common weapon and a few that are not so common. Jubal rose from being an extraordinary if common thief to master of nearly all the illegal and a few legal activities in Sanctuary. He maintains a force of cutthroats hidden in blue hawk masks to do his dirty-work. They are referred to as the Blue Hawks or Hawkmasks. Although almost fifty years old, he is still a match for almost anyone in a fight and is willing to do his own work if need be. He is the unofficial Mayor of Sanctuary, and maintains an extensive network of spies throughout the city. He is the major *krrf* supplier for Amoli. One of the few blacks in Sanctuary, his massive height and worldly bearing would set him apart in a similarly hued crowd.

—Robert Asprin, 'The Price of Doing Business,' TW; 'To Guard the Guardians,' VU

Kemren the Purple Mage — a very powerful mage originally from Sharranpip, who lives (although many now say he's dead) on the island of Shugthee in the White Foal River west of Sanctuary. His massive treasure is accessible only through hidden paths guarded by giant bengil crabs, giant poisonous spiders whose venom has no known antidote, and other nasty monsters. Many claim to have methods or maps for gaining entrance, but few, if any, do. He is never seen in Sanctuary. All of his contacts are through his savage Raggah servants.

—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Kurd — the vivisectionist. An immigrant from Ranke, driven out of there by Zalbar the Hell Hound, who took offense to his use of slaves for his experiments. He is a man of vision and, lacking modern equipment, simply cuts people apart to see how they tick, all with the ostensive goal of furthering medical knowledge. Kurd is about fifty, his cadaverous body shows the neglect in clothes and grooming of a man dedicated to his avocation; his skeletal fingers have a quick dexterity.

—Robert Asprin, 'To Guard the Guardians,' VU

Masha zel-Ineel — a short, wiry woman, a good midwife who resents having to pay half her fee to a doctor who sits in the outside room and gives advice if anything goes wrong. She also makes false teeth and jewelery. Masha lives in the Maze with her mother Wallu, her ever-drunk husband Eevroen, and her two little girls, Kheem and Handoo. Originally, her parents were fairly affluent merchants, but they went broke when the caravans stopped coming to Sanctuary regularly and Masha sank to the level she is now in. She has managed to keep her higher-class good looks throughout her downfall.

—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Master Melilot — a fat, dark, greasy eunuch specializing in forgery, blackmail and translations. By blackmail and deceit, he has become the foremost scribe in the city, making his own paper and employing some score of translators who can translate all known tongues. Thanks to previous services rendered the Governor, he is also scribe by appointment to the Governor of Sanctuary. His scriptorium is located at PR1.

—John Brunner, 'Sentences of Death,' TW

Mizraith — one of the most powerful mages in Sanctuary. He is an old man who rarely ventures from his home. He is amoral by society's standards, but will make deals and usually keep them. Mizraith depends on long, semi-permanent spells and curses, which he maintains by tapping the powers of lesser mages. He has three sons, Stefab, Nesteph, Marype, whom he's training in the family business. Marype, however is the youngest and chafes at the pace of training. He is covertly dealing with Mizraith's main rival, Markmor.

—Joe Haldeman, 'Blood Brothers,' TW

Myrtis — the most powerful madame on the Street of Red Lanterns and its uncrowned Queen. She runs the Aphrodisia House, the classiest bordello in Sanctuary. She is as old as LYTHANDE and is kept young through Lythande's arts. The only sign of her age is her grey hair. She is very protective of her girls, particularly the younger ones who are not yet working in rooms. Myrtis no longer sleeps with her customers, except perhaps once with Zalbar the Hell

Hound. She is also the mistress of the tunnels which run beneath the walls of Sanctuary.

—Christine DeWees, 'Myrtis,' TW
Marion Zimmer Bradley, 'The Secret of the Blue Star,' TW

One-Thumb — the proprietor of the Vulgar Unicorn, a rowdy and popular tavern located in the middle of the Maze, across from the ruins of Heqt's temple. One-Thumb is a large, heavy man whose lack of half a thumb gave rise to his name. He leads a double life, unknown to any but Mizraith (see above, Mizraith maintains a spell on One-Thumb that will cause anyone killing him to burn for eternity). As Lastel, his alter-ego, he maintains a very rich residence above the Jeweler's Quarter, which connects by tunnels with the Lily Garden (also called the Golden Lily) run by Amoli (see above). As Lastel, he socializes and connives with the wealthy merchants of Sanctuary; as One-Thumb, he keeps an eye on the doings of the lower-classes. He often supplies Amoli with the *krrf* she needs and deals in other illegalities, including occasional assassinations.

—Joe Haldeman, 'Blood Brothers,' TW

TRANSIENTS

Cappen Varra — the minstrel is known (some say jokingly) as the 'only honest man in Sanctuary.' He is slim and wiry, with long dark hair and blue eyes, a romantic lad attempting to find his fortune without spending too much effort to maintain it. His poetry and music are his greatest skills but his rapier is not to be sneered at. He has also been gifted with an amulet which may give him protection against magic if he can say three truths about the originator of the magic. Sanctuary has a strange attraction for Cappen, and he will often leave, only to return several months later. He is originally from the city of Caronne, and has as big a weakness for beautiful women as they do for him. He is a good minstrel, but would rather flirt than work. He is a drinking buddy of JAMIE THE RED.

—Poul Anderson, 'Gate of Flying Knives', TW

Cime — the harlot assassin, has old grey eyes, a figure thickening a touch past youth, and silver shot hair. She is the sister/lover of TEMPUS. Once they were young and in love. Then gods and archmages and vengeance rode into their lives and for over a hundred years they have been without love, he in the service of a god and she in that of revenge. Cime is bound by a vow. Her secret is that she may own no debts and take nothing except she pay for it. Her sole goal in life is to slay sorcerers. That is all she does. She would love Tempus again but believes they have hurt past love and that his god has damned him.

—Janet Morris, 'Vashanka's Minion',' VU

Jamie the Red — is a tall, square shouldered, nordic barbarian from the Northern Mountains, whose hair gave rise to his nickname. He maintains an apartment in the Jeweler's Quarter where his two women live (of whom he is quite jealous). He is usually ready for a brawl or a drink, depending on his mood. Although appearing initially dumb, he has some education from the court of the mountain king, his father. His rank at home is equivalent to Highland Chief.

—Poul Anderson from a description by Gordon Dickson, 'Gate of Flying Knives,' TW

Jarveena — of Forgotten Holt, a thin dark-haired girl with many visible and some invisible scars, who worked for MASTER MELILOT when she first came to Sanctuary. Her younger years were spent seeking revenge on those who sacked and burned her home in the village of Holt. This she found with the help of ENAS YORL. She is a bright girl with a quick wit and a realistic view of the world. She now acts as a roving representative of Master Melilot and other Sanctuarian merchants.

—John Brunner, 'Sentences of Death,' TW

Lythande — a tall, slender, grey-haired priest of the Sect of the Blue Star. She rarely uses her powers openly but is capable of any known magic through the use of the blue star tatooed on her forehead. She must hide the fact that she is female, for if anyone discovers the fact, her power becomes theirs. She has sworn never to eat or drink in front of men and substitutes smoking tobacco, marijuana, or whatever else instead.

Marion Zimmer Bradley, 'The Secret of the Blue Star,' TW

Samlor hil Samt — a merchant with the tricky profession of caravan master. During his career he has become a first-rate fighter and minor magician. He is relatively honest and totally ruthless. He travels to Sanctuary only rarely, preferring to ply the more profitable caravan route through the mountains. Samlor is broadfaced, broadly built, and pale, perpetually sunburned and never tanning.

—David Drake, 'Goddess,' VU

Smhee — a minor priest of the foreign goddess, Weda Krishtawn, seeking the PURPLE MAGE for forsaking the goddess. He is easily recognized by his stench, which is due to the rancid butter covering his entire body (a religious rite). He is a short man with thin arms and legs, but a butterball of a body. He can be found almost anywhere in Sanctuary, usually surrounded by people rapidly moving away from him! Smhee's real name, totally unknown in Sanctuary is Rhandee Ghee. He lives outside the Maze in the Diving Bird Tavern and never lacks for cash. Over the years he has become a skilled assassin.

—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

MINOR CHARACTERS

Ahloo shik Mhanukhee — a rich merchant of Sanctuary.

—Philip Jose Farmer, 'Spiders of the Puple Mage,' VU

Ambutta — a young girl who carries messages for MYRTIS.

—Christine DeWees, 'Myrtis,' TW

Antelope — young son of the S'Danzo seer MOONFLOWER.

—Andrew J. Offut, 'Shadows Pawn,' VU

Athavul — a young thief who always dresses in black. He is cocky and about as subtle as hives.

—Andrew J. Offutt, 'Shadows Pawn,' VU

Bercy — a young girl bespelled by RABBEN HALF-HAND to find out LYTHANDE'S secret of power.

—Marion Zimmer Bradley, 'The Secret of the Blue Star,' TW

Blind Jacob — a fruit seller in the Bazaar. Although he is evidentally completely blind, his fruits are of the best, even occasionally including the famed Enlibar oranges. This is due to his multitude of contacts with the merchants in Sanctuary who take care to see he is happy. Jacob's very successful sideline is blackmail, for which he maintains a virtual army of urchins who spy for him.

—Lynn Abbey, 'The Fruit of Enlibar,' VU

Butterfly — a housemate of JAMIE THE RED.

—Poul Anderson, 'Gate of Flying Knives,' TW

Corellia — the Heart of Sabellia, one of the few female inquisitors for the canonical courts of Molin Torchholder.

—Lynn Abbey, 'Getting Busted in in Sanctuary', Book 2

Coricidius — the Prince's Vizier, carries the jade copy of the seal of the governor. He is the overseer of the town's trade, and is assiduous in combing the town for violators of the tariff laws. He hates his end-of-the-road position and takes it out on the town. He can be distinguished by the perpetual sneer on his lips.

—Lynn Abbey, 'Palm Greasing:,' Book 2

Corlas — the camel dealer maintains an office in his home, set against the wall of the Bazaar that borders the Governor's Palace. His tendency to keep ailing or very young camels in his back rooms is not particularly appreciated by his neighbors. Happily for him, Corlas lacks a sense of smell, which may account in part for his true love of his camels. He keeps most of his stock in the animal pens along the White Foal River; his camels are quality stock and command a good price. One of his major customers is Caravan Master SAMLOR HIL SAMT (see Major Characters).

—Andrew J. Offutt, 'Shadowspawn', TW

Cusharlain— the customs inspector and friend of Shive the Changer and in the pay of the League of Changers (fences). He is a good source of information about the goings-on in the lower-class areas of the city.

—Andrew J. Offutt, 'Shadowspawn', TW

Cylene — a prostitute at the Aprodisia House, and one of MYRTIS' most trusted girls.

—Christine DeWees, 'Myrtis', TW

Dyon — a young novitiate priest of Ils. Crippled from birth, he was left with the temple by his poor parents and raised by the church. He is extremely devout and unworldly. He delights in running errands for the Temple heirarchy and is slowly being introduced to the Temple secrets.

—Lynn Abbey, unpublished source

Enoir — servantmaster for LASTEL.

—Joe Haldeman, 'Blood Brothers', TW

Eevroen — alcoholic husband of MASHA.

—Philip Jose Farmer, 'Spiders of the Purple Mage', VU

Gage — tongueless eunuch belonging to AMOLI.

—Joe Haldeman, 'Blood Brothers', TW

Gelicia — the madame of the House of Mermaids, a prosperous and exotic house on the Street of Red Lanterns. She is a supporter of MYRTIS, the leader of the madames on the street, and is always on the lookout for new and unusual talents.

—Andrew J. Offutt, 'Shadowspawn', TW

Gonfred — the only honest goldsmith in town.

—Lynn Abbey, 'The Fruit of Enlibar,' VU

Gordonesh — Archpriest of Ils in Sanctuary. This worthy patriarch is old and almost

senile. He is rarely seen on the streets, working entirely through his High-Flamen, Hazroah. After the events of 'The Gate of Flying Knives,' he relied on Mikon, a Flamen who dabbles in sorcery and rabble-rousing.
—Lynn Abbey, unpublished source

Haakon — a sweets vendor in the Bazaar, popular with the vendors as well as buyers.
—Lynn Abbey, "Fruit of Enlibar', VU

Hadoo — three year old daughter of MASHA ZIL-INEEL.
—Philip Jose Farmer, 'Spiders of the Purple Mage', VU

Hazroah — High-Flamen of the temple of Ils
—Poul Anderson, 'Gate of Flying Knives', TW

Honald the Gatekeeper — this man and his family control entry into the Governor's Palace. He is the man to bribe if you need access to the grounds, and again to bribe if you'd rather no one else knew about it. He is Ilsig, and doesn't much care who goes in or out, as long as he is paid.
—Lynn Abbey, 'Palm Greasing:,' Book 2

Jutu Stulwig — a herbal healer murdered mysteriously four years before. Believed to have been killed by VASHANKA. Father of ALTEN STULWIG.
—A.E. Van Vogt, 'The Dream of the Sorceress,' VU

Kalem — a huge eunuch employed as bodyguard and bouncer at the Lily Garden.
—Joe Haldeman, 'Blood Brothers,' TW

Kheem — five year old daughter of MASHA.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Kilite — The Rankan Emperor's chief adviser.
—Robert Asprin, 'Introduction,' TW

Kodrix — the Cirdonian noble family of which SAMLOR HIL-SAMT and SAMLANE are members.
—David Drake, 'Goddess,' VU

Lady Rosanda — Molin Torchholder's scatterbrained wife, and is not above accepting flirtations from goodlooking men. She is blonde and zoftig, the perfect Rankan ornamental consort.
—Poul Anderson, 'Gate of Flying Knives,' TW

Light of Pearl — a housemate of JAMIE THE RED.
—Poul Anderson, 'Gate of Flying Knives,' TW

Lirain — one of the seven concubines of PRINCE KADAKITHIS. Discovered as a plotter against the Prince through information supplied by SHADOWSPAWN.
—Andrew J. Offutt, 'Shadowspawn,' TW

Looza — a neighbor of MASHA'S.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Lu-Broca — the Major-Domo, the man to see to arrange legitimate interviews, or to be smuggled into the Palace itself. He, too, is Ilsig, and has been in Sanctuary since before the Rankans arrived. He has keys for locks the Rankans never heard of.
—Lynn Abbey, 'Palm-Greasing:,' Book 2

Lycansha — a CADITE prostitute in the HOUSE OF MERMAIDS.
—Andrew J. Offutt, 'Shadowspawn,' TW

Malm — one of WALEGRIN'S lieutenants.
—Lynn Abbey, 'The Fruit of Enlibar,' VU

Markmor — a magician considered by MIZRAITH to be the second most powerful sorcerer in Sanctuary.
—Joe Haldeman, 'Blood Brothers,' TW

Marype — youngest and most ambitious son of the sorcerer MIZRAITH. Secret conspirator with MARKMOR.
—Joe Haldeman, 'Blood Brothers,' TW

Medes — The Fist of Vashanka, an inquisitor for the canonical court of MOLIN TORCHHOLDER.
—Lynn Abbey, 'Getting Busted in Sanctuary,' Book 2

Mernorad, Doctor — a doctor who attended the pregnancy of SAMLANE, wife of REGLI.
—David Drake, 'Goddess,' VU

Mignureal — thirteen year old daughter of S'Danzo seer MOONFLOWER; diminuitive for it is Mignue.
—Andrew J. Offutt, 'Shadows Pawn,' VU

Mikkun — a successful meat merchant with a wide clientele.
—Christine DeWees, 'Myrtis,' TW

Moonflower — the only full S'Danzo who still befriends ILLYRA. She is a competent fortuneteller, though not as accurate as Illyra, and cannot predict the near future. She supports her husband and several children with her fortunetelling; unlike Illyra, Moonflower has the full bulk of a proper S'Danzo crone. SHADOWSPAWN often consults her.
—Lynn Abbey, 'The Face of Chaos,' TW

Mor-Am and Moria — a brother-sister team of sell-swords employed by JUBAL.
—Robert Asprin, 'The Price of Doing Business,' TW; 'To Guard the Guardians,' VU

Mungo — a street urchin. A leader of vendettas and gang wars.
—Robert Asprin, 'The Price of Doing Business,' TW

Nadeesha, Doctor — a doctor specializing in diesases of the rich. Often employs MASHA as a midwife.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Nemis — a herbal healer sometimes recommended by ALTEN STULWIG.
—A.E. Van Vogt, 'The Dream of the Sorceress,' VU

Nestaph — one of the three sons of the sorcerer MIZRAITH.
—Joe Haldeman, 'Blood Brothers,' TW

Rabben the Half-Handed — a magician and BLUE STAR adept who is so named because he is missing 2½ fingers from a duel with LYTHANDE.
—Marrion Zimmer Bradley, 'The Secret of the Blue Srtar,' TW

Ran-tu — leader of the street urchins and a pickpocket himself. He frequents the Bazaar and can also be found in Westside or the Maze. He frequently offers to guide visitors for a price.
—Robert Asprin, 'Introduction,' TW

Rashan — The Eye of Savankala, an inquisitor for the temple of Savankala under MOLIN TORCHHOLDER.
—Lynn Abbey, 'Getting Busted in Sanctuary,' Book 2

Regli — Rankan aristocrat, current Master of the Scrolls in Sanctuary, husband of SAMLANE. Young, foppish, self-important, and totally lacking in the courage and fortitude which made the Rankan Empire paramount on the continent.
—David Drake, 'Goddess,' VU

Rost-Revenant — the Governor's Adjudicator, carries the amber seal of the Governor and hears most of the civil court cases brought before the Prince. He also attends all capital punishments to be sure they are carried out correctly. He is known as incorruptible and very busy. His scribes, clerks, provosts, etc. do not share the reputation, though he tries to keep an eye on them.
—Lynn Abbey, 'Getting Busted in Sanctuary,' Book 2

Runo — one of WALEGRIN'S lieutenants, murdered in the Maze.
—Lynn Abbey, 'The Fruit of Enlibar,' VU

Saliman — Chief lieutenant to JUBAL and master of his espionage force.
—Robert Asprin, 'The Price of Doing Business,' TW

Samlane — Cirdonian noblewoman, sister of SAMLOR HIL-SAMT and wife of REGLI.
—David Drake, 'Goddess,' VU

Shive the Changer — one of the better-known moneylenders, pawnbrokers and fences in the Bazaar. He is one of the members of the League of Changers and is on good terms with CUSHARLAIN, the customs inspector.
—Andrew J. Offutt, 'Shadowspawn,' TW

Shkeedure sha-Mizl — a rich farmer living several hours journey outside the city.
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

Shmurt — caretaker of the tenement that MASHA lives in. Very protective and concerned about strangers entering the building.
—Philip Jose Farmer, 'Spider of the Purple Mage,' VU

Stefab — One of the three sons of the sorcerer MIZRAITH.
—Joe Haldeman, 'Blood Brothers,' TW

Stilcho — Master of the Equerry, goes beyond his nominal duties as stable master to run a thorough spy network throughout the Palace grounds. If you want to know what's happening, or to cause something to happen, nudge Stilcho.
—Lynn Abbey, 'Palm-Greasing:,' Book 2

Taya — one of PRINCE KADAKITHIS' concubines. She is young, beautiful and bored and although always accompanied by at least one guard, is not above picking up a goodlooking man for an evening.
—Andrew J. Offutt, 'Shadowspawn,' TW

Terryle — the Tax Collector, the man who collects all the non-tariff taxes. He is the possessor of the unicorn-horn seal, and is perhaps the most detested man in Sanctuary.
—Lynn Abbey, 'Palm-Greasing:,' Book 2

Thrusher — One of WALEGRIN'S lieutenants.
—Lynn Abbey, 'The Fruit of Enlibar,' VU

Two Thumb — a bartender who replaced ONE-THUMB in the Vulgar Unicorn when he disappeared. He is also known as BUBOE.
—Lynn Abbey, 'The Fruit of Enlibar,' VU

Wallu — fifty year old mother of MASHA
—Philip Jose Farmer, 'Spiders of the Purple Mage,' VU

INTRODUCTION TO THE STATISTICS

The game system statistics are given alphabetically by game system. All the ADVANCED DUNGEONS & DRAGONS® statistics are before the Adventures in Fantasy statistics which are before the Chivalry & Sorcery® statistics, and so on. Within each game system section there are short essays explaining how to adapt Thieves' World to that particular system, followed by character descriptions. Each set of character descriptions is arranged in three sections: Prince, Retinue, and Officials, followed by Residents of the city, in turn followed by Transients in the city.

Most of the systems also describe some of the more prominent monsters and gods of Sanctuary, for those of your players who want to brave the Sikkintairs with Jamie the Red, to steal away the treasures of the Purple Mage, or to dare the bed of Azyuna.

Not all the included systems depict the same characters or the same number of characters in their statistics. What was or what was not useful for the game was a decision left to the authors; we did not dictate a particular list of characters. For this reason, as well as for the intrinsic interest of the many prefacing and appended notes, we strongly suggest that gamemasters thumb through all of this book. This material was prepared by some of the keenest minds in role-playing—GMs will discover useful ideas on almost every page.

In the Appendices is a list of the stories from THIEVES' WORLD and TALES FROM THE VULGAR UNICORN, giving the author and noting what characters first appeared in what story. Many characters, of course, also appeared in subsequent stories, but this list will help any gamemaster intent on his or her own research into the byways of Sanctuary.



Hakiem

ADVANCED D&D™

Lawrence Schick

In general, the world of Sanctuary is very similar to most AD&D™ worlds. The character classes are evident everywhere: fighters abound, in the service of prince and crime lord; thieves lurk in every shadow; awesome magic-users manipulate tremendous forces; clerics enjoy direct connections with their gods, and receive aid and instructions therefrom. It is well-known that magic weapons and armor exist, and that magic amulets can protect you from evil influences. There are portals to other planes. The very city is undermined by a honeycomb of dungeon passages.

The only real rules problem area is in grafting the AD&D™ magic system onto Thieves' World. This is made harder by the fact that there is no consistent magic system in the stories themselves. Enas Yorl's magic of object activity does not mesh with Mizraith's magic of sustained charms, which does not mesh with Lythande's magic of drawing upon the collective knowledge and power of the Blue Star Order, which does not mesh with the Purple Mage's magic of mechanical similarity. (Not to mention the S'Danzo seer or clerical magic.)

There are two ways for a referee using the AD&D™ system to handle this dilemma: the DM can try to invent a variant system to handle each of these various magics, or the DM can simply lay the framework of AD&D™ spellcasting over the abilities of the various characters, and adjust where absolutely necessary. For the sake of ease and uniformity, the statistics herein were prepared using the latter method. This is not to discourage anyone with the time and inclination from actually working out the different magic systems. However, new systems cannot be recommended for use by player characters until they have been extensively playtested with NPCs.

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AD&D™ *Players Handbook, Monster Manual, Dungeon Masters Guide,* DEITIES & DEMIGODS™ Cyclopedia; TSR Hobbies, Inc., P.O. Box 756, Lake Geneva, Wisconsin, 53147.

□ □ PRINCE, RETINUE and OFFICIALS □ □

ARMAN (Hell Hound)

STRENGTH: 18/15 (+1, +3)
INTELLIGENCE: 14
WISDOM: 9
DEXTERITY: 16
CONSTITUTION: 17
CHARISMA: 13
ARMOR CLASS: 2 (chain mail and dex bonus)
MOVE: 9"
HIT POINTS: 50
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 (+3) or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful neutral (tending toward evil)
CLERIC/DRUID: Nil
FIGHTER: 6th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
Attack/Defense Modes: Nil

AYE-GOPHLAN (Captain of the Guard)

STRENGTH: 12
INTELLIGENCE: 11
WISDOM: 12
DEXTERITY: 15
CONSTITUTION: 15
CHARISMA: 10
ARMOR CLASS: 5 (scale mail and dex bonus)
MOVE: 9"
HIT POINTS: 25
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: 4th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: 7th level thief
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

BOURNE (Hell Hound)

STRENGTH: 16 (0, +1)
INTELLIGENCE: 13
WISDOM: 9
DEXTERITY: 14
CONSTITUTION: 16
CHARISMA: 14
ARMOR CLASS: 5 (chainmail)
MOVE: 9"
HIT POINTS: 35
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 (+1) or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral evil
CLERIC/DRUID: Nil
FIGHTER: 5th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

DANLIS

STRENGTH: 8
INTELLIGENCE: 18
WISDOM: 13
DEXTERITY: 14
CONSTITUTION: 14
CHARISMA: 16
ARMOR CLASS: 10
MOVE: 12"
HIT POINTS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful good
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

KADAKITHIS (Prince of the Rankan Empire, Governor of Sanctuary)

STRENGTH: 11
INTELLIGENCE: 17
WISDOM: 12
DEXTERITY: 15
CONSTITUTION: 12
CHARISMA: 13
ARMOR CLASS: 9 (4 when outfitted for combat)
MOVE: 12" (9")
HIT POINTS: 12
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful good
CLERIC/DRUID: Nil
FIGHTER: 2nd level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

MOLIN TORCHHOLDER

STRENGTH: 14
INTELLIGENCE: 16
WISDOM: 17
DEXTERITY: 12
CONSTITUTION: 16
CHARISMA: 15
ARMOR CLASS: 10
MOVE: 12"
HIT POINTS: 40
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful neutral
CLERIC/DRUID: 8th level cleric
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILTIY: Nil
Attack/Defense Modes: Nil

He reserves spell-casting for serious or emergency situations, but he has been known to use Divination and Bestow Curse.

QUAG (Hell Hound)

STRENGTH: 15
INTELLIGENCE: 14
WISDOM: 16
DEXTERITY: 15
CONSTITUTION: 16
CHARISMA: 10
ARMOR CLASS: 4 (chain mail and dex bonus)
MOVE: 9"
HIT POINTS: 43
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful neutral (tending toward good)
CLERIC/DRUID: Nil
FIGHTER: 5th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

TEMPUS (Hell Hound)

STRENGTH: 17 (+1, +1)
INTELLIGENCE: 18
WISDOM: 16
DEXTERITY: 18
CONSTITUTION: 19
CHARISMA: 15
ARMOR CLASS: 1 (chain mail and dex bonus)
MOVE: 9"
HIT POINTS: 90
NO. OF ATTACKS: 2
SPECIAL ATTACKS: +3 long sword
SPECIAL DEFENSES: Regeneration
SIZE: M
ALIGNMENT: Neutral evil
CLERIC/DRUID: Nil
FIGHTER: 15th level fighter
MAGIC-USER/ILLUSIONIST: See below
THIEF/ASSASSIN: Nil

DAMAGE/ATTACK: 1-8 (+4) or by weapon type
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Tempus regenerates damage (at a rate of 1 hit point per round), and he ages very slowly, if at all. Furthermore, Vashanka may actually help Tempus indirectly if the Hell Hound is caught in a tight spot, and if it serves the god's purposes.

Tempus is over 350 years old, and among other things he has been a general, a philosopher, and a magic-user. (He still retains the knowledge of a few simple spells, such as a selective version of the illusionists' spell Change Self.)

WALEGRIN

STRENGTH: 17 (+1, +1)
INTELLIGENCE: 14
WISDOM: 11
DEXTERITY: 15
CONSTITUTION: 17
CHARISMA: 14
ARMOR CLASS: 6 (studded leather and dex bonus)
MOVE: 9"
HIT POINTS: 41
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 (+1) or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: 4th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

ZALBAR (Captain of the Hell Hounds)

STRENGTH: 18/30 (+1, +3)
INTELLIGENCE: 14
WISDOM: 16
DEXTERITY: 17
CONSTITUTION: 18
CHARISMA: 15
ARMOR CLASS: 2 (chain mail and dex bonus)
MOVE: 9"
HIT POINTS: 75
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-8 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful neutral (tending toward good)
CLERIC/DRUID: Nil
FIGHTER: 8th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

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ALTEN STULWIG

STRENGTH: 11
INTELLIGENCE: 14
WISDOM: 13
DEXTERITY: 12
CONSTITUTION: 15
CHARISMA: 11
ARMOR CLASS: 10
MOVE: 12"
HIT POINTS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Though Stulwig has no adventurer's abilities to speak of (aside from an untrained talent in staff-fighting), he has a vast knowledge of herbs and drugs, combining the botanical knowledge of a sage with the potion-making skills of an alchemist. There is a 50% chance that he can make any sort of health-altering concoction desired (beneficial or baneful). The cost may be high, and Stulwig often requires payment in services rather than money. He cannot create magical potions without the help of a spell-caster.

AMOLI

STRENGTH: 9
INTELLIGENCE: 16
WISDOM: 13
DEXTERITY: 16
CONSTITUTION: 14
CHARISMA: 15
ARMOR CLASS: 8 (dex bonus)
MOVE: 12"
HIT POINTS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful evil
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

DUBRO (the Smith)

STRENGTH: 18/77 (+2, +4)
INTELLIGENCE: 9
WISDOM: 10
DEXTERITY: 16
CONSTITUTION: 18
CHARISMA: 10
ARMOR CLASS: 8 (dex bonus)
MOVE: 12"
HIT POINTS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-5 (+4) or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral good
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

ENAS YORL

STRENGTH: Varies
INTELLIGENCE: 18
WISDOM: 14
DEXTERITY: Varies
CONSTITUTION: Varies
CHARISMA: Varies
ARMOR CLASS: Varies, usually 10 (but see below)
MOVE: Varies, usually 12"
HIT POINTS: 25 (plus or minus 1-10 points)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4, usually
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
SIZE: M (most of the time)
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: 18th level magic-user
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Enas Yorl has several familiars, including a black cat, a crow, and probably a pseudo-dragon. As an 18th level wizard, Enas Yorl has access to many spells, and typically carries at least the following spells:

Magic Missile (x3)
Stinking Cloud
Hold Person
Teleport
Globe of Invulnerability
Limited Wish
Mass Charm
Kill
Invisibility
Dispel Magic
Fear
Cone of Cold
Geas
Polymorph any object
Power Word

Enas Yorl lives in a large subterranean palace, protected by tame basilisks, Guards and Wards, traps, and liberal use of

Distance Distortion. There is a tunnel connecting his underground lair with a tower overlooking the bay.

(The DM should assume that Enas Yorl is equipped with magic items of a number and kind appropriate to a very high level magic-user. In particular, he should have many protective devices and charms. Choose whatever is most suitable, remembering that these items may fall into the hands of player characters).

HAKIEM (the Storyteller)

STRENGTH: 9
INTELLIGENCE: 16
WISDOM: 13
DEXTERITY: 15
CONSTITUTION: 12
CHARISMA: 9
ARMOR CLASS: 9
MOVE: 12"
HIT POINTS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

HANSE, or SHADOWSPAWN

STRENGTH: 15
INTELLIGENCE: 18
WISDOM: 13
DEXTERITY: 18
CONSTITUTION: 16
CHARISMA: 17
ARMOR CLASS: 4 (leather armor and dex bonus)
MOVE: 12"
HIT POINTS: 50
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: 9th level thief
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Hanse's thieving skills are considerable, as he has a natural talent, and he was taught by just about the finest thief in Thieves' World. What he lacks is a great deal of experience. He is usually armed to the teeth with daggers great and small. Most of these are balaced for throwing, and Hanse can throw them with great accuracy. (Remember also that his dexterity gives him +3 to hit with missiles.)

Thieving Abilities:

Pick Pockets. 80%	*Hide in Shadows: 66%*
Open Locks: 77%	*Hear Noise: 30%*
Find/Remove Traps: 65%	*Climb Walls: 98%*
Move Silently: 80%	*Read Languages: 10%*

HAWKMASK (average)

STRENGTH: 15
INTELLIGENCE: 12
WISDOM: 11
DEXTERITY: 14
CONSTITUTION: 15
CHARISMA: 11
ARMOR CLASS: 6 (studded leather and shield)
MOVE: 9"
HIT POINTS: 20
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Varies, but never good
CLERIC/DRUID: Nil
FIGHTER: 3rd level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: See below
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

They average about 3rd level, though some are as high as 5th level fighters. A few (10%) are double-classed, and have 1-3 levels as assassins.

ILLYRA (the Seer)

STRENGTH: 8
INTELLIGENCE: 16
WISDOM: 15
DEXTERITY: 16
CONSTITUTION: 12
CHARISMA: 16
ARMOR CLASS: 8 (dex bonus)
MOVE: 12"
HIT POINTS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral good
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: 125
Attack/Defense Modes: Nil, F,H

Illyra is a half-S'Danzo, but she has fully inherited that race's psionic abilities. Illyra can use the following powers:

Detection of Good or Evil	*Object Reading*
Precognition	*Sensitivity to Psychic Impressions*

She can use all of these at the fourth level of ability.

KEMREN, the Purple Mage

STRENGTH: 12
INTELLIGENCE: 18
WISDOM: 15
DEXTERITY: 16
CONSTITUTION: 15
CHARISMA: 8
ARMOR CLASS: 4 (dex bonus, +4 ring of protection)
MOVE: 12"
HIT POINTS: 35
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful evil
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: 12th level magic-user
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Kemren uses no material componets when casting his spells. He derives the magical energy normally supplied by material componets from a series of mechanical-magical devices. These run constantly, providing the mage with power for his spells. If any of them are damaged, the Purple Mage will temporarily lose several levels of magic-user ability, and he may suffer direct damage, depending on the device and how it was damaged (DM's discretion). Needless to say, these devices are well-guarded.

The following are some of the spells typically used by the Purple Mage:

Charm Person	*Magic Missile*
Protection from Evil	*Invisiblity*
Knock	*Dispel Magic*
Lightning Bolt	*Phantasmal Force*
Charm Monster	*Fear*
Minor Globe of Invulnerability	*Wall of Fire*
	Conjure Elemental
Hold Monster	*Project Image*

JUBAL

STRENGTH: 18 (+1+3)
INTELLIGENCE: 16
WISDOM: 15
DEXTERITY: 15
CONSTITUTION: 15
CHARISMA: 10
ARMOR CLASS: 3 chain mail
MOVE: 9"
HIT POINTS: 58
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-10 (+3) or by weapon type
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral evil
CLERIC/DRUID: Nil
FIGHTER: 10th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: 7th level Assassin
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

MASHA

STRENGTH: 12
INTELLIGENCE: 16
WISDOM: 15
DEXTERITY: 18
CONSTITUTION: 16
CHARISMA: 12
ARMOR CLASS: 6 (dex bonus)
MOVE: 12"
HIT POINTS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral good
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: 1st level thief
MONK/BARD: Nil
PSIONIC ABILITY: Slight (See below)
Attack/Defense Modes: Nil

Given a random choice, she has an uncanny ability to pick the right course of action (75%). She is usually armed with a concealed dagger, and she also knows how to use a short sword,

MELILOT (the Scribe)

STRENGTH: 10
INTELLIGENCE: 17
WISDOM: 13
DEXTERITY: 14
CONSTITUTION: 12
CHARISMA: 10
ARMOR CLASS: 10
MOVE: 12"
HIT POINTS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral evil
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

MIZRAITH (the Mage)

STRENGTH: 6 (-1, 0)
INTELLIGENCE: 18
WISDOM: 12
DEXTERITY: 13
CONSTITUTION: 12
CHARISMA: 12
ARMOR CLASS: 4 (bracers)
MOVE: 12"
HIT POINTS: 30
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Invisible stalker, etc. (See below)
SIZE: M
ALIGNMENT: Neutral evil
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: 16th level magic-user
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil

Mizraith's lair is protected by a permanent Heat Metal spell, as well as Guards and Wards that are only visible to unwanted intruders. It is also protected by Stefab and Nesteph, Mizraith's sons, each of whom is a 10th level magic-user. Mizraith himself is guarded by an Invisible Stalker of maximum hit points, which Mizraith has dressed in the illusion of a mighty warrior (because it amused him to do so). Mizraith commonly has the following spells memorized:

Charm Person
Magic Missile
Sleep
Invisibility
Web
Fly
Suggestion
Fear
Conjure Elemental
Feeblemind
Animate Object (as the clerical spell)
Limited Wish (x2)
Detect Magic
Protection from Evil
ESP (x2)
Ray of Enfeeblement
Dispel Magic (x2)
Phantasmal Force
Confusion
Minor Globe of Invulnerability
Teleport (x2)
Geas
Project Image

MYRTIS

STRENGTH: 9
INTELLIGENCE: 15
WISDOM: 18
DEXTERITY; 12
CONSTITUTION: 14
CHARISMA: 17
ARMOR CLASS: 10
MOVE: 12"
HIT POINTS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral good
CLERIC/DRUID: Nil
FIGHTER: 0 level human
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Myrtis retains her youth by quaffing an occasional Potion of Longevity (made for her by Lythande). Though she has no adventurers' abilities, she is very wily and persuasive, and nobody's fool.

ONE-THUMB or LASTEL

STRENGTH: 16 (0, +1)
INTELLIGENCE: 16
WISDOM: 15
DEXTERITY: 16
CONSTITUITON: 17
CHARISMA: 10 (One-Thumb); 13 (Lastel)
ARMOR CLASS: 8 (dex bonus)
MOVE: 12::
HIT POINTS: 33
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 (+1) or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
SIZE: M
ALIGNMENT: Neutral evil
CLERIC/DRUID: Nil
FIGHTER: 4th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

One-Thumb is well-known to be protected by a curse which will fall upon whoever slays him. It is said that the killer will burn in eternal magic flame. (It's true, but the killer is allowed a save vs. spells at -4, though no ones knows that there is a chance the curse will not take hold. Remove Curse will negate it, but perhaps not before permanent psychic damage is done.) Mizraith maintains this charm, and One-Thumb/Lastel pays him handsomely to do so.

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CAPPEN VARRA (the Minstrel)

STRENGTH: 11
INTELLIGENCE: 17
WISDOM: 10
DEXTERITY: 18
CONSTITUTION: 12
CHARISMA: 17
ARMOR CLASS: 6 (dex bonus)
MOVE: 12"
HIT POINTS: 15
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
SIZE: M
ALIGNMENT: Neutral good
CLERIC/DRUID: Nil
FIGHTER: See below
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Cappen Varra's fighting skills are limited and specialized. He is ignorant of most weapons, but has been trained as a fencer, and he can fight as a 6th level fighter when using a long sword or rapier. With all other weapons he fights as a 0 level human.

Cappen Varra wears a silver amulet shaped like a coiled snake. This is a potent charm vs. magic. It will protect him against all spells and supernatural creatures of less than divine stature. (This set of creatures primarily includes entities from other planets, and beings such as undead, who are powered by or connected to other planes.) To make the amulet function, the minstrel must speak three truths about the spellcaster or creature.

CIME

STRENGTH: 10
INTELLIGENCE: 16
WISDOM: 15
DEXTERITY: 18
CONSTITUTION: 16
CHARISMA: 16
ARMOR CLASS: 6 (dex bonus)
MOVE: 12"
HIT POINTS: 40
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: 95% magic resistance (see below)
SIZE: M
ALIGNMENT: Neutral (evil)
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: 4th level magic-user
THIEF/ASSASSIN: 10th level assassin
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Sometime in the distant past (over 300 years ago), Cime gained some magical knowledge and an incredible longeveity through her association with a circle of magicians. She also learned to hate all magic-users, and has dedicated her life to destroying them all, one by one. In this she is aided by two things; her hard-won skills at assassination, and her headdress of diamond rods, which lends her 95% magic resistance.

JAMIE THE RED

STRENGTH: 18/45 (+1, +3)
INTELLIGENCE: 14
WISDOM: 14
DEXTERITY: 16
CONSTITUTION: 18
CHARISMA: 15
ARMOR CLASS: 3 (chain mail and dex bonus)
MOVE: 9"
HIT POINTS: 72
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-10 (+3) or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral good
CLERIC/DRUID: Nil
FIGHTER: 8th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

JARVEENA

STRENGTH: 7 (-1, 0)
INTELLIGENCE: 16
WISDOM: 14
DEXTERITY: 15
CONSTITUTION: 15
CHARISMA: 6
ARMOR CLASS: 9 (dex bonus)
MOVE: 12"
HIT POINTS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: 1st level thief
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

LYTHANDE (Mage of the Blue Star)

STRENGTH: 12
INTELLIGENCE: 18
WISDOM: 16
DEXTERITY: 18
CONSTITUTION: 16
CHARISMA: 14
ARMOR CLASS: 6 (dex bonus)
MOVE: 12"
HIT POINTS: 50
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
SIZE: M
ALIGNMENT: Lawful (tending toward good) neutral
CLERIC/DRUID: Nil
FIGHTER: Nil
MAGIC-USER:/ILLUSIONIST: 13th level magic-user/10th level illusionist
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Blue Star magic is non-standard, mixing the disciplines of sorcery and illusion, and drawing on a different power source for spells. Lythande need not memorize spells before use, as Blue Star Mages all draw upon the collective knowledge of their Order. However, Lythande's power is equivalent to the levels given above. The mage can employ almost any spell of the 6th level or below, but will typically use magic duplicating the effects of the following spells:

Burning Hands
Hold Person
Charm Person (or Monster)
Lightning Bolt
Cone of Cold
Phantasmal Forces
Shadow Monsters
Detect Magic
Animate Object (as the clerical spell)
Contact Other Plane
Geas
Paralysis (as the wand)
Whirlwind (similar to a djinni's)

Lythande's long life (several generations) and non-standare magic use has enabled the spellcaster to learn to fight fairly well, usually with a rapier or long sword. Lythande can also Move Silently and Hide in Shadows like a 10th level thief (88% and 73% respectively).

SAMLOR (the Caravan-Master)

STRENGTH: 15
INTELLIGENCE: 16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil

WISDOM: 15
DEXTERITY: 14
CONSTITUTION: 17
CHARISMA: 13
ARMOR CLASS: 5 (chainmail)
MOVE: 9"
HIT POINTS: 45
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon type
SIZE: M
ALIGNMENT: Neutral
CLERIC/DRUID: Nil
FIGHTER: 5th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

ful Rankan civilzation. Azyuna arranged and led the Rebellion of the Ten Brothers (see Vashanka), and has suffered ever since from the results of its defeat. As Vashanka's unwilling spouse, she regularly suffers rape at his hands. (The moaning of the winds is said to be her cries of pain.)

Azyuna has the power of Beguiling, as the rod of the same name, but the effects are permanent (short of a Dispel Magic) and there is no save; only magic resistance can withstand this power. Those Beguiled by Azyuna are filled with the glorious spirit of rebellion and defiance.

SMHEE

STRENGTH: 14
INTELLIGENCE: 17
WISDOM: 13
DEXTERITY: 18
CONSTITUTION: 16
CHARISMA: 9
ARMOR CLASS: 6
MOVE: 12"
HIT POINTS: 35
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Poison darts
SIZE: M
ALIGNMENT: Lawful neutral
CLERIC/DRUID: 3rd level cleric
FIGHTER: Nil
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: 8th level
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Over the years that Smhee has tracked his quarry, he has had to learn thieving abilities to survive and to infiltrate the strongholds of his enemies. He has become skilled with the dagger and the garotte, and he also employs a blowgun which shoots poisoned darts (save vs. poison or die).

Smhee retains his clerical healing abilities. Usual spells:
Cure Light Wounds *Detect Magic*
Find Traps
He also has an extensive knowledge of healing herbs.

Thieving Abilities:
Pick Pocket: 75%
Open Locks: 72%
Find/Remove Locks: 60%
Move Silently: 72%
Hide in Shadows: 59%
Hear Noise: 25%
Climb Walls: 94%
Read Languages: 35%

□ □ □ □ □ GODS and MONSTERS □ □ □ □ □

AZYUNA (lesser goddess)

STRENGTH: 18/00 (+3, +6)
INTELLIGENCE: 19
WISDOM: 21
DEXTERITY: 20
CONSTITUTION: 21
CHARISMA: 21
ARMOR CLASS: 0
MOVE: 15"
HIT POINTS: 200
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Beguiling
SPECIAL DEFENSES: Immune to charm/enchantment type effects, +2 or better weapon needed to hit
MAGIC RESISTENCE: 65%
SIZE: M (7')
ALIGNMENT: Chaotic neutral
WORSHIPPERS' ALIGN: Chaotic
SYMBOL: None
PLANE: Acheron
CLERIC/DRUID: 10th level cleric
FIGHTER: 5th level fighter
MAGIG-USER/ILLUSIONIST: 10th level illusionist, also see below
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: IV

Azyuna is the Rankan goddess of rebellion, one of the only chaotic Rankan gods. She is not openly worshiped in the law-

ILS the MIGHTY (greater god)

STRENGTH: 22 (+4, +10)
INTELLIGENCE: 21
WISDOM: 24
DEXTERITY: 20
CONSTITUTION: 24
CHARISMA: 24
ARMOR CLASS: -3
MOVE: 15"/48"
HIT POINTS: 400
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50
SPECIAL ATTACKS: Great Wind
SPECIAL DEFENSES: Immune to fire, cold, and all elementals, +3 or better weapon needed to hit
MAGIC RESISTANCE: 90%
SIZE: Varies
ALIGNMENT: Neutral
WORSHIPPERS' ALIGN: Any type of neutral
SYMBOL: Eyes, sikkintairs, many others
PLANE: Concordant Opposition
CLERIC/DRUID: 20th level cleric
FIGHTER: 15th level fighter
MAGIC-USER/ILLUSIONIST: 10th level magic-user
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: III

Among Ils' powers are the abilities to Shape Change at will, and to cause a Great Wind that can come roaring out of the sky to sweep its victims off into the beyond (unless they save vs. spells at -4). He can also summon 2-8 sikkintairs once per day.

Ils' clerics are all male, and all wear tonsures and robes. Lower level clerics wear black robes. The second highest priest always wears a scarlet robe and is known as the High Flamen.

VASHANKA the TENSLAYER (greater god)

STRENGTH: 24 (+6, +12)
INTELLIGENCE: 19
WISDOM: 20
DEXTERITY: 23
CONSTITUTION: 24
CHARISMA: 23
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 375
NO. OF ATTACKS: 2 (with each weapon)
DAMAGE/ATTACK: 4-40 (sword) or 6-60 (spear)
SPECIAL ATTACKS: Lightning
SPECIAL DEFENSES: Immune to lightning, +3 or better weapon needed to hit
MAGIC RESISTANCE: 85%
SIZE: L (8')
ALIGNMENT: Lawful evil
WORSHIPPERS' ALIGN: Lawful (and warriors)
SYMBOL: Lightning bolt tent stake
PLANE: Acheron
CLERIC/DRUID: Nil
FIGHTER: 25th level fighter
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: III

Vashanka is the Rankan Lord of Weapons and War, God of Rape and Keeper of Death's Gate. He appears as a very large muscular man whose skin glows and flickers with a fiery light. He can create and control storms, and he has the power to cast Lightning Bolts at will (once per round, up to 20D6 points of damage). In battle, he wields a great shining sword and/or a spear of lightning.

CRAB, Bengil

FREQUENCY: Rare
NO. APPEARING: 3-18
ARMOR CLASS: 4
MOVE: 9"/12"
HIT DICE/POINTS: 1 HD
% IN LAIR: 70%
TREASURE TYPE: P
NO. OF ATTACKS: 2 (claw/claw)
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: 1-10 + 1 per hp

These large and dangerous crabs lair in groups of a dozen or more. They hunt fish for food, but will attack anybody who ventures into their territory in the water. If encountered on land, they will run away, or defend themselves if cornered. They are air breathers, and their flesh is poisonous to all but a few predators.

SIKKINTAIR (Flying Knife)

FREQUENCY: Very rare (uncommon)
NO. APPEARING: 1 (1-6)
ARMOR CLASS: 4
MOVE: 6"/48"
HIT DICE/POINTS: 10 HD
% IN LAIR: Nil (10%)
TREASURE TYPE: Nil (C)
NO. OF ATTACKS: 3 (claw/claw/bite)
DAMAGE/ATTACK: 1-8/1-8/2-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (30' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VI/900 + 14 per hp

These vicious predators from the plane of Concordant Opposition are only found on the Prime Material Plane on the business of the god Ils or his servants. They are great scaly bat-winged serpents. each with a pair of powerful legs ending in sword-like talons, and a mouth full of sharp teeth. The numbers in parentheses above give the incidence and treasure of sikkintairs when on their home plane.



Cappen Varra

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ADVENTURES IN FANTASY

Dave Arneson
Richard Snider

□ □ PRINCE, RETINUE and OFFICIALS □ □

AYE-GOPHLAN
CAPTAIN–RANKAN MILITIA (and Thief)

AGE: 30	STRENGTH: 71	CONSTITUTION: 83
STATUS: 17	DEXTERITY: 94	STAMINA: 84
EXPERIENCE: 16	INTELLIGENCE: 84	HEALTH: 60
REPUTATION: 16	CHARISMA: 69	HIT DICE: 18 points

SKILLS:
ONE
THREE Knows two other languages (his choice)
FIVE, SIX Physical Training I, II
SEVEN, EIGHT, NINE Horsemanship I, II, III
All weapons but 2-handed sword, Club, Ax and Pike

MOLIN TORCHHOLDER
HIGH PRIEST OF SHAVANKALA (has Rod of Power)

AGE: 46	STRENGTH: 56	CONSTITUTION: 40
STATUS: 23	DEXTERITY: 77	STAMINA: 81
EXPERIENCE: 10	INTELLIGENCE: 86	HEALTH: 31
REPUTATION: 15	CHARISMA: 40	HIT DICE: 15 points

SKILLS:
Lawful Spells: Healing, Obedience, Truth
Non-Aligned Spells: Wizard Sight, Cure Charm, Charm Man
25% chance to know any Lawful or Non-Aligned spell up to five point
ONE How to read and write
TWO How to figure
THREE Speaks one other language
FOUR Reads and writes one other language
FIVE, SIX Physical Training I, II
SEVEN, EIGHT Horsemanship I, II
FIFTEEN Club
TWENTY-SIX Servant (Temple Skills)
50 Spell points a day up to 7 points a turn

PRINCE KADAKITHIS

RANK: 28	STRENGTH: 40	CONSTITUTION: 80
AGE: 28	DEXTERITY: 60	STAMINA: 45
EDUC: 14 years	INTELLIGENCE: 85	HEALTH: 50
EXP: 5 (1 kill)	CHARISMA: 85	HIT DICE: 10 points
REPUTATION: 25		

SKILLS:
ONE Read and write
TWO Figure
THREE Learn language
FIVE Physical Training I
SEVEN, EIGHT Horsemanship I, II
ELEVEN, TWELVE , FOURTEEN, EIGHTEEN Shield, Sword, Spear, Dagger

WALEGRIN
MERCENARY CAPTAIN

AGE: 33	STRENGTH: 61	CONSTITUTION: 80
STATUS: 13	DEXTERITY: 89	STAMINA: 82
EXPERIENCE: +15	INTELLIGENCE: 86	HEALTH: 75
REPUTATION: +48	CHARISMA: 74	HIT DICE: 16 points

SKILLS
ONE
THREE Speaks one other language (his choice)
FIVE, SIX Physical Training I, II
SEVEN, EIGHT, NINE Horsemanship I, II, III
TEN, ELEVEN, TWELVE, FOURTEEN, EIGHTEEN Bow, Shield, Sword, Spear, Dagger

HELL HOUNDS

Standard Knowledge:
Weapons — Bow, Sword, Shield, Spear, Dagger
Skills: Physical Training I, II
Horsemanship I, II, III

Individual Statistics:

	Zalbar	*Bourne*	*Quag*	*Razkuli*	*Arman*	*Tempust*
STRENGTH	108	83	96	78	83	100
DEXTERITY	70	82	71	74	80	88
INTELLIGENCE	73	78	70	63	62	63
CHARISMA	65	74	72	65	64	79
CONSTITUTION	100	84	88	87	80	100
HEALTH	88	86	88	84	83	100
O.A. EXPERIENCE	+9 (12)	+8	+5	+1	+4	+8 (15+)
O.A. REPUTATION	+17 (20)	+13	+13	+5	+13	+14 (30+)
SOCIAL RANK	13	12	11	12	14	9
BOW EXPERIENCE	11	5	7	16	4	6
SWORD EXPERIENCE	14	10	20	16	13	12
SHIELD EXPERIENCE	8	4	2	3	6	6
SPEAR EXPERIENCE	8	1	3	2	3	5
DAGGER EXPERIENCE	8	4	11	4	5	8
AGE	33	32	35	25	30	100+
HIT DICE	21	18	19	18	18	22

†Knows all weapons
Can regenerate 1 point Hit Dice, Strength, Dexterity, Stamina per melee round (in or out of combat)

□□□□□□ RESIDENTS □□□□□□

ALTEN STULWIG
Physician-Alchemist

AGE: 28	STRENGTH: 44	CONSTITUTION: 59
STATUS: 6	DEXTERITY: 41	STAMINA: 46
EXPERIENCE: 3	INTELLIGENCE: 81	HEALTH: 36
REPUTATION: 10	CHARISMA: 66	HIT DICE: 10 points

SKILLS:
Knows equivalent of Lawful Healing Spell. Can use it once a day.
ONE How to read and write
FOUR Speaks one other language
EIGHTEEN Dagger

DUBRO
Blacksmith

AGE: 32	STRENGTH: 100	CONSTITUTION: 91
STATUS: 6	DEXTERITY: 73	STAMINA: 92
EXPERIENCE: 0	INTELLIGENCE: 42	HEALTH: 60
REPUTATION: +16	CHARISMA: 59	HIT DICE: 20 points

SKILLS:
FIVE, SIX Physical Training I, II
FIFTEEN Club
SIXTEEN Ax
NINETEEN Blacksmith

ENAS YORL
Involuntary Shape Changer

AGE: 80 (apparent)	STRENGTH: 60	CONSTITUTION: 32
STATUS: 45	DEXTERITY: 93	STAMINA: 42
EXPERIENCE: 21 (as Humanoid)	INTELLIGENCE: 91	HEALTH: 54
REPUTATION: 45	CHARISMA: 50	HIT DICE: 14 points (usual)

SKILLS:
Chaotic Spells: Insolence, Terror, Insanity
Neutral Spells: Rhetoric, Charm All, Strength
45% chance to know any Neutral or Chaotic spell up to thirteen point
ONE, TWO, THREE, FOUR
FIVE, SIX, SEVEN, EIGHT
ELEVEN, TWELVE, FIFTEEN, EIGHTEEN Weapons +5% skill, too
TWENTY-ONE (some skills of Armorer)
Has 108 spell points a day up to thirteen points a turn
Note: Roll for body type
Shape lasts 1 to 100 hours
3% chance for any of 28 Human Body types on Creature List (Vol. II, pp30-31) otherwise Manlike

HANSE SHADOWSPAWN
Thief, Weapons Expert (low experience)

AGE: 28	STRENGTH: 58	CONSTITUTION: 53
STATUS: 4	DEXTERITY: 93	STAMINA: 92
EXPERIENCE: +15 due to inborn abilities	INTELLIGENCE: 84	HEALTH: 74
REPUTATION: +39	CHARISMA: 72	HIT DICE: 16 points

SKILLS:
THREE Knows one other language (his choice)
FIVE Physical Training
SEVEN Horsemanship I
Knows all weapons but 2-handed sword and Pike
Acquired spells (skills):
10% chance to know any Neutral and Non-Aligned spell up to five point
Has 7 spell points a day but can cast up to five a turn

ILLYRA
Seeress

AGE: 22	STRENGTH: 29	CONSTITUTION: 52
STATUS: 4	DEXTERITY: 89	STAMINA: 50
EXPERIENCE: 7	INTELLIGENCE: 89	HEALTH: 39
REPUTATION: 10	CHARISMA: 82	HIT DICE: 11 points

SKILLS:
Lawful spells: Protection from Chaos, Clairvoyance, Healing, Fire
35% chance to know any Lawful spell up to 8 points
THREE Speak one other language
FIVE Physical Training I
EIGHTEEN Dagger
TWENTY-SIX Troubador (How to put on an act.) Limited skills at present.
36 spell points a day up to eight points a turn

JUBAL
Weapons Master

AGE: 50	STRENGTH: 83 (99)	CONSTITUTION:
STATUS: 14	DEXTERITY: 80 (96)	STAMINA: 91 (110)
EXPERIENCE: 61	INTELLIGENCE: 83	HEALTH: 60
REPUTATION: 91	CHARISMA: 61	HIT DICE: 19 points

SKILLS:
ONE Read and write
TWO Figuring
THREE Knows one other language (his choice)
FIVE, SIX Physical Training I, II
Knows all weapons TEN-EIGHTEEN

KURD THE VIVISECTIONIST

AGE: 43	STRENGTH: 42	CONSTITUTION: 50
STATUS: 8	DEXTERITY: 95	STAMINA: 72
EXPERIENCE: 0	INTELLIGENCE: 85	HEALTH: 67
REPUTATION: None (due to 'habits')	CHARISMA: 23 (due to 'habits')	HIT DICE: 14 points

SKILLS:
ONE How to read
TWO How to figure
SEVEN How to ride
EIGHTEEN How to use a Dagger
When inflicting special damage roll *two* 10-sided dice for dexterity points lost vs. Humans only.
Can be considered either Chaotic or Neutral depending on whether you believe his story or not.

MELILOT
Scibe

AGE: 49	STRENGTH: 68	CONSTITUTION: 23
STATUS: 14	DEXTERITY: 58	STAMINA: 21
EXPERIENCE: 8	INTELLIGENCE: 80	HEALTH: 41
REPUTATION: 0	CHARISMA: 41	HIT DICE: 14 points

SKILLS:
ONE How to read and write
THREE Speaks three other languages
FOUR Reads and writes two other languages
SEVEN Horsemansip I
EIGHTEEN Dagger (+10% experience)

STREET URCHINS
NPC

NO. APPEARING: 1-10	Maximum Average	Maximum Average
AGE: 6-12	STRENGTH: 20	CONSTITUTION: 50
STATUS: 0	DEXTERITY: 80	STAMINA: 30
EXPERIENCE: 0-9	INTELLIGENCE: 70	HEALTH: 60
REPUTATION: 0	CHARISMA: 80	HIT DICE: 8 points

SKILLS:
Dagger
Club (does ½ normal damage)
Spear (counts for sword as length)
Note: Are simply street toughened children. Attributes should be 25-75% of adult values physically, 60-80% mentally. The only thing special about them is desperation and their closely knit relationships within the group.

□□□□□□ TRANSIENTS □□□□□□

CIME
Witch Harlot

AGE: 27 (seeming)	STRENGTH: 47	CONSTITUTION: 63
STATUS: 6	DEXTERITY: 73	STAMINA: 75
EXPERIENCE: 7	INTELLIGENCE: 88	HEALTH: 61
REPUTATION: 12	CHARISMA: 95	HIT DICE: 14 points

SKILLS:
35% chance to know any Neutral spells up to 8 point
Neutral Spells: Abandon, Charisma, Theft, Ecstasy, Good Luck, Charm All
THREE Speak one other language
FIVE Physical Training I
EIGHTEEN Dagger
TWENTY-SIX 25% chance of having servants
35 spell points a day but up to 8 a turn

LYTHANDE
Priest of the Blue Star

AGE: 60	STRENGTH: 74	CONSTITUTION: 60
STATUS: 43	DEXTERITY: 80	STAMINA: 68

EXPERIENCE: 16 INTELLIGENCE: 98 HEALTH: 70
REPUTATION: 18 CHARISMA: 27 HIT DICE: 16 points

SKILLS:
Lawful Spells: Light, Healing, Truth, Fire
Neutral Spells: Strength, Rhetoric, Dispel Magic, Empathy, Life Force
40% chance to know any other spell of either alignment up to thirteen point
ONE, THREE, FOUR, FIVE, SIX, SEVEN
ELEVEN, TWELVE, FOURTEEN, FIFTEEN, EIGHTEEN
TWENTY-ONE, TWENTY-THREE (partial skill at making and ornamenting weapons)
128 spell points a day up to thirteen points a turn

SAMLOR hil SAMT
Caravan Master (exp)
Minor Mage (exp. lev 3)
Fighter (exp. lev 12)

AGE: 31 STRENGTH: 85 CONSTITUTION: 90
STATUS: 20 DEXTERITY: 90 STAMINA: 62
EXPERIENCE: 16 INTELLIGENCE: 84 HEALTH: 68
REPUTATION: 100!* CHARISMA: 40 HIT DICE: 18 points

SKILLS:
ONE Read
TWO Figure
THREE Speak two other languages
FIVE, SIX Physical Training I, II
SEVEN, EIGHT, NINE Horsemanship I, II, III
TEN, TWELVE, FOURTEEN, EIGHTEEN Bow, Sword, Lance, Spear, Dagger, Shield
TWENTY-FOUR Husbandry

MAGICAL ABILITIES:
Can cast up to three 1-2 point spells
Knows the following Lawful spells: Light, Protection from Chaos
Knows the following Non-Alignment spells: Gambling, Open Door, Find Gold
Knows the following Neutral spells: Charisma, Rhetoric
80% chance to know any Non-alignment spell up to six points
Has 24 spell points a day, six points a turn
**Get credit for being the champion of one god and cheating another and see what it does for you!*

□□□□□□□ MONSTERS □□□□□□□

GIANT CRABS (Bengil Crab of Sharranpip)
AVERAGE HIT POINTS: 1 BODY TYPE: Scaled
MOVEMENT: 4" (water) 2" (land)
ALIGNMENT: Chaotic (Hostile) HIT DICE: 1 (1-3)

Similar to ants in their habits, these creatures are generally found in or near water where they feed on various marine life. They will also, like certain South American fish, feed on human flesh. On land they will not attack unless cornered (like in their nests) but in water they are dangerous. If the victim is swimming in less than 6' of water the crabs will be able to attack but in deeper water they cannont reach a swimming target. Boats will also offer protection unless the crabs can leap into them from above (so long as the boat is in water). When moving away from the nest they will be preceeded by 1-6 scouts followed by the main body of 6-60. A nest will contain 1-10 nurses guarding the 6-60 eggs but there will be no other treasure but that left by earlier adventurers that were killed. Generally set to guard the water entrances to the temples and shrines of Weda Krizhtawn. The flesh is poisonous to all but the ghoondah fish.

SIKKINTAIR

Alignment	Av. HP	Hit Dice	Body type	SPP	No. Encountd
Neutral	52	15	Snake	3"	Clear 1-6
			Special	30"	

Eats Bear and Buffalo
Like Valleys, lives primarily in the "Next World"
Can only be controlled by pipe of the Priest of Ils

MAGICAL ENCOUNTERS for THIEVES' WORLD

Commentary

It is assumed from all available descriptions of the activities within the city of Sanctuary that magicians operate alone or with only one or two assistants. There are referenses to various Guilds and organizations but none of them appear to have training centers in the city. This is not overly surprising considering the chaotic conditions that exist there which would be quite distracting to a disciplined study of magic.

Judging by the arrangements made by "The Puple Mage" an outdoor encounter would involve a mixture of human guards, tricks, traps and special animals covering a maze-like structure—all to frustrate the would-be thief or assassin.

Within the city the presence of a number of Temples does indicate that there are training structures for the priesthood(s). These involve rather elaborate temples with mazes, tricks, traps and special encounters as typified by the Temple of Ils and Dyareela/Heqt. At this point a specific locale has to be set by the Dungeon Master to accomodate that sort of situation accurately.

So with that in mind the following table is provided for the more common sort of encounter with a mage as might happen in the lanes and byways of Sanctuary!

LEVEL OF MAGIC-USER (FOR THIEVES' WORLD)

ROLL	*LEVEL*	*D10 ROLL AND NUMBER OF ASSISTANTS*
01-37	1	
38-69	2	
70-85	3-5	
86-93	6-7	
94-97	8-14	1=1, 2=2
98-99	15-21	1=1, 2=2, 3=3
100	22+	1=1, 2=2, 3=3, 4=4

ROLL	*LEVEL OF ASSISTANT (roll for each)*
01-45	1
46-75	2
76-90	3
91-96	4
97-100	5

If in lair number of permanent defence spells equal to the Magic-users' level +1 for every year in residence up to ten extra points.

CITY ENCOUNTER CHARTS FOR SANCTUARY

1. Time of Day
2. Area of City

MODIFIED OUTSIDE TOWN TABLE H (Vol. I, pp29)

		Eastern Edge		*Remainder*		*The Maze*	
	Normal	*Day*	*Night*	*Day*	*Night*	*Day*	*Night*
Base Chance	5%	5	10	10	20	20	40
Outlaws	01-09	4	8	10	20	40	60
Soldiers	10-54	35	65	40	50	20	10
Civilians	55-94	60	25	45	20	30	10
Special	95-100	1	2	5	10	10	20

OUTLAWS
Go to Chart L (V. I, pp 30) for Numbers involved
Go to Chart M (V. I, pp 31) for Arms and Equipment
Go to Chart K (V. I, pp 30) for Soldier Types (Mtd/Dismtd)

SOLDIERS
Go to Chart L (V. I, pp 30) for Numbers involved
Go to Chart M (V. I, pp 31) for Arms and Equipment
Go to Chart K (V. I, pp 30) for Outlaw Types (Mtd/Dismtd)

CIVILIANS
Go to Table J (V. I, pp 30)
For GUARDS go to Table M (V. I, pp 31) for Arms and Equipment
go to Table K (V. I, pp 30) for Mtd/Dismtd ratios

SPECIAL
Go to Special Table (V. I, pp 30)
For SOLDIERS go to Table L (V. I, pp 30) for Numbers involved
go to Table M (V. I, pp 31) for Arms and Equipment
go to Table K (V. I, pp 30) for Outlaw Types (Mtd/Dismtd)
For OTHER go to Other Creatures Table N (V. I, pp 32) then appropriate creature entry (V. II, pp 30-31). If Other Creature is also Special go to Special Creature Table M (V. I, pp 33) for Type and then appropriate creature entry
For MAGICAL go to attached table

COMBAT MATRIX (from pp 48, Vol I) 'N', Annex to Matrix "N"

	Human	*Snake*	*Lion*	*Bird*	*Reptile*	*Scaled*	*Sikkintairs*
HUMAN	40	35	55	50	35	75	40
SNAKE	75	40	55	75	40	55	60
LION	70	60	40	50	55	40	55
BIRD	60	25	50	40	75	80	30
REPTILE	75	35	55	25	40	55	30
SCALED	80	60	60	20	45	40	40
SIKKINTAIRS	65	30	50	60	60	70	40

HIT LOCATIONS CHART (pp 49, Vol. I) 'O'

	Type of Dice Used for Damage						
	1x4	*1x6*	*1x8*	*1x10*	*1x12*	*2x10*	*Special*
HUMAN	01-20	21-35	36-50	51-65	66-75	76-80	81-100
SNAKE	01-20	21-35	36-55	56-75	76-90	—	91-100
LION	01-20	21-40	41-50	51-60	61-70	71-75	76-100
BIRD	01-05	06-15	16-25	26-40	41-50	51-60	61-100
REPTILE	01-25	26-55	56-70	71-80	81-85	—	86-100
SCALED	01-30	31-60	61-75	76-85	86-90	—	91-100
SIKKINTAIRS	01-10	11-20	21-35	36-50	51-65	66-75	76-100

ARTIFACTS, TRICKS, TRAPS, and GIZMOS

Below is a partial list of such items and how I would handle them within the context of ADVENTURES IN FANTASY. Volume references are to the first 3 volumes of AIF.

PIPES OF ILS — Allows the user to summon Sikkintairs, protects the user (and by implication those near him, say 10') and allows the user to command Sikkintairs onto a quest (such as kidnapping one or more individuals). If the user is slain the Sikkintairs will continue on their last orders. Upon completion of these orders they will, as they usually do, attack any living thing nearby with priority given to anything that is attacking the Sikkintairs.

PARCHMENT OF THE NEXT WORLD — A 4' by 8' parchment with magical runes inscribed along the edge of one side. When unfolded and hung (note that the surface cannot be pierced when hung up) allows anyone to enter one side and emerge into the "Next World" (Dimension, whatever). Cannot be folded up but must be rolled, if folded it will immediately be totally destroyed. Anything of less than 4' by 8' can use the entryway. By implication and legend there would seem to be other parchments that provide entry to other "Other Worlds", "Next Worlds" that are different from the ones where the Sikkintairs live.

STATUES OF ILS — These two statues are representations of the god Ils and are made out of solid gold. They would thus qualify as (see Vol. II, pp35) 5,000GP artifacts with saving throws, etc. as described in the paragraph marked #.

THUNDERSTONE OF ILS — Is capable of hurling bolts of lightning three times per day. Anything hit by such a bolt must make a saving throw against six point magic or die. Worth 200GP as a decorative amulet.

DIAMOND RODS OF CIME — Although evidently not rendered entirely powerless by their loss these rods would seem to enhance her regular powers and also offer some protection against magic. Treat them as being a Hair Amulet (Vol. II, pp41) and as a Diamond Talisman (Vol. II, pp43). Must be used together to gain the above advantages. Worth at least 500GP each (1,000GP total)

TEMPUS' SWORD — Evidence indicates that this weapon can negate any magical protection (like armor) and gives a 15% combat bonus to hitting. It has no Ego or Intelligence and is of Chaotic alignment (Vol. II, pp39). Worth 50-100GP total).

PROTECTIVE AMULET — Glows green, treat as Topaz Amulet (Vol. II, pp42). Needless to say this has no effect on Tempus' sword.

SINGING SWORD — Treat as an Amulet of Bells (Vol. II, pp40).

SERPENT BRACELET — When touched by anyone but the wearer it turns into a small but deadly serpent whose bite will almost instantly ossify (turn to rock) every bone in the body. Roll for saving throw against 6 point magic. Failure means death. Worth 10-100GP as decoration.

CANE OF TERROR — It's touch (except when properly held by the handle) will reduce the victim to gibbering in abject terror. Treat as a sword for attacks (i.e. weapon length) and give a 50% increase in the chance for a surprise attack when used in conjunction with a blind man disguise. Consider it as the 3 point insanity spell (Vol. II) 5 point Fear spell will last 1-3 *days* (not turns) and after running the 1-10 turns the victim will colapse into a gibbering heap. Has no intrinsic value.

SAVANKALA ROD OF AUTHORITY — Increases the bearers' Social Rank 5 points *if they already are of noble rank*. Increases your reputation 5 points no matter what your rank. It is worth 250GP normally as an artifact.

SMHEE'S (Rhandhee Ghee's) ANTI-SPIDER OINTMENT — Treat this as being capable of repelling all 'normal' insect attacks. Magically induced attacks would seem to still be possible or at least those by specially bred insects.

FIRE STICKS — Description seems to be that of regular wooden matches or white flares. If kept dry these will allow you to start fires immediately whether torches, campfires, or a thatched roof.

BLOWGUNS — Treat as short bow with 1/5 normal range. Can be easily concealed but takes one melee round to assemble for use. Once assembled and loaded for use can be concealed in one's robes. If dart is poisoned treat as saving throw vs. 8 point magic.

POISONED THORNS — Treat as saving throw vs. 3 point magic for each melee round you are entangled with the thorn bush.

Jamie the Red Battling a Sikkintair at the Gate



CHIVALRY & SORCERY ®

Wes Ives

I have taken some liberties with the facts as presented in Thieves' World, especially in the realm of Magic. All types of magic work in Sanctuary, as do prayers to a variety of Gods. However, it is quite beyond the scope of this offering to provide a tailored magic system for each mage in Sanctuary and do it the justice that a replacement for C&S' complex system demands. Therefore, I have smoothed the edges and ignored the eccentricities in an attempt to make the mages of Sanctuary comply with C&S magic. It is not the best of worlds, but it is the only one possible. I strongly suspect that one of the very last things an author considers when he or she is hot on the trail of a denouement is "how is this proposed magical effect going to fit into an over-all system of magic in a role-playing setting?" It is not their job, after all, to explain their magicians' systems; rather, their part is to use those systems wisely.

Another liberty is in weapon use. Since there is no "chivalry" per se in Sanctuary, but there are a large number of very good fighters with excellent training, either in the Imperial Guard or Hard Knock U., I have considered nearly everyone to be a chivalric fighter, unless they were manifestly not fighters at all. This decision is evident mainly in the fact that all characters have a weapon or weapons in which they specialize, and for which they receive fighter bonuses.

Finally, a few characters simply shouldn't be here at all; major among them are the Purple Mage (who never did anything except appear in one scene, dead, though he is included if you want to replay the Spiders scenario) and Molin Torchholder (who was just too ephemeral for me to get a line on).

—Wes Ives

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□ □ PRINCE, RETINUE and OFFICIALS □ □

ARMAN

Sex: male
Birthplace: unknown
Level: 5
Height: 5'7"
Constitution: 12
Bardic Voice: 9
Appearance: 9
Occupation: Hell Hound
Relatives: unknown
Class: fighter
Weight: 135 lbs.
Strength: 14
Intelligence: 9
Charisma: 10
Dexterity: 12
Wisdom: 9
Alignment: 16
Personal Combat Factor: 12
Body Points: 16
Fatigue Points: 12

Like all Hell Hounds, Arman is well-trained, and is versed in the use of the Sword, Short Sword, and Light Crossbow. He is +8% to hit and -8% for parries with these three weapons.

AYE-GOPHLAN

Sex: male
Level: 10
Height: 5'9"
Constitution: 13
Bardic Voice: 12
Appearance: 12
Occupation: Captain of the City Guard
Class: fighter
Weight: 155 lbs.
Strength: 14
Intelligence: 13
Charisma: 13
Dexterity: 12
Wisdom: 15
Alignment: 12
Personal Combat Factor: 22
Body Points: 28
Fatigue Points: 21

As a Guardsman, Aye-Gophlan is versed in the use of the Broadsword, Dagger, Short Sword, and Spear, and is +12% to hit and to parry with all four weapons. On duty he wears AC 4; off-duty he wears AC 1.
Aye-Gophlan is not a wealthy man, and lives from payday to payday on his Guardsman's salary of 10 SP per day.

BOURNE

Sex: male
Level: 5
Height: 6'1"
Constitution: 13
Bardic Voice: 9
Appearance: 14
Occupation: Hell Hound
Class: fighter
Weight: 200 lbs.
Strength: 16
Intelligence: 11
Charisma: 11
Dexterity: 10
Wisdom: 11
Alignment: 14
Personal Combat Factor: 13
Body Points: 21
Fatigue Points: 12

As a Hell Hound, Bourne is proficient with the Short Sword, Dagger, and Spear, and is +10 to hit and parry with each. He wears AC 5 when on duty.
His pay is 9 SP per day, plus an honorarium of 5 SP per day to report back to the Emperor with any interesting observations about the Prince.

DANLIS

Sex: female
Level: 4
Height: 5'2"
Constitution: 13
Bardic Voice: 15
Appearance: 18
Occupation: ancilla
Class: non-fighter
Weight: 95 lbs.
Strength: 9
Intelligence: 14
Charisma: 18
Dexterity: 14
Wisdom: 16
Alignment: 7
Personal Combat Factor: 5
Body Points: 9
Fatigue Points: 8

PRINCE KADAKITHIS

Sex: male
Birthplace: Ranke
Level: 3
Height: 5'5"
Constitution: 13
Bardic Voice: 15
Appearance: 13
Occupation: Imperial Governor, Sanctuary
Relatives: half-brother to the Emperor
Class: non-fighter
Weight: 120 lbs.
Strength: 9
Intelligence: 15
Charisma: 15
Dexterity: 14
Wisdom: 16
Alignment: 7
Personal Combat Factor: 10
Body Points: 11
Fatigue Points: 11

As Imperial Governor, Kadakithis seldom needs to rely upon his own abilities as a swordsman. If he must fight, though, he is trained in the use of the Broadsword and Dagger, and +6% to hit and -6% to parry with both.
The Prince is very wealthy.

QUAG

Sex: male
Birthplace: unknown
Level: 8
Height: 5'8'
Constitution: 12
Bardic Voice: 9
Appearance: 10
Occupation: Hell Hound
Relatives: unknown
Class: fighter
Weight: 150 lbs.
Strength: 12
Intelligence: 8
Charisma: 10
Dexterity: 10
Wisdom: 9
Alignment: 9
Personal Combat Factor: 15.5
Body Points: 21
Fatigue Points: 18

Quag is proficient with the following weapons: Sword, Short Sword, Spear, Light Crossbow. He is +12% to hit, and -12% to parry, with all of them.
His pay is 9 SP per day.

RAZKULI

Sex: male | Occupation: Hell Hound
Birthplace: unknown | Relatives: unknown
Level: 2 | Class: fighter
Height: 5'5" | Weight: 120 lbs.
Constitution: 15 | Strength: 12 | Dexterity: 14
Bardic Voice: 10 | Intelligence: 12 | Wisdom: 8
Appearance: 10 | Charisma: 11 | Alignment: 8
Personal Combat Factor: 7.5
Body Points: 11
Fatigue Points: 7

Razkuli is a young fellow, without as much training as the other Hell Hounds. He is +4% to hit and -4% to parry with the Sword and the Light Crossbow.
As a new Hell Hound, he earns 7 SP per day.

TEMPUS

Sex: male | Occupation: Hell Hound
Birthplace: Azehur | Relatives: younger brother, Lord of Azehur
Level: 22 | Class: fighter
Height: 6'0" | Weight: 180 lbs.
Constitution: 15 | Strength: 15 | Dexterity: 13
Bardic Voice: 14 | Intelligence: 13 | Wisdom: 15
Appearance: 13 | Charisma: 13 | Alignment: 17
Personal Combat Factor: 48
Body Points: 32
Fatigue Points: 40

Tempus is a favorite of Vashanka, who has given Tempus several tokens of appreciation:
(1) Long Life—at least 3 centuries.
(2) Regeneration—injuries heal at the rate of 2D6 points of damage per turn.
(3) Disguise—he can assume the appearance of another person. Treat this as an Illusion cast by a MU of proficiency grade VI, for purposes determining the illusion's success or failure.
(4) Enchanted Weapon—his weapon is a +8 Broadsword. There is an 80% chance that any missile directed at Tempus will be reflected back against the firer, and the sword functions as a Protective Device with 200 Experience Factors when Tempus is the target of Magick. The sword must be drawn to perform its warding functions.

WALEGRIN

Sex: male | Occupation: Mercenary Captain
Birthplace: unknown | Relatives: Illyra
Level: 7 | Class: fighter
Height: 6' 2" | Weight: 210 lbs.
Constitution: 14 | Strength: 16 | Dexterity: 14
Bardic Voice: 11 | Intelligence: 13 | Wisdom: 12
Appearance: 12 | Charisma: 12 | Alignment: 10
Personal Combat Factor: 15.5
Body Points: 23
Fatigue Points: 14

Walegrin is +12% to hit and -12% to parry with the Broadsword and the Dagger. He wears AC 3 when on duty, and AC 1 otherwise.
While a soldier, he received 10 SP per day of active duty; since he has deserted, he receives no soldier's pay.

ZALBAR

Sex: male | Occupation: Captain of the Hell Hounds
Birthplace: unknown | Relatives: unknown
Level: 14 | Class: fighter
Height: 5'11" | Weight: 170 lbs.
Constitution: 12 | Strength: 15 | Dexterity: 12
Bardic Voice: 9 | Intelligence: 11 | Wisdom: 13
Appearance: 12 | Charisma: 11 | Alignment: 6
Personal Combat Factor: 32
Body Points: 26
Fatigue Points: 28

A member of the Prince's personal guard, Zalbar is a well-trained military man, proficient with the Short Sword, Broadsword, Spear, and Light Crossbow. He is +12% to hit and -12% for parries with all of the above.

□□□□□□ RESIDENTS □□□□□□

ALTEN STULWIG

Sex: male | Occupation: healer
Birthplace: unknown | Relatives: none (Parents dead)
Level: 7 | Class: physician
Height: 5'6" | Weight: 130 lbs.
Constitution: 14 | Strength: 10 | Dexterity: 14
Bardic Voice: 7 | Intelligence 14 | Wisdom: 13
Appearance: 4 | Charisma: 2 | Alignment: 14
Personal Combat Factor: 10
Body Points: 16
Fatigue Points: 15

Alten Stulwig carries a staff which he can wield with some proficiency, as it has been blessed by Ils. Treat it as a LH Quarterstaff. Alten is +6% to hit, and +12% to parry, with this weapon.
For his abilities as a doctor, see the Sourcebook. He earns 18 SP per day, plus the fringe benefit of knowing who has bought poisons, abortifacients, and such.

AMOLI

Sex: female | Occupation: madame of the Lily Garden
Level: 7 | Class: non-fighter
Height: 5'0" | Weight: 100 lbs.
Constitution: 14 | Strength: 8 | Dexterity: 11
Bardic Voice: 11 | Intelligence: 10 | Wisdom: 12
Appearance: 16 | Charisma: 14 | Alignment: 13
Personal Combat Factor: 11
Body Points: 12
Fatigue Points: 14

Amoli would use a Dagger if she had to. However, she is usually guarded by a eunuch who is a level 10 Average Fighter, and who uses a Scimitar.
The Lily Garden is a main competitor of the Aphrodisia House. It has receipts of 10 GP per night.

ENAS YORL

Sex: ? | Occupation: mage
Birthplace: unknown | Relatives: unknown
Level: 22 | Class: Power Word mage
Height: ? | Weight: ?
Constitution: ? | Strength: ? | Dexterity: ?
Bardic Voice: ? | Intelligence: 18 | Wisdom: 16
Appearance: ? | Charisma: ? | Alignment: 10
Personal Combat Factor: depends on his shape, but always low: he never gets enough practice in any single shape.
Body Points: vary
Fatigue Points: vary

Due to a curse, Enas Yorl is an unwilling shapeshifter. Every turn roll D100: if this roll is less than 4, then Enas Yorl has changed shape. Roll again: if this roll is between 6 and 30, his sex is female. If it is less than 5, he changes into some non-human species, otherwise he becomes a human male of random characteristics. The GM should go with the flow on this curse, and afflict Enas Yorl with whatever strikes the GM's fancy.
Enas Yorl is a powerful mage with the following abilities:
Concentration Level: 310
PMF: 33
Magick Level: 15
Spells Known:
Detection: Enemies, Invisible Presence, Observation, See the Invisible
Communication/Transport: Teleportal, Levitate
Basic Magick: all Air, all Water
Commands: Charm, Sleep, Clumsiness, Confusion, Demoralization, Forgetfulness
Illusions: Blurred Image, Illusory Script, Phantasmal Landscape, Phantom Monsters, Phantom Forces, Detect (VI), Dispel (VI)
Ancient Lore: Night Vision, Ventriloquism, Astral Lock, Knock, Haste, Legend Lore
Demonology: through BMR 8

HANSE SHADOWSPAWN

Sex: male | Occupation: thief
Birthplace: unknown | Relatives: unknown
Level: 4 | Class: thief

Height: 5'4" Weight: 115 lbs.
Constitution: 16 Strength: 14 Dexterity: 18
Bardic Voice: 9 Intelligence: 13 Wisdom: 12
Appearance: 12 Charisma: 14 Alignment: 15
Personal Combat Factor: 11
Body Points: 13
Fatigue Points: 8
Hanse' preferred weapons are the Light Sword and the Dagger: he is +8% to hit and -8% to parry with both. Hanse keeps about a half-dozen knives concealed about his person. He does not wear armor.
Due to his abortive attempt to avenge Cudget, his mentor, Hanse is fairly wealthy, with 350 SP in his possession.

KEMREN, THE PURPLE MAGE

Sex: male Occupation: mechanican
Level 17 Class: mage
Height: 5'9" Weight: 145 lbs.
Constitution: 10 Strength: 9 Dexterity:13
Bardic Voice: 10 Intelligence: 20 Wisdom: 14
Appearance: 6 Charisma: 7 Alignment: 19

Kemren is a former devotee of Weda Krishtawn, and retains the custom of rubbing himself with rancid butter. He stinks to high heaven.

Personal Combat Factor: 24
Body Points: 28
Fatigue Points: 30
Kemren's weapon of choice is the Dagger, with which he is +11% to hit and -11% with his parries.

Kemren is a Mechanician Artificer with the following abilities:
Concentration Level: 160
PMF: 30
Magick Level: 12

Kemren knows many spells which he has placed into a variety of devices scattered throughout his lair:

Black Magick: Slow, Weakness
Ancient Lore: Noise, Hear, Knock, Silence, Healing, Haste
Illusion: Wall of Fog, Detect (V), Spectral Monsters (spiders)
Detection: all
Basic Magick: all Water, all Earth.

Kemren's home is well-guarded, both by living and unliving creatures. He has animated statues and other devices at his beck and call which would require 1000 days to construct by the C&S rules for animated servants.

KURD

Sex: male Occupation: healer
Birthplace: Ranke Relatives: unknown
Level: 9 Class: Physician
Height: 5'8" Weight: 120 lbs.
Constitution: 7 Strength: 8 Dexterity: 15
Bardic Voice: 10 Intelligence: 19 Wisdom: 14
Appearance: 4 Charisma: 10 Alignment: 17
Personal Combat Factor: 5.5
Body Points: 6
Fatigue Points: 5

As a physician, Kurd has all of the medical skills listed in the Sourcebook. However, he gets lesss custom than does Alten Stulwig, even though Kurd's knowledge is greater. This is just as well, since it leaves Kurd with more time to pursue his studies. His daily income is 10 SP.

MASHA zil-INEEL

Sex: female Occupation: midwife, barber, dentist
Birthplace: Sanctuary Relatives: none (Parents: merchant)
Level: 6 Class: thief
Height: 5'4" Weight: 100 lbs.
Constitution: 15 Strength: 10 Dexterity: 18
Bardic Voice: 9 Intelligence: 13 Wisdom: 13
Appearance: 12 Charisma: 14 Alignment: 6
Personal Combat Factor: 9
Body Points: 14
Fatigue Points: 12

Masha's favorite weapons are the Short Sword and the Dagger, and she is +12% to hit and -12% for parries with both. She wears no armor.
A recent adventure has resulted in the acquisition of a fortune in jewelry; she now possesses fifty or so gems worth a total of 2000 GP. Her holding on to them is an open question.

MELILOT

Sex: male Occupation: master scribe
Level: 9 Class: non-fighter
Height: 5'4" Weight: 120 lbs.
Constitution: 10 Strength: 9 Dexterity: 16
Bardic Voice: 10 Intelligence: 16 Wisdom: 17
Appearance: 10 Charisma: 14 Alignment: 17
Personal Combat Factor: 14
Body Points: 17
Fatigue Points: 15

Melilot's favorite weapon is the pen, which really is mightier than most swords in his hands. If someone wanted to get physical, Melilot would defend himself with a Dagger, and later destroy his opponent with a few well-chosen forgeries.

MIZRAITH

Sex: male Occupation: mage
Level: 22 Class: illusionist
Height: 5'6" Weight: 125 lbs.
Constitution: 11 Strength: 9 Dexterity: 15
Bardic Voice: 9 Intelligence: 18 Wisdom: 15
Appearance: 8 Charisma: 13 Alignment: 14
Personal Combat Factor: 16
Body Points: 19
Fatigue Points: 21

Mizraith's weaponry and armor is his magic. His magical abilities are as follows:
Concentration Level 310
PMF: 32
Magick Level: 15

In C&S terms, Mizraith is a Thaumaturge. He knows the following spells:
Demonology: through BMR 7
Black Magick: Slow, Weakness, Curse, Antidote, Possession
Ancient Lore: Ventriloquism, Astral Lock, Silence, Farsight, Legend Lore, Doppelganger, Gaseous Form, Interdimensional Labyrinth, Super Concentration, Vitality
Illusion: All through Ninth Circle inclusively
Commands: Charm Person, Mesmerism, Geas, Forgetfulness, Summon (allows Mizraith to force any of his students to appear before him)
Detection: Magick, Enemies, Poison, Observation, See Invisible
Basic Magic: all Fire, all Air

MYRTIS

Sex: female Occupation: madame of Aphrodisia House
Birthplace: unknown Relatives: unknown
Level: 10 Class: non-fighter
Height: 5'4" Weight: 105 lbs.
Constitution: 15 Strength: 9 Dexterity: 13
Bardic Voice: 14 Intelligence: 13 Wisdom: 15
Appearance: 19 Charisma: 18 Alignment: 8
Personal Combat Factor: 14
Body Points: 20
Fatigue Points: 18

Myrtis doesn't fight. If she had to, she would use a Dagger, but for what does one hire guards, hmmm?
Aphrodisia House is a very successful establishment, and is an economic bulwark of Sanctuary. Average nightly receipts are 25 GP.

ONE-THUMB (LASTEL)

Sex: male Occupation: prop. of the Vulgar Unicorn
Level: 8 Class: non-fighter
Height: 5'8" Weight: 155 lbs.
Constitution: 12 Strength: 11 Dexterity: 14
Bardic Voice: 10 Intelligence: 13 Wisdom: 13
Appearance: 7 Charisma: 10 Alignment: 20
Personal Combat Factor: 13
Body Points: 18
Fatigue Points: 14
One-Thumb seldom needs to fight. When he must, he uses either a Dagger or a Light Sword, and is +8% to hit and parry with each weapon. He does not wear armor.
One-Thumb's income from the Vulgar Unicorn, plus his other, far less respectable activities, bring him an income of 50 SP daily.

□□□□□□ TRANSIENTS □□□□□□

CAPPEN VARRA

Sex: male | Occupation: bard
Birthplace: unknown | Relatives: unknown
Level: 5 | Class: thief
Height: 5'6" | Weight: 125 lbs.
Constitution: 13 | Strength: 12 | Dexterity: 17
Bardic Voice: 19 | Intelligence: 14 | Wisdom: 15
Appearance: 16 | Charisma: 21 | Alignment: 7
Personal Combat Factor: 11.8
Body Points: 15
Fatigue Points: 11

Cappen Varra's preferred weapon is the Light Sword, with which he is +10% to hit and -10% with his parries. He wears AC 1.

JAMIE THE RED

Sex: male | Occupation: hired sword
Birthplace: northlands | Relatives: unknown; parents royalty?
Level: 6 | Class: fighter
Height: 6'2" | Weight: 210 lbs.
Constitution: 16 | Strength: 18 | Dexterity:12
Bardic Voice: 9 | Intelligence: 11 | Wisdom: 11
Appearance: 13 | Charisma: 11 | Alignment: 10
Personal Combat Factor: 15
Body Points: 26
Fatigue Points: 14

Jamie's favorite weapons are the Claymore (use LH Barbarian Longsword) and the LH Thrusting Spear: with both, he is +12% to hit and -12% to parry. He wears a Chain Hauberk (AC 7) and a helm which is the equivalent of a type 4 helm.

JARVEENA

Sex: female | Occupation: apprentice scribe
Birthplace: Holt (Yenized) | Relatives: none surviving
Level: 3 | Class: thief
Height: 5'0" | Weight: 95 lbs.
Constitution: 17 | Strength: 10 | Dexterity: 15
Bardic Voice: 14 | Intelligence: 15 | Wisdom: 18
Appearance: 10 | Charisma: 11 | Alignment: 10
Personal Combat Factor: 4
Body Points: 12
Fatigue Points: 7

Jarveena's preferred weapon is the Throwing Dagger. Her PCF score of 4 belies her expertise with this weapon: when using a Throwing Dagger her PCF is 15. Her armor is AC 1; her dodge chance is -15%.
Jarveena carries her wealth with her: one C&S gold piece, and a silver pin which can be sold for 3 GP.

LYTHANDE

Sex: (fe)male | Occupation: mercenary mage
Birthplace: unknown | Relatives: unknown
Level: 17 | Class: mage of the Blue Star
Height: 6'8" | Weight: 250 lbs.
Constitution' 12 | Strength: 9 | Dexterity: 14
Bardic Voice: 16 | Intelligence: 20 | Wisdom: 18
Appearance: 8 | Charisma: 16 | Alignment: 8
Personal Combat Factor: 24
Body Points: 28
Fatigue Points: 30

Lythande's weapon of choice is the Light Sword, with which he is +11% to hit and -11% to his parries. He wears no armor.
Lythande's magical abilities are as follows:

Concentration Level: 160
PMF: 30
Magic Level: 12

In C&S terms, Lythande is a Sorcerer, a "solitary hex master' who has specialized in Power Word Magic. His focus is the blue star emblazoned on his forehead. He knows the following spells:

Demonology: through BMR 7
Black Magick: Slow, Weakness, Curse, Antidote, Possession
Ancient Lore: Noise, Hear, Knock, Silence, Healing, Haste
Illusion: Wall of Fog, Delusion, Trustworthiness, Projected Image, Detect (V)
Commands: Charm, Sleep, Mesmerism, Geas
Detection: Magick, Invisible Presence, Observation
Basic Magick: all Fire, all Air

Lythande is not as wealthy as he could be. He posesses about 100 GP. However, should he hire himself out, he commands a wage of 8 GP per day, plus bonuses.

SAMLOR hil SAMT

Sex: male | Occupation: caravan master
Level: 12 | Class: fighter
Height: 6'0" | Weight: 190 lbs.
Constitution: 12 | Strength: 14 | Dexterity: 12
Bardic Voice: 11 | Intelligence: 12 | Wisdom: 14
Appearance: 9 | Charisma: 12 | Alignment: 9
Personal Combat Factor: 26
Body Points: 33
Fatigue Points: 24

Samlor is an accomplished fighter, and is versed in the use of the Dagger, Short Sword, and Broadsword. He is +12 to hit and parry with each. When he expects to fight, Samlor wears AC 5.
Samlor hil Samt's caravans are fairly lucrative, and bring him an income of 25 SP daily. The earnings are not consistent, of course, but rather come in lump sums every month or so, when a caravan has safely reached its destination.

SMHEE

Sex: male | Occupation: avenger for Weda Krizhtawn
Level: 7 | Class: thief
Height: 5'0" | Weight: 180 lbs.
Constitution: 14 | Strength: 9 | Dexterity: 14
Bardic Voice: 11 | Intelligence: 15 | Wisdom: 15
Appearance: 6 | Charisma: 7 | Alignment: 5
Personal Combat Factor: 10
Body Points: 20
Fatigue Points: 16

Smhee is not as ugly as his appearance score seems to indicate. However, it is the practice of priests of Weda Krizhtawn to smear themselves with rancid butter, which makes for foul air around them.
When he fights, Smhee uses a Garrote if he can take his prey unaware, or a Dagger if he must attack frontally. With a Garrote, Smhee will inflict 10 points of damage per turn if he can snare his target—the chance that he will be able to slip the noose over the target's head is 25% (assuming the he has maneuvered himself into a position behind the unsuspecting victim), and may be modified by circumstances. With the Dagger, Smhee has a 14% bonus to his normal hit chances.
Smhee is also a moderately skilled physician, with knowledge of all medical arts through fourth level.

□□□□□□ MONSTERS □□□□□□

BENGIL CRABS

Body: 30 | Weight: 100 | Move: 40 (90 swim)
Armor Class: 6 | Hit Bonus: +10% | Dodge: -0%
Attacks: 3 x WDF MGB 10 pincers.

Bengil crabs are social arachnids. They nest in groups of 5-30 (5D6), and have an ant-like communicative ability. The crabs are air-breathers, but their preferred environment is the water (unless cornered or defending eggs), but they are totally without fear in the water. Kemren keeps a nest of these crabs in all of the watercourses leading into his lair. If a prudent explorer times it right, the crabs can be bypassed, as they leave their nest en mass to feed at night. Note, though, that they also return en mass, so it is not wise to tarry in a Bengil crab nesting pool.

SIKKINTAIR (The Flying Knives)

Body: 65 | Move 50 (650 fly)
Armor Class: 1 | Hit Bonus: 15% | Dodge: -10%
Attacks: 3 x WDF MGC talons; 4 x WDF MGB bite

The Sikkintair are from another plane of existence and, thanks to Cappen Varra and Jamie the Red, they probably can't get here anymore. However, there are always those (usually mages without better sense) who think that a Sikkintair would make an excellent servitor . . . .



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DRAGONQUEST

Eric Goldberg

Introduction

This essay is a set of guidelines for using Thieves' World characters with the DragonQuest rules. Herein are explanations of the reasoning which went into the character ratings, and suggestions on how to reconcile the differences between Thieves' World and DragonQuest. The gamesmaster and the players are bound to tinker with the instructions and perhaps even second-guess the character values: the design decisions are given as a basis for comparison, and for those who are initially reluctant to invest a large amount of time into the preparation of this scenario.

The laws of Thieves' World and of the DragonQuest universe have experienced a superficially similar development. The most striking correspondence between the two, at least for an outside observer, is the presence of magic. The technology closely resembles that of Europe during the High Middle Ages and, despite the presence of things supernatural, humanity is dominant. Of greatest importance, from the perspective of the player-characters, is that there is plenty of roaming room for wandering adventurers in either world.

The divergences between the two worlds are of more immediate concern to the reader. Magic is the foremost problem in adaptation, because it works quite differently in each world and its workings are described in more than one way in the Thieves' World anthologies. The apparent absence of the non-humanoid races (such as elves) and, to a lesser extent, most of the mythological monsters from Thieves' World can cause culture shock for the visitor from the DragonQuest universe. Lastly, the rigid power and social structures do not permit ready infiltration by outsiders, let alone outworlders.

Over There

When a DragonQuest character enters Thieves' World, the following adjustments are made to his capabilities:

1. His Aspect (see 7) has no effect whatsoever.

2. An Astrologer (see 52) cannot use his skill until he has spent at least one month studying the night sky of Thieves' World. His rank with the skill is halved (round fractions down) once he gains the use of it. Prognosticative magic (such as Reading the Stars [44.5; Q-1]) will never work for a character alien to Sanctuary.

3. Any capabilities unique to the DragonQuest universe do not function in Thieves' World. For example, a Black Magician could never Call his Master (46; T-14) while in Sanctuary. The named demons with which a Greater Summoner deals can gate into Thieves' World, but see below.

4. Any wholly magical beings (such as familiars) native to the DragonQuest universe sicken within an hour of entering Thieves' World. Halve any such being's Fatigue, Endurance, and success chances for all abilities (round all fractions down). Exception: Named demons do not suffer these effects. How-

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Alten Stulwig

ever, the chance of summoning is quartered (round fractions down), and there is no chance the justifiably annoyed demon will grant the summoner the services of a lesser spirit. Succubi, incubi, and heroes are not affected by this rule.

5. Thieves' World is considered a mana-poor area (see 27.1) only for characters who originated in a DragonQuest world.

6. A character's Magic Resistance (see 31) does not protect him from magic cast by a magician native to Thieves' World. However, counterspells do work and Magic Resistance still functions against a magician who has also journeyed from a DragonQuest world.

These effects cease to trouble the characters once they return to the DragonQuest universe.

Believed Missing In Action

Two major aspects of Thieves' World life are not defined in these pages, because both are beyond the current scope of the DragonQuest rules. Supplementary material will eventually encompass gods and religious orders, but I can hardly presume to formulate rigid rules which recreate their effects upon DragonQuest characters in Thieves' World.

Nevertheless, it is recommended that the Ilsig and Rankan gods be treated as ultrapowerful beings who can do just about anything in their respective spheres of influence—anything, that is, which does not bring them into conflict with another god. A god's influence sphere is defined as of what she or he is the god: Eshi, for example, is the goddess of love and virginity. Except in exceedingly unusual circumstances, no character can withstand a god's power without the protection of another god. (When in the bad graces of an Ilsig god, supplicate to a Rankan god, and vice-versa.) Every god should be assumed to have the power of Full Geas (see 83.2).

Religion is necessarily closely tied to the gods. If the gamesmaster constructs an adventure so that the player-characters encounter priests of one or more religions, it is suggested that these priests be granted quasi-clerical abilities (as in pagan and early Catholic legend). These rely heavily on ritual—in both senses of the word—and personal magic, which is intended to directly affect an individual (the Healer skill [55] and curses [84.3 *et seq.*] are good examples of this). Presumably, spells which are scaled-down versions of the liege god's special powers are part of the priest's repertoire.

Dwarves, elves, halflings, giants, orcs, and shapechangers, near-humans in general, are unknown to the folk of Sanctuary. Elves and dwarves can pass for humans with strange powers, like the Raggah. Shapechangers have no difficulties unless they change to were-form, or a magician divines their true nature. Orcs can, by a stretch of the imagination, pass for hideous or degenerated humans. Giants and halflings cannot conceal their alien nature; the safest explanation is that they are wizard's get. Such a claim may not be fully believed, but will encourage a disinclination to verify the statement. The gamesmaster can have visiting near-humans become the subject of local gossip, but he shouldn't subject them to overt racial prejudice. The people of Sanctuary have long ago adopted an attitude of leaving well-enough alone unless there is a profit to be made.

The mythological monsters of the DragonQuest universe also appear to be largely unknown in Sanctuary. Creatures which can fairly be described as fabulous are found exclusively in the company of the magical fraternity or far from town. The gamesmaster, when introducing a beastie in the scenario, may assume that an analog exists for almost any monster in DragonQuest but the dragons. (Sikkintairs, for instance, are very similar to gryphons.) Just assume that the creature goes by a different name, has an altered appearance, and explain why a magician bothered to bring the player-characters into contact with it.

Sanctuary is currently suffering a depression. The purchasing power of silver and gold is much greater in that town than in the average DragonQuest world. Though research has failed to determine the shaboozh-to-silver-penny exchange rate, the gamesmaster is advised to depress prices by no more than an order of magnitude (ten times). Fees for services rendered (such as the use of a skill) are correspondingly lowered. Pay close attention to monetary matters: regardless of what Prince Kadakithis would like to think, they are first in the hearts of the Sanctuary population.

New Characters and Story Personalities

The player who generates a character born in Thieves' World is fortunate, because he has avoided the indubitably unpleasant experience of the character's formative years. Assuming that the character is part of the great unwashed (literally and figuratively) and not the offspring of a Rankan noble or local prosperous factor, he has learned to fend for himself at a very early age and probably has undergone severe emotional trauma.

The prototypical Sanctuary personality is shot through with animal cunning and duplicity. Men have no scruples about satisfying their sexual lusts, preying on unprotected women or children depending on circumstances and tastes. Women dispassionately trade their favors for goods and services. Everyone ruthlessly contends for status. A player-character is likely to be more virtuous than this vile composite (as are most of the protagonists of the stories), but proper role-play in Sanctuary usually requires putting one's worst foot forward or sideways.

The character generation procedure is modified as follows for a Thieves' World/DragonQuest character:

1. The Perception value begins at 8 (exception to 5.4).

2. If the character's Physical Beauty is 22 or greater, he or she has been sold or shanghaied as a slave (the player has the option of generating another character) unless the character's heritage is Merchant Prince or Nobility.

3. A player does not have to successfully roll to have a character of the opposite gender.

4. A character may only be human. Near-human characters are prohibited.

5. A Thieves' World character does not have an Aspect per the DragonQuest rules. If the gamesmaster thinks he can figure out how the S'Danzo read people's futures, he can assign astrological signs accordingly.

6. Adjust the probabilities on the Social Status Table (8.1) as follows: Poor Trash 01-20, Impoverished Gentlefolk 21-35, Burgher or Farmer 36-43, Merchant 44-60, Merchant Prince 61-62, Craftsman or Adventurer 63-72, Bandit/Thief/Pirate 73-89, Lesser Nobility 90-99, and Greater Nobility 00.

7. All characters are automatically treated as bastards regardless of their actual legitimacy, unless they are born of merchant prince or noble parents. Additionally, increase the probability of a character actually being a bastard by 15% for all social classes. The chance of being a legitimate child is accordingly reduced.

8. Double the character's initial allotment of Experience Points, and divide the initial allotment of shaboozh (not silver pennies) by five.

9. It is strongly suggested that male characters take the Thief skill per 8.6, and that female characters take either Thief

or Courtesan (54).

10. A character who begins as an Adept has no experience points or shaboozh to start.

11. A female character may not gain Rank with a weapon which has a weight of greater than 1 pound (see 19.3) if her upbringing has been mostly confined to the civilized areas of the Rankan Empire.

12. No character born to Thieves' World may be of the College of Greater Summoning. The gamesmaster may wish to construct a College unique to Thieves' World which deals with the summoning of powerful beings, though this ability seems to be in the domain of the priesthood.

13. A character may not acquire the Astrologer skill unless he or she is full or half-S'Danzo.

14. A character begins play life at age 15. His characteristic values reflect potentials, rather than actual values. The value of each characteristic will reach its actual value by his 18th year. The gamesmaster decides the rate at which characteristic points are gained; if he does not want to leave himself open to constant argument, he should declare all point gains are strictly linear (so an Endurance point, for instance, would be realized once every 9 months). The characteristic values are intially reduced as follows:

PS -3 MD -2 EN -4 MA -2 WP -1

Agility is at full value. Physical Beauty is decreased by 3 if it is greater than 15, or increased by 1 if it is 15 or less.

The following character generation restrictions are optional. These restrictions are not in accord with the DragonQuest philosophy of starting all characters roughly equal, but do reflect the grim realities of Thieves' World life.

15. A character may not be an Adept unless his Magic Aptitude is greater than 15. Furthermore, a character has only a 30% chance of becoming an Adept. The player must assign his characteristics before he rolls to determine whether his character is an Adept.

16. An Adept begins play life at age 25, and so has reached his potential with his characteristic values (but see 18 below).

17. A Healer's Rank cannot exceed the highest Rank he has achieved with a spell or ritual not of the Colleges of Black Magics or Necromantic Conjurations. If the character is not an Adept, his Healer Rank ceiling is 1.

18. Because of the mind-set imposed on the girls of Sanctuary, female characters suffer in comparison to males. The effective characteristic values for a female are reduced by 2 for PS, EN, and MA. A female can achieve her potential in a stress situation (as did Masha) or by proper tutelage (as must have happened with Lythande). A female character who has yet to achieve her potential must pay double experience point costs for combat and all skills except Astrologer, Courtesan, Healer, and Languages. Once a woman achieves her potential, her capabilities are never again degraded because of her gender. (These handicaps are the result of indoctrination, and not of any sort of inferiority. The same effect could be recreated with boys in a female-dominated society.)

19. Every player must roll D10 at the conclusion of character generation. If the roll is 5 or less, the character suffered a grievous injury during his adolescence. Roll on the Grievous Injury Table (18.5). A character will not die except on a roll of 10, and all wounds which heal with the passage of time have done so. Other deleterious effects remain with the character. A roll of 43 (disfigurement) reduces PB by 2 in Thieves' World.

An Adept character generated in Thieves' World is, of course, constrained by the modifications to the magic system described in the next section of this text.

Each story personality of any importance is described to us from at least two perspectives, which disagree on minutiae more often than not. Poul Anderson's character with "cat-like tread" is not necessarily identical to Bob Asprin's character with "cat-like tread." Anderson's tread may indicate a character with an Agility of 21 and a Thief skill of Rank 2, while Asprin's metaphor could be a prosaic way of telling us a character has an Agility of 20. There is, obviously, no hard-and-fast conversion rate applied to personalities. I did not often have the luxury of even this confusion: Messrs. Anderson and Asprin are too proficient at their craft to constantly provide me with the same descriptions as a basis for comparison between characters.

The greater problem is, however, lack of description. The writers were not considerate enough to take us on a guided tour of each character's physical and mental potentials. We can, for instance, narrow Jamie the Red's Physical Strength to the 22-24 range, but his Willpower could be any one of a greater span of values.

Therefore, all values which link a Thieves' World personality to the DragonQuest rules are given as number ranges. (Thus Jamie's PS is given as 22-24, and his WP as 8-16.) This allows players to both second-guess my decisions and still end up with a value which is "official." For those who don't want the bother of constant reference to the books to choose one number from each range of values, simply average the high and the low values in each range. (Jamie's PS would be 23 and his WP would be 12.) This system leaves room for any new evidence about individual personalities which may come forth in the third Thieves' World volume.

Nor do the personalities all conform to the parameters given for characteristics in the character generation rules. These are not freshly-generated DragonQuest characters, but personalities who have the experience of several adventures and who operate in different living conditions. Accordingly, their characteristic values may have been modified due to any of the following circumstances.

Advancing Age. Even in a fantasy world, the elderly find that time has played havoc with their physical and mental well-being. Hakiem may be craftier than he was in the days of his youth, but he is not quite the man he once was.

Gender. The female personalities' importance in the scheme of things is reflected by the paucity of female protagonists. I do not approve of the sexist nature of Rankan society, but I still must show that Masha is not yet the equal of Cappen Varra.

Injury. Jarveena's unfortunate condition speaks for itself.

Experience. Those characters who have many accomplishments to their credit are assumed to have spent Experience Points to improve their characteristics.

Magic

Many variations on one magic theme—at least I think it is one theme—are described in the Thieves' World stories. The rules by which magic exists in Sanctuary are not the same as for the DragonQuest universe. The following modifications to the DragonQuest magic system represent a composite of the magics practiced by some of the story personalities.

1. An Adept may practice magic of more than one College. An Adept begins play knowing the magic of one College. To

gain use of another College's magic within the same Alignment (34.1), he must spend 6 months of study and 5000 Experience Points; for the first College (only) of a different Alignment, he must spend 1 year in study and 7500 Experience Points. The Adept may know up to his Magic Aptitude in spells and rituals of Rank 5 or less for each College of which he has knowledge.

2. An Adept may never practice the magics of all Colleges within an Alignment, though he may practice all but one. The following pairs of Colleges are mutually exclusive: Fire and Water, Illusions and Naming Incantations.

3. An Adept must undergo a Ritual of Purification (32.2) if he wants to switch from the magic of one College to that of another without hazard. If an Adept switches without benefit of the ritual, subtract 25 from his Cast Chance (for all magic) if he switches within an Alignment, and 50 if he switches between Alignments.

4. An Adept increases his Cast Chance by 15 for each Fatigue Point he spends. The Cast Chance must equal or exceed 100 by expenditure of Fatigue Points if possible.

5. If a spell or ritual has a Cast Chance of 100 or greater, it cannot backfire. If, however, the Cast Chance is less than 100, any failure roll causes backfire.

6. A character's Magic Resistance has no effect unless he has a focus. A focus may either be a counterspell, or an object into which a counterspell has been invested (32.3; Cappen Varra's amulet is such a focus). The normal effects of a counterspell are in addition to the focus.

7. A spell is always cast per the procedure described in 33 (as amended above). A full minute is not required.

8. Cold iron does not inhibit the casting of magic for an Adept native to Thieves' World.

9. If an Adept depends on a secret for his magical powers (as does Lythande), his powers may be usurped by someone who knows his secrets:

a. The usurper must state the secret to the Adept. As long as the Adept remains in sight or sound range of the usurper, the usurper may draw on his power.

b. Upon correctly stating the Adept's secret, usurper is granted temporary knowledge of all the Adept's magical lore. (Effectively, the usurper can read the Adept's mind.)

c. The Adept cannot cast a spell or ritual as long as the usurper is using his power.

d. When the usurper casts a spell or ritual with the Adept's power, the Adept is powerless to harm him. The regular spell or ritual procedure is used, except the usurper's Magic Aptitude is figured in the calculation (not the Adept's) and any Fatigue Point loss is first taken from the Adept and, when the Adept's Fatigue is exhausted, from the usurper. Backfire results apply to both usurper and Adept.

e. A spell may not be cast using both the usurper's and the Adept's Fatigue during the same round. The usurper may choose to switch the Fatigue drain to himself if he does not think the Adept has the necessary points remaining.

f. The usurper may drain the entirety of the Adept's Fatigue Points and then cause the Adept to fall comatose until the Fatigue is restored.

g. An Adept is free to cast spells or rituals while his secret is being pronounced or when his usurper is not using his powers and the Adept has Fatigue Points remaining.

10. A character may be granted talents by a god in return for personal service. A talent is a magical ability which automatically works whenever the god specified it could be used. A talent usually only affects the character's own capabilities; he could not, for instance, injure or control another being with most talents.

A character cannot resist a god's personal magic, unless he is directly protected by another god. A god is impervious to a character's magic.

Two quasi-magical skills also are changed for Thieves' World:

11. No Astrologer may attempt to change a prediction (52.4). A full S'Danzo—not a half-S'Danzo—may attempt to divine another being's intent towards a querent or in reaction to certain events. (Moonflower determined Bourne's and Lirain's plot against the Prince and Shadowspawn.) The success chance is figured as for a regular question (52.5), but the S'Danzo is able to give a clear answer if successful.

12. A Healer may not resurrect the dead (55.7). The gamesmaster can allow the gods to bring the dead to life, though I can't imagine why a deity would bother—one human votary is as good as any other.

Personality Format

The information for all personalities is organized in the following manner:

Name. Aliases, titles, and trade names are parenthesized.

Position. A phrase describes the personality's occupation or responsibility in Sanctuary.

Appearances. Each time a personality is present in the narrative, the page reference for when we first encounter him or her is given. Passing mentions of a name are ignored. I have left the physical descriptions of the personalities to the authors and to Ace's artists, as they are the official authorities on this. TW means Thieves' World; VU indicates Tales from the Vulgar Unicorn.

Characteristics. Characteristics are given in the same order for each character. Fatigue and Action Point Allowance, which depend on the Endurance and Agility selected, respectively, must be referenced from 5.2 and 5.3. Each characteristic is presented as a range: see the explanation near the end of **New Characters and Story Personalities**, above.

Combat. The gamesmaster is sometimes asked to choose secondary weapons for a personality. (Rank with bare hands counts as a weapon.) Any armor and/or shield is listed.

Magic. I have taken the liberty of adding three Colleges which will appear in the first DragonQuest magic supplement (shaping magics, lesser summoning, and rune magics). If you have not acquired that supplement, ignore references to it.

Talents and Occupation. This is self-explanatory.

Skills. Again, the gamesmaster may be asked to choose secondary skills for a personality.

Comments. Any special possessions or magical conditions (such as being cursed) is mentioned. If the personality might not be in town or alive during the player-characters' adventuring, the gamesmaster is warned of this.

A "?" at the end of any ability indicates that the gamesmaster may choose to ignore that ability.

If any player takes excessive advantage of his knowledge of the books or of the information in the next section, the gamesmaster should volunteer the offending character to further the cause of science as one of Kurd's subjects.

PRINCE, RETINUE, and OFFICIALS

ARMAN
Hell Hound; bodyguard of Prince Kadakithis.
First Mentioned: TW 12.

PS 19-23 AG 12-18 MA 12-18
MD 12-18 EN 18-22 WP 8-14
PC 8-12 PB 10-20

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.
No talents.
Military scientist 2-4; 2 other skill 0-2.

Arman usually wears only the equivalent of leather armor and goes without shield while on patrol. He is reputed to be incorruptible.

AYE-GOPHLAN
Captain of a guardpost on Processional.
First Mentioned: TW 20.

PS 17-21 AG 15-21 MA 5-9
MD 11-19 EN 12-20 WP 10-16
PC 8-12 PB 8-18

Sword weapon 2-6; 2 other weapons 1-5; dagger 3-9; leather; plain buckler.

No magic.
No talents.
Thief 3-7; other skills 0-2.

BOURNE
Hell Hound; bodyguard of Prince Kadakithis.
First Mentioned: TW 12, 158.

PS 19-23 AG 13-19 MA 5-7
MD 12-18 EN 17-21 WP 10-16
PC 9-13 PB 9-19

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.
No talents.
Military scientist 2-4; 2 other skill 0-2.

DANLIS
Ancilla to the Lady Rosanda.
First Mentioned: TW 101.

PS 9-17 AG 11-17 MA 7-13
MD 13-21 EN 10-14 WP 20-24
PC 11-15 PB 20-24

Small weapon 0-2; no armor.

No magic.
No talents.
Troubador 1-9; 2 other skills 0-4.

MOLIN TORCHHOLDER
Priest-Builder for the Rankan Gods.
First Mentioned: TW 84, VU 166.

PS 10-16 AG 9-17 MA 8-22
MD 11-19 EN 12-18 WP 14-22
PC 8-12 PB 10-20

Two colleges?; minor magic.
May have talents at gamesmaster's discretion.

PRINCE KADAKITHIS ("Kitty-Cat")
Military Governor of Sanctuary; stepbrother of the Rankan Emperor.
First Mentioned: TW 10, 46, 174; VU 166.

PS 7-13 AG 13-17 MA 6-10
MD 12-18 EN 12-16 WP 14-20
PC 5-7 PB 14-22

Sword weapon 3-9; 1 other weapon 2-4; leather.*

No magic.
No talents.
Two skills 0-4?

Kadakithis wears this armor for protection against assassins and can don whatever armor he chooses.

QUAG
Hell Hound; bodyguard of Prince Kadakithis.
First Mention: TW 12, 179; VU 175.

PS 18-22 AG 11-17 MA 5-7
MD 12-18 EN 18-22 WP 10-16
PC 8-10 PB 9-19

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.
No talents.
Military scientist 3-5; 2 other skills 0-2.

RAZKULI
Hell Hound; bodyguard of Prince Kadakithis.
First Mention: TW 12, VU 263.

PS 18-24 AG 11-17 MA 5-7
MD 12-18 EN 18-22 WP 10-16
PC 8-12 PB 10-20

Sword weapon 5-9; 2 other weapons 3-7; dagger 4-8; chainmail; improved buckler.

No magic.
No talents.
Military scientist 2-4; 2 other skills.

TEMPUS
Hell Hound; sell-sword and Vashanka's minion.
First Mention: VU 193, 229, 287.

PS 22-26 AG 16-20 MA 7-13
MD 17-21 EN 16-22 WP 15-23
PC 12-22 PB 11-17

Bastard sword 7-9; other sword weapon 5-7; 2 other weapons 2-6; chainmail?

Minor magic.
Regeneration: Tempus regenerates one Endurance Point per round in combat. When not engaged in combat, his regeneration ability depends on how Vashanka is disposed towards him. Note that Tempus can regenerate grievous injuries.
Illusionary Visage: Tempus can alter his facial appearance at will.

Military scientist 3-9; Spy or Thief 3-5; 2 other skills 3-5?

Tempus' magical sword adds 20 to his Base Chance in combat, and dispells all defensive enchantments of Rank 15 or less. It glows with a pale pinkish light in the presence of enemies, especially Ilsigs.

WALEGRIN
Guard soldier from Sanctuary garrison.
First Mention: VU 126.

PS 17-23 AG 15-21 MA 7-11
MD 11-17 EN 14-20 WP 13-19
PC 9-11 PB 12-20

Sword weapon 3-7; 2 other weapons 2-8; leather; improved buckler?

No magic.
No talents.
Military scientist 2-6; other skills 1-7.

ZALBAR
Captain of the Hell Hounds.
First Mention: TW 10, 177, 204, 241; VU 263.

PS 21-25 AG 13-19 MA 5-7
MD 13-19 EN 19-23 WP 8-14
PC 13-17 PB 15-21

Sword weapon 6-10; 2 other weapons 4-8; dagger 4-8; chainmail; improved buckler.

No magic.
No talents.
Military scientist 4-6; 2 other skills 0-4.

RESIDENTS

ALTEN STULWIG
Apothecary.
First Mention: VU 151.

PS 18-20 AG 12-16 MA 5-13
MD 14-18 EN 14-22 WP 13-17
PC 5-9 PB 11-17

Quarterstaff 1-3; 1 small weapon 2-4; no armor.

Minor magic?
No talents.
Alchemist 3-7; Merchant 2-6; Thief 1.

As the first of his alchemical abilities (50.5), he can mix medicines.

AMOLI
Madam of the Lily Garden.
First Mention: TW 219, 254.

PS 6-12 AG 12-18 MA 8-12
MD 16-20 EN 8-16 WP 13-21
PC 8-16 PB 10-18

Two knives or small throwing weapons 0-2; no armor.

No magic.
No talents.
Courtesan 5-7; Merchant 2-6; Thief 1.

Amoli is classed as unsavory in Sanctuary –quite a feat of depravity.

DUBRO
Town smithy.
First Mention: TW 58; VU 124.

PS 21-25 AG 6-10 MA 5-9
MD 14-18 EN 15-23 WP 7-11
PC 6-10 PB 10-16

Mattock 1-5; 2 other large weapons 0-2; bare hands 4-8; cloth armor.

No magic.
Smith.
Merchant 0-6; 1 other skill 0-4.

ENAS YORL
Wizard.
First Mention: VU 37, 113; VU 172.

PS var AG var MA 24-36
MD var EN var WP 14-22
PC 12+var PB var

Small stabbing weapon 0-2*; var.

Colleges of Ensorcelments and Enchantments (Ensorceller), Sorceries of the Mind, Illusions, and Celestial Magics (Star Mage); minor magic.
Spy 1-3*; 2 other skills 0-2*; var.

var: variable; *only while humanoid in form.

Enas Yorl is the victim of an impressive major curse which may have been augmented by magical backfire. He is a most difficult personality to play. His form randomly changes during a 24-72 hour cycle. His forms divide in roughly this fashion: 50% human male, 25% exotic human or humanoid, and 25% bizarre enough to confine him to quarters. Enas Yorl's physical capabilities are determined by his current form, but his mental and magical facilities usually remain unchanged.

HAKIEM (The Storyteller)
Professional gossip.
First Mention: TW 4, 167; VU 1, 134, 199.

PS 6-14 AG 5-11 MA 6-12
MD 15-21 EN 7-13 WP 13-19
PC 15-25 PB 5-13

Dagger 0-4; bare hands 0-2; no armor.

No magic.
No talents.
Troubador 4-8 (includes: amuse small children, compose and recite stories and legends); Spy 2-6; 1 other skill 0-2?

HAWKMASK
Tough and bodyguard in Jubal's employ.
First Mention: TW 73, 191; VU 194, 278.

PS 15-21 AG 12-18 MA 5-9
MD 11-91 EN 16-22 WP 7-17
PC 5-13 PB 7-23

Large weapon 0-4; medium weapon 2-6; small weapon 1-5; bow weapon 0-6?; leather; improved buckler?

Minor magic?
May have magical protection.
Thief 0-6; Assassin 0-4; 2 other skills 0-4?

ILLYRA (The Seeress)
Half-S'Danzo fortune-teller.
First Mention: TW 57, 93; VU 124, 153.

PS 6-12 AG 14-20 MA 12-24
MD 15-21 EN 7-13 WP 13-19
PC 12-20 PB 20-24

Small stabbing weapon 0-2?; no armor.

Minor magic?
No talents.
Astrologer 4-6; Merchant 1-3; Thief 1; 1 other skill 0-4?

Illyra is believed to be under a minor curse (84.30) which has rendered her barren.

JUBAL
Crime-lord of Sanctuary.
First Mention: TW 185; VU 160, 278.

PS 16-20 AG 14-18 MA 5-9
MD 14-18 EN 13-19 WP 15-23
PC 9-13 PB 7-15

2 sword weapons 3-7; knife 4-8; 2 other weapons 1-7; leather*.

No magic.
No talents.
Assassin 1-5; Thief 2-4; Merchant 4-10; 1 other skill 1-5.

**May wear any armor if he feels he needs it.*

MASHA ZIL-INEEL
Doctor's Assistant and Hairdresser turned Adventurer.
First Mention: VU 5.

PS 4-14 AG 13-21 MA 6-8
MD 14-18 EN 10-14 WP 19-25
PC 10-22 PB 13-21

Dagger 0-2; short sword 0-2; no armor.

No magic.
Limited berserkergang: Masha can, in moments of crisis, perform feats of strength, coordination, and daring far beyond her apparent capabilities.
Healer 1; Thief 1-3; 1 other skill 1-3.

MELILOT (The Scribe)
Owns a translation firm.
First Mention: TW 17.

PS 6-12 AG 14-20 MA 7-13
MD 14-18 EN 7-15 WP 13-19
PC 12-16 PB 6-10

Small weapon 0-2?; no armor.

No magic.
No talents.
7-9 languages 8-10; Merchant 5-9; 2 other skills 1-5.

KURD (The Vivisectionist)
Medieval research scientist.
First Mention: VU 272.

PS 6-12 AG 8-12 MA 7-11
MD 14-22 EN 6-12 WP 17-23
PC 7-11 PB 6-10

Small weapon 0-2?; no armor.

Minor magic?
No talents.
Healer 1; 2 other skills 2-6.

MIZRAITH
Magician.
First Mention: TW 226.

PS 7-5 AG 8-16 MA 28-36
MD 10-18 EN 8-12 WP 15-21
PC 7-13 PB 7-13

Stabbing weapon 0-2?; no armor.

Colleges of Necromantic Conjurations, Enchantment and Ensorcelment (Enchanter), Sorceries of the Mind and Lesser Summoning; minor magic.
Has talents at gamesmaster's discretion.
Mechanician 1-7; 2 other skills 0-8.

MYRTIS
Madam of Aphrodisia House.
First Mention: TW 237, 284.

PS 5-13 AG 15-21 MA 10-14
MD 17-23 EN 8-16 WP 13-21
PC 12-16 PB 17-25

Small weapon 0-2?; no armor.

No magic.
Courtesan 8-10; Merchant 5-9; 1 other skill 1-7.

ONE-THUMB (LASTEL)
Owns the Vulgar Unicorn.
First Mention: TW 109, 209.

PS 13-19 AG 12-16 MA 6-10
MD 12-20 EN 14-18 WP 15-19
PC 7-17 PB 7-13

Rapier 3-7; dagger 3-7; 1 other weapon 1-3?; no armor.

No magic.
Bartender.
Merchant 3-7; Assassin 5-7; Thief 1-3; 1 other skill 0-2?

CAPPEN VARRA (The Minstrel)
"The only honest man in Sanctuary."
First Mention: TW 70, 91, 272.

PS 9-15 AG 20-22 MA 12-20
MD 16-22 EN 10-16 WP 14-16
PC 15-21 PB 15-21

Rapier 5-7; spear 1-3; small weapon 2-4; cloth armor.

Minor magic.
Knows geometry; understands basic principles of magic.
Troubador 7-9; Thief 4-8; 3 other skills 1-5; 2 other languages 6-10.

Cappen Varra possesses an amulet which acts as a focus for and adds 50 to his Magic Resistance after he speaks three truths about the Adept casting magic at him. He also composes a mean rondel.

CIME (The Witch Harlot)
Free-lance prostitute.
First Mention: VU 205.

PS 6-12 AG 12-20 MA 17-23
MD 14-22 EN 6-14 WP 13-19
PC 10-14 PB 13-21

Small weapon 0-2; no armor.

Black magician?; minor magic.
No talents.
Courtesan 3-7; 3 other skills 1-5? (but not Thief).

Cime is the victim of a major curse (84.4) which prevents her from sleeping with any man except as a client, and she has vowed to slay sorcerers.

HANSE or SHADOWSPAWN
Thief extraordinaire.
First Mention: TW 111, 156, 197; VU 202, 229.

PS 12-16 AG 20-24 MA 5-9
MD 19-25 EN 10-14 WP 16-20
PC 13-21 PB 20-24

Dagger 2-8; Knife 2-8; 1 other weapon 0-2?

No magic.
No talents.
Thief 8-10; Spy 4-8; Merchant 3-7.

JAMIE THE RED
Younger son of a mountain king.
First mention: TW 102.

PS 22-24 AG 15-19 MA 5-7
MD 10-18 EN 21-25 WP 8-16
PC 7-11 PB 11-19

Claidheamh-mor 4-6; 1 sword weapon 4-6; knife 6-8; battle axe 5-7; spear 2-4; chainmail; plain buckler?

No magic.
No talents.
Ranger 3-5; Thief 1; other skills 0-4?

JARVEENA
Translator in Melilot's employ.
First Mention: TW 19.

PS 5-9 AG 13-19 MA 6-8
MD 15-21 EN 7-15 WP 18-24
PC 6-12 PB 5-11

Dagger 02-?; no armor.

No magic.
No talents.
3 languages 8-10 (includes Yenized); Thief 0-4; 1 other skill 0-2?

KEMREN, THE PURPLE MAGE
Renegade priest of Weda Krizhtawn.
First Mention: VU 80.

PS 5-11 AG 10-16 MA 25-31
MD 11-17 EN 7-13 WP 16-22
PC 6-12 PB 9-15

Stabbing weapon 1-3; 1 other weapon 0-2?; no armor.

Colleges of Sorceries of the Mind, Water Magics, Enchantments and Ensorcelments (Enchanter), Black Magics, Illusions and Shaping Magics; minor magic.

Has talents at gamesmaster's discretion.
Mechanician 4-10; Merchant 1-5; 2 other skills 1-3.

LYTHANDE (The Star-Browed)
Adept of the Blue Star.
First Mentioned: TW 71, 197, 248, 267.

PS 10-16 AG 11-17 MA 22-26
MD 12-16 EN 9-15 WP 14-20
PC 11-17 PB 9-17

Sword weapon 3-7; stabbing weapon 2-6; 1 other weapon 0-2; no armor.

Colleges of Illusions, Air Magics, Water Magics, Sorceries of the Mind, and Celestial Magics (Shadow Weaver); minor magic.
Teleport to the Place That Is Not.
Thief 1-5; Ranger 1-5; Alchemist 0-8; 2 other skills 0-6.

SAMLOR HIL SAMT
Caravan master.
First Mentioned: VU 91.

PS 15-21 AG 14-18 MA 8-20
MD 13-17 EN 14-18 WP 16-20
PC 12-18 PB 8-16

Dagger 5-9; 1 medium weapon 3-5; 1 bow weapon 3-5?; no armor.*

College of Ensorcelments and Enchantments (Enchanter); minor magic.
No talents.
Merchant 3-7; Ranger 3-7; Thief 1; other skill 2-4?

**Samlor probably wears armor in the desert or when on convoy.*

SMHEE
Priest of Weda Krizhtawn
First Mentioned: VU 30.

PS 15-21 AG 18-22 MA 15-17
MD 11-17 EN 12-16 WP 14-20
PC 9-15 PB 8-14

Dagger 3-9; 2 other weapons 1-3; cloth armor?

College of Water Magics?; minor magic.
No talents.
Spy 3-7; 2 other skills 1-5.

RACES

These are formatted as are the races of the DragonQuest universe (6). The "Chance" indicates the percentage chance of a new character being that race (6.3).

THE S'DANZO

The seers of Thieves' World, though they show surprising disinclination for other magics.

Special Ability: only a full or a half-S'Danzo may be an Astrologer. See also section "E" of note 11 prefacing these statistics.

EN -1; MA +1; PC +1.

(Full S'Danzo) Chance: 15%. Racial Multiplier 1.3.

(Half S'Danzo) Chance: 20%. Racial Multiplier 1.2.

The gamesmaster must choose which of the characteristic modifiers apply to half S'Danzos.

MONSTERS

BENGIL CRAB OF SHARRANPIP
First Mention: VU 56.
Natural habitat: Beach and Shoals.
No talents, skills, or magic.
Movement rate: Crawling: 250.

PS 12-22 MD 3-9 AG 5-10
MA none EN 5-8 FT 6-9
WP 5-6 PC 7-11 PB 2-6
AP 4-6 NA 2 DP/strike

Attacks: a Bengil crab can attack with 2 claws each with a BC of 35% and +1 Damage.

SIKKINTAIR (Flying Knife)
First Mention: TW 124.
Natural habitat: Mountains and Plains.
No talents, skills, or magic.
Movement rates: Walking 100, Flying 850.

PS 32-40 MD 15-20 AG 10-16
MA 2-5 EN 20-25 FT 15-30
WP 0-5 PC 7-14 PB 0-5
AP 12-15 NA 4 DP/strike

Attacks: A sikkintair can attack with 2 talons, each with a BC of 30% and +5% Damage.

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DUNGEONS & DRAGONS®

Steve Marsh

D&D® (DUNGEONS & DRAGONS®) is a relatively simple system with all the ends left open for the DM to expand as he'd like, in contrast to AD&D™, where all the ends are filled in minute detail.

Each character is the sum of his experience and life. As in most legends, each D&D® character's vitality (and the reflections of it) increases as he overcomes enemies and barriers.

In D&D® the transition to the heroic and supramundane occurs relatively soon as characters gain more hit dice, thereby allowing the players to experience the vigor and pace that permeates most of our legends.

In adapting Sanctuary, remember that the major characters (the ones detailed in this volume) are extraordinary. You could scour the Empire and not find their like. Each is heroic and worthy of note. Each has been adapted with consideration of what they actually did (not what they said they did or what they said they were) in comparison to what others around them achieved. A DM should feel free to add or subtract, or to create new classes in which to fit the characters.

When placing Sanctuary in a D&D® world, note that Sanctuary appears to be a magic-poor world with few magicians and few magic items (except for those given out by the god of war –and those bite pretty hard). It also seems to be a bit poorer than the average world, but then we see it mostly from the viewpoint of slum dwellers, and their world always is poor.

This adaptation has been done within the limits and guidelines of the two D&D® books. As everything done with those, a DM should feel that these are merely a place to start with his or her creativity, rather than a place for it to end. You may wish to read the Sanctuary anthologies differently than I did, see the uniqueness of the characters as less, and differ with me on almost every point. Yet please remember that this is a good faith effort to give a fair interpretation of the material.

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□ □ PRINCE, RETINUE and OFFICIALS □ □

AYE-GOPHLAN
8th level fighter
ALIGNMENT: Lawful
HIT POINTS: 56
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK 3-10
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 17
INTELLIGENCE: 09
WISDOM: 10
CONSTITUTION: 16
DEXTERITY: 14
CHARISMA: 17

BOURNE
8th level fighter
ALIGNMENT: Chaotic
HIT POINTS: 44
ARMOR CLASS: 4 (chain + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-10 (1d8+2)
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 16
INTELLIGENCE: 11
WISDOM: 12
DEXTERITY: 13
CONSTITUTION: 14
CHARISMA: 08

DANLIS
2nd level fighter
ALIGNMENT: Neutral
HIT POINTS: 12
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +3
FAVORITE WEAPON: Dagger
MOVE: 120'/turn
STRENGTH: 12
INTELLIGENCE: 17
WISDOM: 09
CONSTITUTION: 11
DEXTERITY: 18
CHARISMA: 18

KADAKITHIS
9th level fighter
ALIGNMENT: Lawful
HIT POINTS: 45
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-9
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 13
INTELLIGENCE: 17
WISDOM: 17 – +2 vs. magic-based saving throws
CONSTITUTION: 14
DEXTERITY: 16
CHARISMA: 18

MOLIN TORCHHOLDER
11th level cleric
ALIGNMENT: Neutral
HIT POINTS: 40
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-7
HIT BONUS: +1
FAVORITE WEAPON: Mace
MOVE: 90'/turn
STRENGTH: 14
INTELLIGENCE: 13
WISDOM: 18 – +3 on magic-based saving throws
CONSTITUTION: 12
DEXTERITY: 11
CHARISMA: 18
SPELLS:

1st level	*2nd level*	*3rd level*	*4th level*	*5th level*
Detect Evil	Bless	Continual Light	Cure Serious Wounds	Commune
Light	Hold Person	Striking	Protection/ evil 10'r.	Dispel Evil
Protection/evil	Know Alignment	Remove Curse	Create Water	Quest
Cure Light Wounds	Find Traps	Cure Disease		

For the DM Molin may be the most powerful cleric in Sanctuary. His spells represent the powers available to those who serve Ranke. He is likely to charge in coin and service (backed by Quest) for any of the powers of his god that he invokes for others.

GENERIC HELL HOUND [Arman, Quag, Razkuli]
7th level fighter
HIT POINTS: 39
ARMOR CLASS: 4 (chain + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-10 (1D8+2)
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 16
INTELLIGENCE: 12
WISDOM: 12
CONSTITUTION: 14
DEXTERITY: 13
CHARISMA:

Reputations of Hell Hounds are such that the morale of any intelligent opposition to them will drop by 1D4. A Hell Hound never has morale failure and adds 1 to the morale of those he is with.

Non-generic Hell Hounds do exist. They are tougher than the normal Hell Hound, and not as self-sacrificing or as loyal.

In dealing with Hell Hounds, players should discover that they are incorruptible and completely loyal to the Empire.

TEMPUS
14th level fighter
HIT POINTS: 86
ARMOR CLASS: 3 (chain + shield + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-10 (1D8+2)
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 120'/turn
STRENGTH: 17
INTELLIGENCE: 16
WISDOM: 18 – +3 on all magic-based saving throws
CONSTITUTION: 18
DEXTERITY: 15
CHARISMA: 11

Tempus audited the Blue Star in an effort to regain Cime and dominate the unlawful forces in himself.

When in favor with his god, Tempus is able to regenerate a point of damage every round. When not in favor, he regenerates a point of damage every day (in addition to normal healing). When he is between favor and disfavor (which often happens when the god is displeased but not truly angry) he regenerates a point of damage every hour.

Tempus carries one of the weapons of his god. Such weapons are fearsome, and often consume their bearers. They generally take one experience level plus a percentage of the experience points of the character in order to purchase them. They also reduce the percentage of earned experience (thus Cime earns only a fraction of the experience her actions would usually bring).

Tempus' weapon is a sword with edge and point. It is preternatural in its effects. Using it he does double damage (6-20 / 2D8+4) and gets double attacks. The sword reflects spells back at their casters and reverses magic bonuses (against this sword +3 armor would be -3 armor, a magic arrow would return to the person who fired it, etc.). The sword is +5 to hit. With the sword he gets (with bonuses) two attacks at +8 for 6-20 points each.

As one who was once a man and who longs for peace and love, Tempus is driven. He will aid those who he perceives could be as he was. For this reason he is in the slum of Sanctuary serving the Prince when he could be making more money in the capital. For this reason he befriends 'Snipe' (Hanse Shadowspawn). He cares for the people and tries to serve them. And he hates those who prey on others and who flout the laws and he will slay them any time and any place. The DM should play him as a hero of elemental proportions and motivations.

WALEGRIN
8th level fighter
ALIGNMENT: Lawful
HIT POINTS: 47
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-10
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 16
INTELLIGENCE: 17
WISDOM: 09
CONSTITUTION: 14
DEXTERITY: 15
CHARISMA: 16

The DM should remember that Walegrin is very streetwise and a strong tactician. He is not likely to get bushwhacked or to walk into ambush.

ZALBAR THE HELLHOUND
9th level fighter
ALIGNMENT: Lawful
HIT POINTS: 70
ARMOR CLASS: 4 (chain + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-10 (1D8+2)
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 17
INTELLIGENCE: 09
WISDOM: 14
CONSTITUTION: 17
DEXTERITY: 15
CHARISMA: 12 (17)

As a non-com with long experience and a good memory, Zalbar knows how to discipline and motivate men. For those who know him, his charisma is 17 rather than 12.

□ □ □ □ □ □ RESIDENTS □ □ □ □ □ □

ALTEN STULWIG
5th level cleric
ALIGNMENT: Neutral
HIT POINTS: 25
ARMOR CLASS: 7 (cloth + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
HIT BONUS: +1
FAVORITE WEAPON: Staff
MOVE: 120'/turn
STRENGTH: 11
INTELLIGENCE
WISDOM: 18 + 3 on magic-based saving throws
CONSTITUTION: 13
DEXTERITY: 15
CHARISMA: 09
Spells:

Level 1	*2nd Level*
Healing x 2	Bless
	Find Traps

Alten Stulwig's wisdom score reflects his great knowledge of natural healing methods and his understanding of natural ways.

Because of this he can heal all vitamin deficiency diseases, induce miscarriages, and heal fevers–in short he has a 5 x wisdom (90%) chance of getting any result that a modern drug could achieve. He also has a few low level spells.

A DM should use Alten Stulwig as an NPC healer who will charge a "reasonable" price without asking questions. For any of his herbs he'll charge 150% of whatever the market price would otherwise be.

AMOLI
6th level thief
ALIGNMENT: Neutral
HIT POINTS: 27
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +2
FAVORITE WEAPON: dagger
MOVE: 120'/turn
STRENGTH: 10
INTELLIGENCE: 15
WISDOM: 12
CONSTITUTION: 16
DEXTERITY: 17
CHARISMA: 15

Thiefly Skills:

Open Locks 45%	Remove Traps 40%	Pick Pockets 45%
Climbing 92%	Move Silently 45%	Hiding 35%
Listening 1-3		

Amoli should be played as a rugged individual who has climbed fairly close to the top of her world using whatever tools she had available. She prefers to negotiate to gain what she wants but will resort to violence if forced.



Molin Torchholder

DUBRO THE SMITH
5th level fighter
ALIGNMENT: Lawful
HIT POINTS: 45
ARMOR CLASS: 6 (may be increased to 1)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-9 (1D6+3)
HIT BONUS: +4
FAVORITE WEAPON: Hammer
MOVE: 120'/turn (to 60'/turn)
STRENGTH: 18
INTELLIGENCE: 08
WISDOM: 11
DEXTERITY: 13
CONSTITUTION: 18
CHARISMA: 08

ENAS YORL
12th level magic-user
ALIGNMENT: Lawful
HIT POINTS: 48
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1-4
HIT BONUS: 0
FAVORITE WEAPON: Dagger
MOVE: 120'/round
STRENGTH: 10
INTELLIGENCE: 18
WISDOM: 15 – + 1 vs. magic-based saving throws
CONSTITUTION: 16
DEXTERITY: 10
CHARISMA: 03

Enas Yorl can cast lasting polymorphs to heal deformities (at a high price). He knows many of the secrets of Sanctuary, and the past of many of its inhabitants. Part of this knowledge comes from his possession of a magic glass allowing him to view all of Sanctuary at will.

He should be played as one who already knows what the players want and why they want it. His contacts and magic usually will have shown/told him everything–or so it will appear. He will not venture forth, but can be hired to cast spells and enchant items at 150% of what the normal charge would be. His special polymorph spell (the one that lasts) is 6th level and may require some enchanting.

HAKIEM
6th level thief
ALIGNMENT: Neutral
HIT POINTS: 16
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +2
FAVORITE WEAPON: Dagger
MOVE: 120'/turn
STRENGTH: 09
INTELLIGENCE: 18
WISDOM: 6 – +2 vs. magic-based saving throws
CONSTITUTION: 10
DEXTERITY: 17
CHARISMA: 15
Thiefly Skills:

Open Locks 45%	Remove Traps 40%	Climbing 92%
Pick Pockets 45%	Move Silently 45%	Hiding 35%
Listening 1-3		

Hakiem is a very bright but now-crippled thief who can no longer reach locks or second stories. Tough enough to hold his own against those who would rob him, having enough friends that no one would molest him for amusement, bright and quick enough that he learned much lore in his younger days, Hakiem now tells tales in the marketplace and begs for a living.

He is cunning and proud. He scrapes bottom for a living when times are rough (as they are now) and tells tales when people have a few coppers to spare. For a price he will tell an adventurer the appropriate tale that will fill in general background knowledge or historical information. He can direct one to any place in town. In giving information or tales he will try to receive his pay first and then shortchange the payer. He will wait for his pay but, if forced to, will raise a hue and cry if not paid. He is a very useful source of information for newcomers.

HANSE SHADOWSPAWN
7th level thief
ALIGNMENT: Chaotic
HIT POINTS: 33
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-6 (1D4+2)
HIT BONUS: +4
FAVORITE WEAPON: Throwing Dagger
MOVE: 120'/turn
STRENGTH: 16
INTELLIGENCE: 11
WISDOM: 09
CONSTITUTION: 16
DEXTERITY: 17
CHARISMA: 14
Thiefly Skills:

Open Locks 55%	Remove Traps 50%	Pick Pockets 55%
Move Silently 55%	Hide in Shadows 45%	Climbing 93%
Listening 1-4		

HAWKMASK, Thief
2nd level thieves
ALIGNMENT: Chaotic
HIT POINTS: 7
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
HIT BONUS: +1
FAVORITE WEAPON: Sword
MOVE: 120'/turn
STRENGTH: 12
INTELLIGENCE: 11
WISDOM: 09
CONSTITUTION: 10
DEXTERITY: 13
CHARISMA: 08
Thiefly Skills:

Open Locks 20%	Find Traps 15%	Remove Traps 10%
Pick Pockets 25%	Move Silently 30%	Climb 75%
Hear Noise 1-2	Hide in Shadow 25%	

HAWKMASK, Fighter
2nd level fighters
ALIGNMENT: Chaotic
HIT POINTS: 14
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE BONUS: +1
FAVORITE WEAPON: Sword
MOVE: 90'/turn
STRENGTH: 13
INTELLIGENCE: 10
WISDOM: 10
CONSTITUTION: 12
DEXTERITY: 10
CHARISMA: 08
See note below.

The fighters provide muscle and the thieves provide touch. Fighters usually will be encountered in groups of 3-5 (2+1D3) and thieves in groups of 1-3 (1D3). The fighters are often making their presence felt; the thieves often are on their way to murder someone.

ILLYRA
6th level 'cleric'
ALIGNMENT: Lawful
HIT POINTS: 27
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1-4
HIT BONUS: +1
FAVORITE WEAPON: Light Club/Dagger
MOVE: 120'/turn
STRENGTH: 09
INTELLIGENCE: 15
WISDOM: 18 – +3 on magic-based saving throws
DEXTERITY: 13
CONSTITUTION: 10
CHARISMA: 16
Favorite Spells:

1st Level	*2nd Level*	*3rd Level*	*4th Level*
Detect Evil	Bless	Locate Object	Protection/Evil 10'r
Detect Magic	Know Alignment		

In telling the past of an item, Illyra will not be able to reveal what it is, but will be able to give enough information that the players should be able to deduce what they have. With the future she will make the players aware of events that have an impact on their lives (advance warning of a draft or of a Mountain Man attack for example). This ability requires much DM discretion.

Illyra works for hire but rarely leaves her stall. She fears to be involved in the world of the magic-users of Sanctuary or the conflicts of the gods, preferring to remain in the world of her tribal magic (a type of clerical magic. She is not powerful but she is wise and knows where to find help. She has some herb lore, the chance of her being able to duplicate a modern drug being 4 x intelligence (or 60%) and her chance of having the necessary herb 2 x wisdom (or 36%). If she doesn't have the drug her chance of being able to find it is 2 x charisma (or 32%). The formulas are given in case her characteristics change.

JUBAL
11th level fighter
ALIGNMENT: Chaotic
HIT POINTS: 70
ARMOR CLASS: 3 (chain + DEX bonus)
NO. OF ATTACKS: 1 (or 2 at -1 each)
DAMAGE/ATTACK: 4-11 (1-8+3)
HIT BONUS: +5
FAVORITE WEAPON: Sword
MOVE: 120'/turn
STRENGTH: 18
INTELLIGENCE: 15
WISDOM: 12
CONSTITUTION: 17
DEXTERITY: 16
CHARISMA: 17

KEMREN, THE PURPLE MAGE
11th level Magic User
ALIGNMENT: Chaotic
HIT POINTS: 28
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +2
FAVORITE WEAPON: Dagger
MOVE: 120'/turn
STRENGTH: 09
INTELLIGENCE: 18
WISDOM: 15 – +1 on magic-based saving throws
DEXTERITY: 16
CONSTITUTION: 09
CHARISMA: 16
Favorite Spells: A Sample List

1st Level	*2nd Level*	*3rd Level*
Magic Missile x 2	Phantasmal Force x 3	Water Breathing
Shield		Hold Person
Sleep		
4th Level	*5th Level*	*6th Level*
Charm Monster	Cloudkill	Invisible Stalker
Polymorph Others	Hold Monster	
Hallucinatory Terrain	Wall of Stone	

Assuming a time before his death (or even perhaps after it if great powers stirred to raise him from the dead), the Purple Mage is deadly and powerful. He is sliding toward neutrality, caring not for the outside world except that it not bother him. At the same time his lust for power and safety draws him out into intrigues and daring. He is likely to be the connecting point for some conspiracies arising outside of Sanctuary. He is also one of the few possessing huge amounts of portable wealth and an independent paramilitary organization (the Raggah).

KURD THE VIVISECTIONIST
7th level magic-user
ALIGNMENT: Neutral
HIT POINTS: 17
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: 0
FAVORITE WEAPON: Knife
MOVE: 120'/turn
STRENGTH: 09
INTELLIGENCE: 18
WISDOM: 18 – +3 on magic-based saving throws
CONSTITUTION: 12
DEXTERITY: 12
CHARISMA: 06
Favorite Spells:

1st Level	*2nd Level*	*3rd Level*	*4th Level*
Charm Person	ESP	Hold Person	Confusion
Sleep	Web	Clairvoyance	
Hold Portal			

MASHA
3rd level thief
ALIGNMENT: Lawful
HIT POINTS: 9
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-7
HIT BONUS: +3
FAVORITE WEAPON: Short Sword
MOVE: 120'/turn
STRENGTH: 13
INTELLIGENCE: 12
WISDOM: 14 – +1 on magic-based saving throws
DEXTERITY: 16
CONSTITUTION: 10
CHARISMA: 13
Thiefly Skills:

Open Locks 25%	Remove Traps 10%	Pick Pockets 40%
Move Silently 40%	Hide in Shadows 40%	Climbing 35%

Listening 1-3

Adventurous, resourceful, possessing some initiative, slightly cowed by her deadening situation, Masha is the archetype of the lower-level NPC that characters will mingle with and perhaps hire.

If post 'Spiders of the Purple Mage' she is independent and growing alive as she starts her new life. In this case the DM should treat her as someone likely to hire others in lawful pursuits and perhaps more likely to take risks as well. Add 1 level, 4 hit points, and 5% to all her skills.

MELILOT THE SCRIBE
6th level thief
ALIGNMENT: Chaotic
HIT POINTS: 22
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-7
HIT BONUS: +2
FAVORITE WEAPON: Shortsword
MOVE: 120'/turn
STRENGTH: 13
INTELLIGENCE: 18
WISDOM: 16 – +2 vs. magic-based saving throws
CONSTITUTION: 11
DEXTERITY: 14
CHARISMA: 10
Thiefly Skills:

Open Locks 65%	Remove Traps 60%	Climbing 10%
Pick Pockets 65%	Move Silently 65%	Listening 1-4
Hide in Shadows 55%		

MIZRAITH THE MAGE
11th level magic-user
ALIGNMENT: Chaotic
HIT POINTS: 35
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: 0
FAVORITE WEAPON: Dagger
MOVE: 120'/turn
STRENGTH: 09
INTELLIGENCE: 18
WISDOM: 15 – +2 vs. magic-based saving throws
CONSTITUTION: 14
DEXTERITY: 11
CHARISMA: 09
Favorite Spells:

1st Level	*2nd Level*	*3rd Level*
Charm Person	Phantasmal Force	Dispel Magic
Detect Magic	Mirror Image	Fireball
Shield	Web	Protection/normal Missiles
Ventriloquism		
4th Level	*5th Level*	*6th Level*
Confusion	Pass Wall	Invisible Stalker
Dimension Door	Wall of Stone	
Wall of Ice		

For each point of wisdom, or for each level (whichever is less) a mage may maintain 1 spell (if he knows the secret and is of high enough level) via difficult enchantments. Mizraith has mastered a technique of stealing wisdom from others so that they and not he maintain the spells he continues.

Whenever Mizraith is involved in sorcerous conflict, all of the spells he maintains are subject to temporary warping and side effects. Lastel may have met his doom that way.

Like most of Sanctuary's sorcerers, Mizraith seems to be interested in sex and reputation. He judges by age and wealth. The statistics given are for Mizraith without his sons and without his spells being disturbed. If warned and aware of a life or death confrontation he would be accompanied by two of his sons equal to the statistics above and would have twice the spells himself. In that case, treat him as 14th level.

MYRTIS
4th level magician
ALIGNMENT: Neutral
HIT POINTS: 16
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +3
FAVORITE WEAPON: Dagger
MOVE: 120'/turn
STRENGTH: 09
INTELLIGENCE: 16
WISDOM: 16 – +2 vs. magic-based saving throws
CONSTITUTION: 13
DEXTERITY: 18
CHARISMA: 18
Favorite Spells:

1st Level	*2nd Level*
Charm Person x 2	Wizard Lock
	Phantasmal Force

ONE-THUMB (LASTEL)
9th level fighter
ALIGNMENT: Chaotic
HIT POINTS: 62
ARMOR CLASS: 6 (leather + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-9 (1D6+3)
HIT BONUS: +4
FAVORITE WEAPON: Cleaver
MOVE: 120'/turn
STRENGTH: 18
INTELLIGENCE: 13
WISDOM: 08
CONSTITUTION: 16
DEXTERITY: 14
CHARISMA: 15

□□□□□□ TRANSIENTS □□□□□□

CAPPEN VARRA
9th level thief
ALIGNMENT: Lawful
HIT POINTS: 35
ARMOR CLASS: 4 (leather + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-9
HIT BONUS: +4
FAVORITE WEAPON: Sword
MOVE: 120'/turn
STRENGTH: 13
INTELLIGENCE: 16
WISDOM: 14 – +1 on magic-based saving throws
DEXTERITY: 18
CONSTITUTION: 14
CHARISMA: 18
Thiefly Skills:

Open Locks 75%	Remove Traps 70%	Pick Pockets 75%
Move Silently 75%	Climbing 95%	Hide in Shadows: 65%

Listening 1-4

LYTHANDE of the Blue Star
9th level 'elf'
ALIGNMENT: Lawful
HIT POINTS: 42
ARMOR CLASS: 4 (DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-9
HIT BONUS: +3
FAVORITE WEAPON: Sword
MOVE: 120'/turn
STRENGTH: 13
INTELLIGENCE: 17
WISDOM: 16 – +2 vs. magic-based saving throws
CONSTITUTION: 14
DEXTERITY: 16
CHARISMA: 14
Sample Spell List:

1st Level	*2nd Level*	*3rd Level*
Charm Person	Invisibility	Dispel Magic
Sleep	ESP	Hold Person
Hold Portal	Phantasmal Force	Lightning Bolt

4th Level	*5th Level*
Confusion	Feeblemind
Wall of Fire	

SAMLOR hil SAMT
8th level fighter
ALIGNMENT: Lawful
HIT POINTS: 62
ARMOR CLASS: 7 (city) 2 (chain + shield) elsewhere
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-8
HIT BONUS: +4
FAVORITE WEAPON: Short Sword
MOVE: 120'/turn (city) 90'/turn (elsewhere)
STRENGTH: 16
INTELLIGENCE: 17
WISDOM: 13 – +1 to magic-based saving throws
DEXTERITY: 16
CONSTITUTION: 17
CHARISMA: 08

SMHEE
11th level thief
HIT POINTS: 24
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2/5
HIT BONUS: +4
FAVORITE WEAPON: Dagger/Garotte
MOVE: 120'/turn
STRENGTH: 14
INTELLIGENCE: 15
WISDOM: 16 – +1 on magic-based saving throws
CONSTITUTION: 09
DEXTERITY: 18
CHARISMA: 06
Thiefly Skills:

Open Locks 95%	Remove Traps 90%	Pick Pockets 95%
Move Silently 95%	Climbing 97%	Listening 1-5
Hide in Shadows 85		

Smhee is skilled in splinting broken bones and using antibiotics. He also knows and can manipulate the pressure points of the human body. He was once devoutly Lawful but now consideres himself Neutral and fit for purgatory to cleanse his stains and return him to a Lawful status so that he can enter the heaven of Weda Krizhtawn.

If he lost weight and butter, he would have charisma 16.

Smhee is the archetype of the thief-assassin. Not able to take on a prepared mage or fighter face-to-face, nonetheless he can strike any time and any place where spells or men-at-arms are unready. He provides the DM with the statistics of a master assassin as well as an individual unique in his own right. Smhee as Smhee should be played with

CIME of the Blue Star
7th level 'elf'
ALIGNMENT: Neutral
HIT POINTS: 27
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +2
FAVORITE WEAPON: see below
MOVE: 120'/turn
STRENGTH: 10
INTELLIGENCE: 17
WISDOM: 15 – +1 vs. magic-based saving throws
CONSTITUTION: 10
DEXTERITY: 17
CHARISMA: 17
Magic Spells:

1st Level	*2nd Level*	*3rd Level*	*4th Level*
Charm Person	Knock	Infravision	Wall of Fire
Magic Missile	Phantasmal	Lightning Bolt	
Shield	Force		

Cime wears two rods of diamond. One voids magic cast at her and fucntions as the wand of her choice and aids her in her task of slaying mages; the other functions as the weapon of her choice. If it strikes as a weapon doing 1-4 points of damage, it is +5 to hit. If it strikes as a weapon doing 1-6 points of damage, it is +4 to hit. If it strikes as a weapon doing 1-8 points of damage it is +3 to hit, and so on, down to 1-12 and +1. It functions in a blur of energy. The rods reduce her earned experience by 90%. They function only for her.

JAMIE THE RED
7th level fighter
ALIGNMENT: Lawful
HIT POINTS: 50
ARMOR CLASS: 4 (chainmail + DEX bonus)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12 (1D10+2)
HIT BONUS: +3
FAVORITE WEAPON: Pole Arm, Sword
MOVE: 90'/turn
STRENGTH: 17
INTELLIGENCE: 09
WISDOM: 12
DEXTERITY: 15
CONSTITUTION: 16
CHARISMA: 13

JARVEENA
5th level thief
ALIGNMENT: Neutral
HIT POINTS: 28
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
HIT BONUS: +2
FAVORITE WEAPON: Thrown Dagger
MOVE: 120'/turn
STRENGTH: 09
INTELLIGENCE: 15
WISDOM: 12
CONSTITUTION: 13
DEXTERITY: 17
CHARISMA: 04
Thiefly Skills:

Open Locks 50%	Remove Traps 30%	Pick Pockets 55%
Move Silently 55%	Climbing 93%	Hide in Shadows 45%
Listening 1-4		

Jarveena is both a scribe and a mercenary thief for the DM. She is interested in money but has some scruples about how she obtains it. Neither murder nor torture appeal to her. She prefers not to prostitute herself but will if nothing else will work.

only one goal in mind–the slaying of the Purple Mage. Smhee will be subtle and careful, but everything he does should lead to that end. He will be careful of his means, willing to act the Neutral but not the Chaotic.

The DM should realize that Smhee has trailed the Purple Mage for over a decade and is now tougher and more prepared than he has ever been. In all that time Smhee has never been suspected nor detected by his prey. Should he choose to stalk a lesser prey he would be just as deadly and just as patient.

□ □ □ □ □ GODS and MONSTERS □ □ □ □ □

These are stats for the gods in both avatar and full manifestations. For a god's hit points, take his active worshippers and divide by 1,000. The worshippers must be active.

The usual armor class is considered to be bare skin.

ILS–has an intelligence of 19 and a wisdom of 24. Other requisites are unimportant. He would see one act into the future (his opponents all declare what they are going to do and then he gets to act first while they are forced to do what they declared). He has a 95% chance of knowing anything happening within lands where he is worshipped. His aspect would not change in different scales of manifestation.

Ils' knowledge of hidden weaknesses should be simulated by having the first three attacks upon him (or one he has strengthened) fail and his first three attacks do triple damage if they connect.

SHIPRI–an avatar of Shipri would have a wisdom of 21 and a charisma of 17. She would have use of all Lawful clerical spells. A full manifestation of Shipri would have the use of all clerical spells in either form and would be able to cast two per round.

ANEN–he probably would not manifest himself. If he did, his major abilities would be to cause drunkenness by touch, to raise the dead like a 12th level cleric, and to come back from the dead within three months of being slain. His full manifestation would cause drunkenness by sight and by breath (eye-to-eye contact and a 60' x 20' cone). It also would result in uncontrolled plant growth. He could use all plant control spells of magical or clerical nature.

ESHI–in avatar form Eshi would inspire lust and love for her form. Her charisma would be at maximum. In a full manifestation, Eshi would inspire lust and love for the nearest person. Her curse probably would be impotence/frigidity.

THUFIR–his avatar would be a travelling man, probably on foot. Treat him as a12th level fighter. His full manifestation would have the strength of every road behind him. As long as he stands upon a road he would have every ability of every class. If he left a road he would act as a fighter with a lot of hit points.

THILLI–her avatar probably would be able to use all protection spells and Wall of Fire without limit. It could also kindle a small fire in almost any circumstance. Her full manifestation would have active all protection spells, and would be able to use all Wall spells (except Wall of Ice) without limit. The manifestion would turn undead as does a 14th level cleric against an individual undead–not against a group of undead beings.

SHALPA–the avatar would be a 12th level thief. A full manifestation would be both thief and fighter of the 14th level.

THEBA–an avatar of Theba would have unlimited use of first and second level clerical spells and the ability to create food and water.

A full manifestation of Theba would have unlimited use of first through fourth level clerical spells, the ability to create simple food and water, and would cause peace (like Charm but no commands) to all within 180'.

SAVANKALA–he would manifest himself as a fire elemental (just as a conjured elemental) with all fire-type magical spells, as if thrown by a 12th level magic-user. In full manifestation, he would be the size of the elemental ruler (in the world of Sanctuary he may be the elemental ruler) and has all fire/light spells as if they were cast by a 14th level magic-user, but with twice the range.

SABELLIA–her avatar temporarily would add 2 to the intelligence and wisdom of all within 200'. It could turn any clouds into rain within line of sight. Her full manifestation would have all the powers of the avatar and require magical weapons of +3 or better hit and have an armor class of -2. She is indeed distant from man regardless of her appearance.

VASHANKA–his avatar is that of a 12th level fighter. It will probably have stone giant strength and be armed with a +3 weapon with 1-3 extraordinary powers. His full manifestation is as strong as a titan and will be armed with a +5 weapon bearing 3-6 extraordinary powers. It can also use an unlimited amount of lightning bolts and can cast 1 per round when in hand-to-hand melee, 3 per round otherwise.

AZYUNA–a beautiful woman in avatar form. She is able to polymorph herself an unlimited amount of times, by only for a period of an hour each day. She usually will appear in the form of a woman that a man desires, and she will sleep with him. She will return to her proper form (a full-bodied female) as the act of intercourse gives her strength.

She does not have the ability to fully manifest herself, since she is bound to Vashanka's couch.

DYAREELA–in avatar form Dyareela would have chaotic clerical spells of fourth level and below, and would melee with fingernails like swords –each blow being like the attack of 5 swords, one attack with one hand per round. In a full manifestation, Dyareela would have all chaotic clerical spells, drain life energy like a vampire (two levels per blow) and its claws would as swords +1, an attack with each set of claws per round.

Dyareela has an alternate avatar of a 14th level magic-user (hrast ra krodi).

HEQT–in avatar form, Heqt reinforces humans. She will give them doubled chances of success and two chances to make their saving throws. She also will rechannel thwarted energy–a spell that is blocked might be rechannelled to burst a dam, or strike from behind. In full manifestation, Heqt is a giant toad. She has all clerical spells, and can bite with a titan's strength for the same damage.

THE BLUE STAR–in game terms, the Blue Star turns men into elves. They use both weapons and magic, have unlimited life spans, and become somewhat fey. Should they violate the constraints, they act only as human fighters.

SIKKINTAIR (The Flying Knives)
ALIGNMENT: Neutral
ARMOR CLASS: 3
HIT DICE: 9
MOVE: 90'/180'/turn
ATTACKS: 2 claws/1 bite
DAMAGE: 1-6/claw
3-18/bite
NO. APPEARING: 1-8
SAVE AS: cleric, 9th level
MORALE: 10
TREASURE TYPE: F

BENGIL CRAB
ALIGNMENT: Neutral
ARMOR CLASS: 4
HIT DICE: ½
MOVE: 30/90
ATTACKS: 2 claws
DAMAGE: 1-3/claw
NO. APPEARING: 20-200
SAVE AS: fighter-1
MORALE: 5/land, 12/water
TREASURE TYPE: C

SHERRANPIP SPIDER
ALIGNMENT: Chaotic
ARMOR CLASS: 6
HIT DICE: 2
MOVE: 120'/turn
ATTACKS: 1 bite
DAMAGE: 1-6 + poison/bite
save vs. poison at -2
NO. APPEARING: 1-100
SAVE AS: fighter 2
MORALE: 7
TREASURE TYPE: D

The small spiders have ¼ of a hit point and do only poison when they bite (with -8 to saving throw).



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THE FANTASY TRIP™

Rudy Kraft

Incorporating Thieves' World into the world of Cidri and The Fantasy Trip game system is not an impossible task but does present some difficulties. Aside from the obvious, but minor, problems (such as revising all the streets and buildings to fit a hexagonal grid) there are three major areas of difficulty.

The first involves the creation of accurate non-player character statistics. Some characters transfer with little difficulty. The characters without magical abilities, for example, are not too tough. The skills, weapons, and abilities they use in the anthologies are, for the most part, within the rules of The Fantasy Trip. One small difficulty does arise, however. The Fantasy Trip system limits the number of things a character can know how to do, based on his or her IQ. The typical Thieves' World character has many more talents than is appropriate for the IQ the character demonstrates in the anthologies. I was left with two choices. I could ignore the rules and give characters whatever talents I thought appropriate or I could grant unreasonably high IQs in order to encompass the necessary talents. I chose to do the latter. If a GM disagrees with my decision she or he should feel free to reduce the IQs to a lower level.

The wizards presented a more serious problem. Magic in The Fantasy Trip and magic in Thieves' World are not exactly the same thing (although they do bear some similarities to each other). All the magicians featured in the anthologies are far more powerful than any player characters could hope to be. They know and are able to use a large number of spells (only a few of which are even mentioned in the books). Many of these spells bear no resemblance to any normal The Fantasy Trip spells. For game purposes the GM might just as well assume that the magicians know whatever spells they happen to need. I have, however, listed those standardized spells which were used in the anthologies.

As a further point, neither Enas Yorl nor Lythande has apprentices while Mizraith does. In The Fantasy Trip apprentices with Aid spells are a necessity for powerful magicians. This does not appear to be the case in Thieves' World. For game purposes assume that Enas Yorl, Lythande, Mizraith, and the Purple Mage all have sources of (nearly unlimited) strength which are not dependent on The Fantasy Trip rules.

Another difficulty arises in the area of religion. Cidri (probably) has no gods. Being religious brings no special benefits (other than financial ones if you recruit enough followers). In Thieves' World, however, gods clearly do exist. They interact with each other and with their worshippers and they serve as a constant source of friction in the mundane world.

How a GM should deal with this is an open question. Clearly ignoring the gods completely will lose some of the flavor of the city. But the gods are hard to deal with and most mortals don't directly interact with them too often. Each GM will have to decide the issue individually.

The final problem is in incorporating the city of Sanctuary and its surrounding region into an ongoing campaign. The standard The Fantasy Trip world of Cidri is large enough to contain almost anything. There is no reason why Sanctuary and the entire Rankan Empire cannot just be placed in a previously undefined or empty section of the world. The player characters could find their way there by ship or via a well-hidden gate.

Another plausible option would have Thieves' World as an independent planet, one of 371 alternate worlds discovered by Mnoren, accessible only by gate.

The last option for incorporation would be to simply include the city of Sanctuary itself but not any of the surrounding region. This

provides the GM with a partially fleshed-out environment all ready to play the next time the player-characters enter a new city.

The important thing to remember is that each GM should use Thieves' World as best suits her or his campaign. Straining the structure of a campaign to neatly fit into the confines of someone else's fantasy world is never a wise idea. Even the anthologies' authors didn't struggle to make every detail of every story entirely consistent with the works of the other authors. They settled for a general feeling of reality. So should you.

□ □ PRINCE, RETINUE and OFFICIALS □ □

ARMAN (Hell Hound)
ST16, DX16 (adjDX13), IQ12, MA6.
TALENTS: Sword, Shield, Literacy, Warrior, Veteran.
WEAPONS: Broadsword (2D).
ARMOR: Any, usually chain (3 hits).

BOURNE (Hell Hound)
ST12, DX16 (adjDX13), IQ12, MA6.
TALENTS: Sword, Shield, Literacy, Warrior, Veteran, Alertness.
WEAPONS: Broadsword (2D).
ARMOR: Any, usually chain (3 hits).

DANLIS (Companion to Lady Rosanda)
ST9, DX13, IQ16, MA10.
TALENTS: Literacy, Diplomacy, Sex Appeal, Charisma, Knife.
WEAPONS: Dagger (1D-1).
ARMOR: None.

PRINCE KADAKITHIS (Imperial Governor)
ST12, DX14 (adjDX12), IQ15, MA6.
TALENTS: Charisma, Sword, Literacy, Recognize Value, New Followers, Diplomacy, Courtly Graces, Shield, Bow.
WEAPONS: Broadsword (2D).
ARMOR: Any, usually chain (3 hits).

MOLIN TORCHHOLDER (High Priest)
ST11, DX14 (adjDX12), IQ14, MA8.
TALENTS: Priest, Theologian, Architect/Builder, Literacy, Sword, Courtly Graces.
WEAPONS: Shortsword (2D-1).
ARMOR: Any, usually leather (2 hits).

QUAG (Hell Hound)
ST17, DX16 (adjDX13), IQ11, MA6.
TALENTS: Sword, Shield, Literacy, Warrior, Veteran.
WEAPONS: Broadsword (2D).
ARMOR: Any, usually chain (3 hits).

RAZKULI (Hell Hound)
ST16, DX16 (adjDX13), IQ11, MA6.
TALENTS: Sword, Shield, Literacy, Warrior, Veteran.
WEAPONS: Broadsword (2D).
ARMOR: Any, usually chain (3 hits).

TEMPUS (Hell Hound)
ST18, DX17 (adjDX14), IQ17, MA6.
TALENTS: Priest, Sword, Literacy, Warrior, Veteran, Alertness, Silent Movement, Horsemanship, Expert Horsemanship.
WEAPONS: Magic Broadsword +5DX (2D).
ARMOR: Any, usually chain (3 hits).

Tempus has three special abilities: (1) he regenerates all wounds and fatigue at the rate of 1 point of ST per turn; (2) he is able to disguise himself with a selective illusion changing his appearance, so that some viewers see Tempus unchanged; (3) he can communicate with Vashanka, and sometimes persuade him to change his actions. It is quite likely also that both Tempus and his sword have additional powers.

WALEGRIN (Mercenary Captain)
ST17, DX16 (adjDX13), IQ13, MA6.
TALENTS: Sword, Shield, Thrown Weapons, Literacy, Warrior, Veteran, Diplomacy.
WEAPONS: Bastard sword (1 hand, 2D+1).
ARMOR: Any, usually chain (3 hits).

AYE-GOPHLAN (Captain of the Guard)
ST13, Dx15 (adjDX12), IQ13, MA6.
TALENTS: Thief, Sword, Silent Movement, Alertness, Shield, Bow,
WEAPONS: Broadsword (2D).
ARMOR: Any, usually chain (3 hits).

□ □ □ □ □ □ RESIDENTS □ □ □ □ □ □

ALTEN STULWIG (Apothecary)
ST12, DX14, IQ14, MA10.
TALENTS: Chemist, Naturalist, Business Sense, Quarterstaff, Literacy.
WEAPONS: Quarterstaff (1D+2).
ARMOR: None.

AMOLI (Madam of the Lily Garden)
ST9, DX14, IQ13, MA10.
TALENTS: Business Sense, Sex Appeal, Charisma, Knife, Literacy.
WEAPONS: Dagger (1D+1).
ARMOR: None.

DUBRO (Smith)
ST18, DX14, IQ10, MA10.
TALENTS: Armorer, Ax/Mace, Sex Appeal, Shield, Alertness, Business Sense.
WEAPONS: Hammer (1D+1).
ARMOR: None.

ENAS YORL (Magician)
ST20+, DX17 (variable), IQ35, MA10 (variable).
TALENTS: Literacy, Recognize Value, Assess Value, Detection of Lies, Knife, Charisma (if form allows), Courtly Graces (if form allows).
WEAPONS: None apparent.
ARMOR: None.

SPELLS: Long Distance Teleport, Freeze, Create Gate, Shape Shifting.
SPECIAL NOTES: *As Enas Yorl changes shape his characteristics will change some too.*

HAKIEM (Storyteller and Informant)
ST10, DX11, IQ14, MA10.
TALENTS: Alertness, Thief, Storyteller†, Spying, Silent Movement, Knife.
WEAPONS: Dagger (1D-1).
ARMOR: None.
† SPECIAL NOTES: *Storyteller is a new talent much like the Bard talent except that the ability is to talk rather than singing.*

HANSE SHADOWSPAWN (Thief)
ST9, DX16, IQ17, MA10.
TALENTS: Thief, Master Thief, Sword, Alertness, Acute Hearing, Silent Movement, Thrown Weapons, Sex Appeal.
WEAPONS: Shortsword (2D-1), Daggers (1D-1).
ARMOR: None.

TYPICAL HAWKMASK
ST14, DX14 (adjDX12), IQ10, MA8.
TALENTS: Warrior, Sword, Shield, Horsemanship.
WEAPONS: Broadsword (2D).
ARMOR: Leather (2 hits).

ILLYRA (Fortune Teller)
ST8, DX14, IQ14, MA10.
TALENTS: Sex Appeal, Knife, Fortune Telling†.
WEAPONS: Dagger (1D-1).
ARMOR: None.
† SPECIAL NOTES: *Illyra's Fortune Telling ability is best left up to the individual GM. He or she should use it only to give the characters clues at appropriate times and never to get the entire answer to their problem.*

JUBAL (Master Criminal)
ST16, DX16, IQ17, MA10.
TALENTS: Business Sense, Sword, Warrior, Fencing, Shield, Charisma, Thrown Weapons.
WEAPONS: Bastard sword (2D+1), Dagger (1D-1).
ARMOR: Any, usually none.

KEMREN (The Purple Mage)
ST14+, DX14, IQ27, MA10.
TALENTS: Animal Handler, Literacy, Charisma, New Followers, Recognize Value, Assess Value, Mechanician, Monster Followers I, Alchemist, Swimming, Boating, Mathematician.
WEAPONS: None.
ARMOR: None.
SPELLS: Illusions of all sizes.
SPECIAL NOTES: *Kemren is able to draw strength from a complicated series of water wheels. He uses this power to maintain a large army of illusionary spiders.*

KURD (Medical Scientist)
ST8, DX10, IQ14, MA10.
TALENTS: Knife, Literacy, Physiker, Master Physiker.
WEAPONS: Dagger (1D-1).
ARMOR: None.

MASHA (Midwife)
ST12, DX14 (adjDX13), IQ14, MA10.
TALENTS: Sword, Swimming, Horsemanship, Sex Appeal, Acute Hearing.
WEAPONS: Broadsword (2D).
ARMOR: Cloth (1 point).

MIZRAITH THE MAGE (Wizard)
ST16+, DX16, IQ31, MA10.
TALENTS: Business Sense, Literacy, Knife, Recognize Value.
WEAPONS: None.
ARMOR: None.
SPELLS: Has all TFT spells.
SPECIAL NOTES: *Mizraith is responsible for maintaining the curse on One-Thumb's potential killer.*

MYRTIS (Madam of Aphrodisia House)
ST8, DX14, IQ14, MA10.
TALENTS: Sex Appeal, Business Sense, Knife, Literacy, Charisma, Recognize Value, Courtly Graces.
WEAPONS: Dagger (1D-1).
ARMOR: None.

ONE-THUMB or LASTEL (Innkeeper of the Vulgar Unicorn)
ST14, DX15, IQ15, MA10.
TALENTS: Business Sense, Sword, Warrior, Animal Handler, Fencing, Literacy, Recognize Value, Bartender, Alertness.
WEAPONS: Rapier (1D).
ARMOR: None.
SPECIAL NOTES: *Lastel has arranged for a curse to affect whoever kills him. His killer would never die but would live forever in helpless agony.*

□ □ □ □ □ □ TRANSIENTS □ □ □ □ □ □

CAPPEN VARRA (Poet and Minstrel)
ST13, DX16 (adjDX15), IQ10, MA10.
TALENTS: Bard, Sword, Fencing, Literacy.
WEAPONS: Rapier (1D), Dagger (1D-1).
ARMOR: Cloth (1 point).

JAMIE THE RED (Adventurer)
ST17, DX17 (adjDX14), IQ15, MA6.
TALENTS: Sword, Warrior, Sex Appeal, Charisma, Pole Weapons, Shield, Thrown Weapons, Veteran.
WEAPONS: Bastard sword (2D+1), Halberd (2D), Spear (1D), Dagger (1D-1).
ARMOR: Chain (3 hits).
SPECIAL NOTES: *He is not so heavily armed when just travelling about the streets.*

JARVEENA (Scribe)
ST9, DX14, IQ14, MA10.
TALENTS: Literacy, Knife, Thrown Weapons.
WEAPONS: Dagger (1D-1).
ARMOR: None.

LYTHANDE (Priestess of the Blue Star)
ST16, DX16, IQ29, MA10.
TALENTS: Sword, Sex Appeal, Silent Movement, Literacy, Disguise, Alchemy.
WEAPONS: Rapier (1D).
ARMOR: None usually.
SPELLS: Unnoticablility, Rainstorm, Wizard's Wrath, Control Person. Illusion, Pentagram, Geas, Summon Demon, Summon Lesser Demon, Spell Shield, Create/Destroy Elemental.
SPECIAL NOTES: *Lythande can be assumed to draw strength from her Blue Star. In addition to the normal potions available to alchemists, Lythande knows how to make a love potion. She also knows a spell which allows her to "step out of time" to consider her position carefully before deciding her next action.*

SAMLOR HIL SAMT (Caravan Merchant)
ST15, DX15 (adjDX14), IQ14, MA10.
TALENTS: Business Sense, Animal Handler, Sword, Shield, Bow, Warrior, Thrown Weapons, Horsemanship.
WEAPONS: Cutlass (2D-2), Dagger (1D-1).
ARMOR: Cloth (1 point).

SMHEE (Priest of Weda Krizhtawn)
ST13, DX14 (adjDX13), IQ22, MA10.
TALENTS: Silent Movement, Knife, Physiker, Blowgun, Literacy, Thrown Weapons, Swimming, Priest, Detect Traps, Alertness, Remove Traps, Thief, Boating, Mathematician.
WEAPONS: Dagger (1D-1), Blowgun (poison).
ARMOR: Cloth (1 point).

□□□□□□□ MONSTERS □□□□□□□

SIKKINTAIR
ST33, DX13, IQ7, MA6/15 flying.
WEAPONS: Bite (2D+1), 2 Claws (1D+1).
ARMOR: 3 point skin.
SPECIAL NOTES: *The sikkintair is a 3-hex creature.*

TEMPLE APE
ST13, DX13, IQ6, MA10.
WEAPONS: Bite (1D+1).
ARMOR: 1 point skin.

BENGIL CRABS
ST13, DX8/13 in water, IQ6, MA6/10 swimming.
WEAPONS: 2 Claws (2D+2).
ARMOR: 6 point shell.



Danlis

RUNEQUEST

Steve Perrin

How The World's Magic Works

The world of which Sanctuary is a part allows for many forms of magic. Characters such as Enas Yorl, Lythande, the Purple Mage, and others each have their own magics, all of which work. One universal aspect of this magic, however, is that anyone in its presence is aware of it. This is a primal response, akin to the itch between the shoulder blades when an assassin has his eye on your back. It is described as a tingling sensation, and might be just the reaction of skin to a subtle electrical discharge as a by-product of magic in action. After all, magic is described elsewhere as 'awareness,' and this sensation can be considered as just one form of awareness impinging on another.

RuneQuest Rules for the Religions of Thieves' World

Unlike the cults of Glorantha, the religions of Sanctuary do not have an elaborate structure of Priests, Rune Lords, Initiates, and lay members, with benefits according to rank. In Sanctuary a Temple is made up of Priests, apprentice priests or acolytes, and the worshipping masses. For the purposes of ***RuneQuest,*** we can assume that the Priests have access to all the usual ***RuneQuest*** Rune magic, just as has been shown for Mollin Torchholder and Lythande.

But no Sanctuary religion has the equivalent to a Divine Intervention Rune spell. Instead, a Priest may, through Divination, call for the god to observe the special situation. The god then makes up its own mind as to whether or not it intervenes. As indicated in "The Dream of the Sorceress," this often takes the form of direct intervention through a personification of the god on the mortal plane.

The gods also are perfectly capable of observing for themselves and of taking action without call from their Priests. Among other things, this keeps the Priests honest.

Agents

Some gods choose agents for themselves upon the mortal plane. Tempus is an example, as is the Order of the Blue Star. This agenthood may be requested and worked for, as with the Blue Star, or descend unasked upon the recipient, as seems to be the case with Tempus. In either case, the status of agent offers advantages and disadvantages.

Advantages of agenthood normally include immortality and special powers, such as Tempus's regeneration and identity-masking abilities, or the unlimited Power and magic of the Blue Star.

Disadvantages generally take the form of geases or other constraints on behavior. Tempus must rape, not love; Lythande must hide her sex and not eat before men. Also, as in the case of Tempus, the agent seems to take on most of the temperament and attitudes of the god. The agents of the Blue Star, who worship a force, not an entity, have no such problems, and are allowed to follow their own wyrds so long as they stand ready on the final day of battle against Chaos.

Spells for the Priests of Sanctuary

Aside from the general run of Rune spells, the pantheons of Ranke and Ils, as well as the non-aligned gods, have analogs in the gods of Glorantha. Rune spells appropriate to the analog will be appropriate to the Sanctuary god.

CYCLE ONE: THE ILSIG GODS

Ils--follow those of Lankhor Mhy, with some of the leadership spells of Orlanth Rex and the deception spells of the unpublished Eurmal cult.

Shipri All-Mother—Shipri's priestesses are equivalent to those of Chalana Arroy.

Anen—this god has all the plant-influencing powers of Aldrya and Gata.

Eshi—this goddess corresponds to the not-yet-published Uleria, goddess of love.

Thufir—the Issaries figure of Sanctuary.

Thuli—has no direct Gloranthan equivalent, but her Rune magic is fairly obvious, having to do with beneficial fire.

Shalpa—this god is equivalent to the Lambril thief god, soon to be published in ***Different Worlds Magazine.***

Theba—worship resembles that of the Flesh Man of the Lightbringers pantheon.

CYCLE TWO: THE RANKAN GODS

Savankala—the sun god, similar to Yelmalio in its spells, but with full use of fire elementals. It is, in fact, far closer to the so-far-unpublished Yelm cult.

Sabellia—this goddess has some similarities to the Red Goddess, but they are faint.

Vashanka—this deity is similar to both Humakt and Humakt's opponent, Zorak Zoran. He is also a storm god, like Orlanth, with all the worse aspects of all three gods. Vashanka, more than any other, is likely to create agents tied and ribboned by geas and gift.

Azyuna—Like Eshi, Azyuna is a love goddess, though her emphasis is more on deception and adultery.

CYCLE THREE: THE OTHER GODS

Dyareela—this embodiment of evil's priests would have many appropriate spells shown in ***Cults of Terror.***

Heqt—this renewing goddess has much in common with Eiritha and other earth goddesses of Glorantha.

Battle Magic For Thieves' World

Virtually all of the following ***RuneQuest*** descriptions of the denizens of Sanctuary show battle magic spells available to them. Readers of ***Thieves' World*** and ***Tales from the Vulgar Unicorn*** know that the regular residents do not have this normal source of Gloranthan strength—battle magic, available to any Gloranthan character who has the money, is unavailable to citizens of Sanctuary for ANY price.

However, purchasers of this ***Thieves' World*** adventure pack may want to use this material in a full ***RuneQuest*** campaign set in Glorantha. (In Chaosium's own playtesting, the city of Sanctuary became the city of Refuge, perched at the tip of a peninsula in the fabled Holy Country.) For adventures involving the people of Sanctuary, the non-player characters need at least the same spells as the adventuring RQ characters who will encounter them.

The spells chosen for the inhabitants of Sanctuary are mostly weapon- and ability-enhancing spells; the morale-affecting

Demoralize is the usual attack spell. Given a little suspension of disbelief, one can assume that the characters of Sanctuary used these spells in the printed stories, but that their chroniclers felt it unnecessary to mention such commonplace details. Alternately, one may assume that battle magic in Sanctuary is a very private thing, and not likely to be mentioned or explained to some nosey roving-reporter.

No Sanctuary citizen has been given POW storage devices or crystals, or bound spirits except for the major magicians and priests. A place like Sanctuary cannot be expected to have retained many crystals, and Spirit Binding is an uncommon practice in the Rankan Empire.

□ □ PRINCE, RETINUE and OFFICIALS □ □

AYE-GOPHLAN, Human male, lay member of Savankala. Captain of the Guard in Sanctuary. Age 36.

STR 14 CON 12 SIZ 13		Right Leg	(01-04)	3/5
INT 13 POW 15 DEX 16		Left Leg	(05-08)	3/5
CHA 12		Abdomen	(09-11)	4/5
		Chest	(12)	4/6
Mov 8	Hit Points 13	Right Arm	(13-15)	3/4
		Left Arm	(16-18)	3/4
		Head	(19-20)	4/5

1H Sword (1D8+1+1D4) 50% SR 5 Parry 40% (20)
Short sword (1D6+1) 65% SR 6 Parry 60% (20)
Javelin (1D10+1D2) 35% SR 1 Parry 40% (12)
1H Short spear (1D6+1+1D4) 35% SR 4 Parry 40% (15)
Large shield Parry 35% (16)

SPELLS: Bladesharp 3, Demoralize, Dispel Magic, Heal 4, Protection 4.

SKILLS: [Knowledge 05%] Evaluate Treasure 75%; [Manipulation 10%] Climbing 75%, Hide Item 85%, Jumping 65%, Lock Picking 70%, Map Making 50%, Riding 50%, Swimming 65%, Trap Set/Disarm 75%; [Stealth 05%] Camouflage 35%, Hide in Cover 80%, Move Silently 75%, Pick Pockets 95%; [Perception 0%] Listen 85%, Spot Hidden Item 75%, Spot Trap 75%, Tracking 40%; [other] Oratory 40%.

LANGUAGES: Speak Ilsig 75%, Speak Rankan 55%.

MAGIC ITEMS: none.

DANLIS, Human female. Lay member of Sabellia. Rankan Lady in Waiting. Age 32.

STR 12 CON 16 SIZ 13		Right Leg	(01-04)	0/6
INT 17 POW 14 DEX 14		Left Leg	(05-08)	0/6
CHA 15		Abdomen	(09-11)	0/6
		Chest	(12)	0/7
Mov 8	Hit Points 17	Right Arm	(13-15)	0/5
		Left Arm	(16-18)	0/5
		Head	(19-20)	0/6

Dagger (1D4+2+1D4) 40% SR 8 Parry 30% (12)

SPELLS: Countermagic 2, Detect Enemies, Heal 2, Protection 3.

SKILLS: [Knowledge 10%] Evaluate Treasure 75%; [Manipulation 15%] Climbing 45%, Jumping 50%, Map Making 75%, Riding 75%, Swimming 60%; [Stealth 05%] Hide in Cover 45%, Move Silently 45%; Perception 10%] Listen 50%, Spot Hidden Item 50%, Spot Trap 50%, Tracking 30%.

LANGUAGES: (Speak/Read-Write) Rankan 100%/80%, Ilsig 75%/65%.

MAGIC ITEMS: none.

HELL HOUND [Sample Character]

STR 15 CON 15 SIZ 15		Right Leg	(01-04)	6/6
INT 11 POW 14 DEX 16		Left Leg	(05-08)	6/6
CHA 12		Abdomen	(09-11)	6/6
		Chest	(12)	7/7
Mov 8	Hit Points 16	Right Arm	(13-15)	6/5
		Left Arm	(16-18)	6/5
		Head	(19-20)	6/6

1H Sword (1D8+1+1D4) 65% SR 4 Parry 60% (20)
Dagger (1D4+2+1D4) 75% SR 6 Parry 50% (12)
1H Long spear (1D8+1+1D4) 50% SR 3 Parry 45% (15)
Composite bow (1D8+1) 75% SR 1 Parry 25% (10)
2H Great Axe (2D6+2+1D4) 60% SR 3 Parry 60% (15)
Medium shield Parry 65% (12)

SPELLS: Bladesharp 3, Demoralize, Heal 3, Protection 4.

SKILLS: [Knowledge 0%] Evaluate Treasure 65%; [Manipulation 05%] Climbing 80%, Jumping 75%, Riding 75%, Swimming 45%; [Stealth 0%] Camouflage 40%, Hide in Cover 60%, Move Silently 50%; [Perception 0%] Listen 75%, Spot Hidden Item 50%, Spot Trap 45%, Tracking 60%.

LANGUAGES: Speak/Read-Write Rankan 80%/40%.

MAGIC ITEMS: none.

See Zalbar for notes on armor and weapon use by Hell Hounds.

MOLIN TORCHHOLDER, Human male. Rankan High Priest of Savankala. Age 52.

STR 10 CON 12 SIZ 15		Right Leg	(01-04)	0/5
INT 16 POW 20 DEX 13		Left Leg	(05-08)	0/5
CHA 17		Abdomen	(09-11)	0/5
		Chest	(12)	0/6
Mov 8	Hit Points 14	Right Arm	(13-15)	0/4
		Left Arm	(16-18)	0/4
		Head	(19-20)	0/5

1H Sword (1D8+1+1D4) 65% SR 5 Parry 60% (20)
Staff (1D6+1D4) 65% SR 4 Parry (12) 60%

SPELLS: Bladesharp 4, Countermagic 4, Demoralize, Detect Magic, Dispel Magic 4, Farsee, Light.

RUNESPELLS: Divine Intervention 4, Divination 3, Extension 2, Shield 4, Summon Small Salamander (2 uses), Summon Medium Salamander (2 uses), Summon Large Salamander, Vision (3 uses).

SKILLS: [Knowledge 10%] Evaluate Treasure 85%; Architecture 95%; [Manipulation 15%] Climbing 30%, Hide Item 25%, Jumping 30%, Lock Picking 20%, Map Making 55%, Riding 85%, Swimming 50%, Trap Set/Disarm 20%, Masonry 85%; [Stealth 0%] Camouflage 45%, Hide in Cover 25%, Move Silently 25%, Pick Pockets 05%; [Perception 10%] Listen 70%, Spot Hidden Item 25%, Spot Trap 25%, Tracking 40%; [other] Oratory 90%.

LANGUAGES: Speak/Read-Write Rankan 95%/75%, Read Enlibaran 65%, Read Venished 80%, Speak/Read-Write Ilsig 25%.

MAGIC ITEMS: Rod of Office, a Power storage device storing POW equal to the POW of the user.

Molin is a High Priest of the cult of Savankala, a sun god. He is described like a Rune Priest of that god. He does not have a familiar, but his rod of office does act as a Power storage device (it is not a crystal, since this is not Glorantha). The rod will only work as a Power storage device for a priest of Savankala.

PRINCE KADAKITHIS, Human male, lay member of Savankala. Rankan noble now Prince Governor of Sanctuary. Age 20.

STR 13 CON 15 SIZ 11		Right Leg	(01-04)	5/6
INT 16 POW 18 DEX 13		Left Leg	(05-08)	5/6
CHA 14		Abdomen	(09-11)	6/7
		Chest	(12)	7/8
Mov 8	Hit Points 16	Right Arm	(13-15)	6/5
		Left Arm	(16-18)	6/5
		Head	(19-20)	6/6

1H Sword (D8+2) 65% SR 6 Parry 65% (20)
Composite bow (D8+1) 50% SR 2
1H Spear (D8+1) 60% SR 5 Parry 35% (15)

SPELLS: Bladesharp 4, Coordination, Demoralize, Disrupt, Glamour, Healing 3, Mindspeech, Protection 4.

SKILLS: [Knowledge 10%] Evaluate Treasure 40%, General Knowledge 45%, First Aid 25%, Treat Disease 15%, Identify Plants 25%, Identify Animals 40%, Identify Minerals 50%; [Manipulation 15%] Map Making 50%, Climbing 60%, Hide Item 25%, Jumping 50%, Riding 75%, Swimming 80%, Rowing 20%; [Stealth 05%] Camouflage 15%, Hide in Cover 10%, Move Quietly 10%; [Perception 10%] Listen 50%, Spot Hidden Items 15%, Spot Trap 15%, Tracking 25%; [other] Oratory 60%.

LANGUAGES: (Speak/Read-Write) Rankan 90%/100%, Ilsig 40%/25%, Enlibaran 10%/60%.

MAGIC ITEMS: Savankh symbol of authority is a matrix of Glamour—stores 12 pts. POW, works only for members of ruling family of Ranke.

Most of the Prince's skills come from training. He is actually little-experienced. The armor shown for him is his combat armor. He is unlikely to be wearing it unless he knows he is going to get into a fight, or he needs it for a ceremonial occasion.

TEMPUS, Human male, Initiate of Vashanka. Rankan Hell Hound directly answerable to Prince Kadakithis. Age 350.

STR 18 CON 18 SIZ 18		Right Leg	(01-04)	6/7
INT 18 POW 21 DEX 20		Left Leg	(05-08)	6/7
CHA 10		Abdomen	(09-11)	11/7
		Chest	(12)	7/8
Mov 8	Hit Points 21	Right Arm	(13-15)	6/6
		Left Arm	(16-18)	6/6
		Head	(19-20)	7/7

1H Sword (D8+D6+1) 95% SR 3 Parry 95% (20)
Throwing dagger (D4+D3) 95% SR 1 (10)
Parrying dagger (D4+2+D6) 95% SR 5 Parry 95% (20)
Dagger (D4+2+D6) 95% SR 5 Parry 95% (12)
1H Spear (D8+D6+1) 95% SR 2 Parry 60% (15)
Composite bow (D8+1) 95% SR 1 Parry 50% (10)
2H Great axe (2D6+2+1D6) 95% SR 2 Parry 95% (15)
Medium shield (1D6+1D6) 75% SR 5 Parry 95% (12)

SPELLS: Bladesharp 4, Countermagic 4, Demoralize, Dispel Magic 2, Disruption, Ignite, Invisibility, Mindspeech, Speedart.

SKILLS: [Knowledge 20%] Evaluate Treasure 75%, General Knowledge 55%, First Aid 65%, Treat Disease 25%, Treat Poison 45%, Identify Plants 55%, Identify Animals 70%, Identify Minerals 90%; [Manipulation 15%] Map Making 45%, Climbing 90%, Hide Item 55%, Jumping 90%, Lock Picking 65%, Trap Set/Disarm 65%, Riding 100%, Disguise 100% (see note, Magic Items), Swimming 90%, Rowing 60%; [Stealth 20%] Camouflage 75%, Hide in Cover 85%, Move Quietly 85%, Pick Pockets 50%; [Perception 20%] Listen 90%, Spot Hidden Items 75%, Spot Trap 85%, Taste Analysis 50%, Tracking 65%; [other] Oratory 50%.

LANGUAGES: (Speak/Read-Write) Rankan 90%/50%, Ilsig 25%/0%.

MAGIC ITEMS: Tempus has two magic abilities—he regenerates 1 hit point in each damaged hit location per melee round, and he can put illusion of Disguise over himself in order to look like someone else.

Tempus is a special Initiate of Vashanka (perhaps even a Rune Lord). His gifts from Vashanka mean that he can regenerate one point of damage in every hit location damaged every melee round and can put an illusion over himself alone to look like anyone else.

WALEGRIN, Human male, no identified cult membership. An Ilsigi mercenary. Age 35.

STR 15 CON 15 SIZ 15		Right Leg	(01-04)	6/6
INT 14 POW 10 DEX 16		Left Leg	(05-08)	6/6
CHA 15		Abdomen	(09-11)	7/6
		Chest	(12)	7/7
Mov 8	Hit Points 16	Right Arm	(13-15)	5/5
		Left Arm	(16/18)	5/5
		Head	(19-20)	5/6

1H Sword (D8+1+1D4) 75% SR 4 Parry 60% (20)
Short sword (D6+1+D4) 60% SR 5 Parry 60% (20)
1H Spear (D8+1+D4) 65% SR 3 Parry 50% (15)
Large shield Parry 80% (16)

SPELLS: Bladesharp 3, Countermagic 2, Detect Magic, Glamour, Healing 2.

SKILLS: [Knowledge 05%] Evaluate Treasure 70%; [Manipulation 10%] Climbing 85%, Hide Item 40%, Jumping 75%, Lock Picking 15%, Map Making 45%, Riding 80%, Swimming 50%, Trap Set/Disarm 30%; [Stealth 05%] Camouflage 60%, Hide in Cover 50%, Move Silently 45%, Pick Pockets 10%; [Perception 05%] Listen 80%, Spot Hidden Item 45%, Spot Trap 55%, Tracking 65%; [other] Oratory 50%.

LANGUAGES: (Speak/Read-Write) Ilsig 75%/40%, Rankan 80%/50%.

MAGIC ITEMS: none.

The armor shown for Walegrin is combat armor. He'd wear less and leave shield and spear at home while wandering the streets.

ZALBAR, Human male, lay member of Savankala. A Rankan, one of the five Hell Hounds. Age 35.

STR 17 CON 17 SIZ 15		Right Leg	(01-04)	6/6
INT 14 POW 15 DEX 14		Left Leg	(05-08)	6/6
CHA 16		Abdomen	(09-11)	6/6
		Chest	(12)	7/7
Mov 8	Hit Points 18	Right Arm	(13-15)	6/5
		Left Arm	(16-18)	6/5
		Head	(19-20)	6/6

1H Sword (1D8+1+1D4) 80% SR 5 Parry 80% (20)
Dagger (1D4+2+1D4) 75% SR 7 Parry 75% (12)
1H Long spear (1D8+1+1D4) 70% SR 4 Parry 45% (15)
Composite bow (1D8+1) 60% SR 2 Parry 05% (10)
2H Great axe (2D6+2+1D4) 70% SR 4 Parry 50% (15)
Medium shield Parry 85% (12)

SPELLS: Bladesharp 4, Demoralize, Detect Enemies, Heal 4, Protection 4.

SKILLS: [Knowledge 05%] Evaluate Treasure 50%; [Manipulation 15%] Climbing 75%, Hide Item 40%, Jumping 60%, Lock Picking 30%, Map Making 60%, Riding 80%, Swimming 50%, Trap Set/Disarm 65%; [Stealth 05%] Camouflage 50%, Hide in Cover 50%, Move Silently 50%; [Perception 05%] Listen 50%, Spot Hidden Item 45%, Spot Trap 65%, Tracking 70%; [other] Oratory 75%.

LANGUAGES: Speak/Read-Write Rankan 90%/40%, Speak Ilsig 50%.

MAGIC ITEMS: none.

Like all the Hell Hounds, Zalbar is unlikely to be wearing more than sword and dagger on his patrols, and his usual armor will be thick leather on his torso and thinner leather on limbs and head. For battle armor he will wear full helm, plate on his chest and legs, scale on his abdomen, and chainmail on his arms.

□□□□□□ RESIDENTS □□□□□□

ALTEN STULWIG, Human male. A Sancturite, he is a lay member of Ils, and an apothecary. Age 35.

STR 12 CON 14 SIZ 12		Right Leg	(01-04)	0/5
INT 15 POW 15 DEX 12		Left Leg	(05-08)	0/5
CHA 11		Abdomen	(09-11)	0/5
		Chest	(12)	0/6
Mov 8	Hit Points 14	Right Arm	(13-15)	0/4
		Left Arm	(16-18)	0/4
		Head	(19-20)	0/5

Staff (1D6) 50% SR 6 Parry 50% (15)
Dagger (1D4+2) 30% SR 9 Parry 30% (12)

SPELLS: Bludgeon 1, Detect Enemies, Detect Gems, Detect Gold, Detect Silver, Heal 2.

SKILLS: [Knowledge 0%] Evaluate Treasure 45%, First Aid 90%, Treat Disease 75%, Treat Poison 60%, Make Healing Potion 4; [Manipulation 05%] Climbing 40%, Jumping 35%, Swimming 25%; [Stealth 0%] Hide in Cover 25%, Move Silently 25%; [Perception 0%] Listen 50%, Spot Hidden Item 45%; [other] Oratory 65%.

LANGUAGES: Speak/Read-Write Ilsig 90%/90%, Speak Rankan 25%.

MAGIC ITEMS: none.

AMOLI, Human female, the Madam of the Lily Garden. Age 45.

STR 10 CON 16 SIZ 10		Right Leg	(01-04)	0/6
INT 15 POW 14 DEX 14		Left Leg	(05-08)	0/6
CHA 13		Abdomen	(09-11)	0/6
		Chest	(12)	0/7
Mov 8	Hit Points 16	Right Arm	(13-15)	0/5
		Left Arm	(16-18)	0/5
		Head	(19-20)	0/6

Dagger (1D4+2) 45% SR 8 Parry 25% (12)

SPELLS: Befuddle, Bladesharp 1, Coordination, Detect Enemies, Glamour, Heal 2, Light, Silence.

SKILLS: [Knowledge 0%] Evaluate Treasure 80%; [Manipulation 0%] Hide Item 60%, Lock Picking 45%, Swimming 65%, Trap Set/Disarm 25%; [Stealth 0%] Hide in Cover 30%, Move Silently 45%, Pick Pockets 85%; [Perception 0%] Listen 75%, Spot Hidden Item 35%, Spot Trap 45%; [other] Oratory 75%.

LANGUAGES: (Speak/Read-Write) Ilsig 95%/75%, Rankan 75%/25%, Enlibaran 60%/15%, S'Danzo 20%/0%.

MAGIC ITEMS: none.

DUBRO, Human male. A Sancturite, he is a smith and lives in the Bazaar. Age 35.

STR 18 CON 16 SIZ 18		Right Leg	(01-04)	0/6
INT 11 POW 12 DEX 13		Left Leg	(05-08)	0/6
CHA 10		Abdomen	(09-11)	2/6
		Chest	(12)	2/7
Mov 8	Hit Points 18	Right Arm	(13-15)	0/5
		Left Arm	(16-18)	0/5
		Head	(19-20)	0/6

Hammer (1D6+2+1D6) 85% SR 6 Parry 45% (15)

SPELLS: Bludgeon 2, Glue 4, Heal 2, Light, Repair.

SKILLS: [Knowledge 0%] Evaluate Treasure 40%; [Manipulation 10%] Climbing 35%, Jumping 40%, Riding 25%, Swimming 45%, Trap Set/ Disarm 40%, Armor Making 55%, Weapon Making 75%, Shield Making 45%, Blacksmithing 95%; [Stealth 0%] Hide in Cover 40%, Move Silently 25%; [Perception 0%] Listen 50%; [other] Oratory 30%.

LANGUAGES: Speak Ilsig 80%, Speak S'Danzo 40%, Speak Rankan 25%.

MAGIC ITEMS: none.

ENAS YORL, a wizard, about whom little is known. Age 185.

STR ? CON ? SIZ ?		Right Leg	(01-04)	?/?
INT 18 POW 25 DEX ?		Left Leg	(05-08)	?/?
CHA 15		Abdomen	(09-11)	?/?
		Chest	(12)	?/?
Mov 8?	Hit Points variable	Right Arm	(13-15)	?/?
		Left Arm	(16-18)	?/?
		Head	(19-20)	?/?

Enas Yorl's forms vary.

Dagger (1D4+2) 50% SR ? Parry 45% (12)
Staff ((1D6) 60% SR ? Parry 50% (10)

SPELLS: Conjure Monster 85%, Detect Magic 95%, Dispel Magic 90%, Illusion 95%, Paralyze 95%, Read Magic 95%, Teleport 55%.

SKILLS: [Knowledge 20%] Evaluate Treasure 80%; [Manipulation ?%] Map Making 100%; [Stealth ?%] Move Silently 80%, Pick Pockets 60%; [Perception 20%] Spot Hidden Item 85%, Spot Trap 85%, Tracking 75%; [other] Oratory 75%.

LANGUAGES: Speak/Read-Write all languages 100%.

MAGIC ITEMS: Staff of Command for basilisks; 100% effective.

With Enas Yorl, magic is a skill. Unlike most RuneQuest magicians, he does not use POW to make his spells. His POW is a catalyst causing the manipulations of the world through his spells.

The spells listed for him are fairly obvious in definition. He must make his skill roll to work the spell, and spells such as Paralyze must overcome the victim's POW. A fumble roll with a spell means that it affects him adversely. The list of spells is incomplete, dealing only with the magical effects he performs in the course of the first two books.

HAKIEM THE STORYTELLER, Human male, a lay member of Ils. He is a street-dweller, and very poor. Age 55.

STR 9 CON 15 SIZ 10		Right Leg	(01-04)	0/5
INT 15 POW 14 DEX 17		Left Leg	(05-08)	0/5
CHA 16		Abdomen	(09-11)	0/5
		Chest	(12)	0/6
Mov 8	Hit Points 15	Right Arm	(13-15)	0/4
		Left Arm	(16-18)	0/4
		Head	(19-20)	0/5

Dagger (1D4+2) 45% SR 7 Parry 25% (12)

SPELLS: none.

SKILLS: [Knowledge 05%] Evaluate Treasure 25%, History of Sanctuary 90%, History of Ranke 40%, History of Ilsig 75%, History of the World 25%; [Manipulation 15%] Climbing 50%, Hide Item 75%, Jumping 30%, Lock Picking 40%, Map Making 50%, Riding 20%, Swimming 30%; [Stealth 15%] Camouflage 40%, Hide in Cover 60%, Move Silently 50%, Pick Pockets 25%; [Perception 0%] Listen 75%, Spot Hidden Item 60%; [other] Oratory 95%.

LANGUAGES: Speak Ilsig 95%, Speak Rankan 20%, Speak S'Danzo 10%, Speak Enlibaran 05%.

MAGIC ITEMS: none.

HANSE SHADOWSPAWN, Human male, lay member of Shalpa the Swift. A Sancturite thief. Age 18.

STR 13 CON 15 SIZ 12		Right Leg	(01-04)	1/5
INT 15 POW 15 DEX 18		Left Leg	(05-08)	1/5
CHA 10		Abdomen	(09-11)	2/5
		Chest	(12)	2/6
Mov 8	Hit Points 15	Right Arm	(13-15)	1/4
		Left Arm	(16-18)	1/4
		Head	(19-20)	1/5

Shortsword (1D6+1+1D4) 75% SR 6 Parry 75% (20)
Dagger [right hand] (1D4+2+1D4) 75% SR 7 Parry 75% (12)
Dagger [left hand] (1D4+2+1D4) 75% SR 7 Parry 75% (12)
Thrown dagger (1D4+1D2) 75% SR 1

SPELLS: Befuddle, Heal 2, Shimmer 2, Silence.

SKILLS: [Knowledge 0%] Evaluate Treasure 80%; [Manipulation 0%] Climbing 95%, Jumping 95%, Lock Picking 95%, 90%; [Stealth 0%] Camouflage 50%, Hide in Cover 95%, Move Silently 95%, Pick Pockets 95; [Perception 0%] Listen 90%, Spot Hidden Item 95%, Spot Trap 85%, Tracking 55%; [other] Oratory 25%.

LANGUAGES: Speak Ilsig 85%, Speak Rankan 75%.

MAGIC ITEMS: none.

Hanse's weapon expertise may be high for one who has had as little actual combat as Shadowspawn, but the lad learns quickly and has a natural talent for using his weapons.

HAWKMASKS, mercenaries for Jubal.

STR 14 CON 14 SIZ 12		Right Leg	(01-04)	1/5
INT 11 POW 13 DEX 14		Left Leg	(05-08)	1/5
CHA 10		Abdomen	(09-11)	3/5
		Chest	(12)	3/6
Mov 8	Hit Points 14	Right Arm	(13-15)	1/4
		Left Arm	(16-18)	1/4
		Head	(19-20)	3/5

Shortsword (1D6+1+1D4) 60% SR 7 Parry 60% (20)
Dagger (1D4+2+1D4) 65% SR 8 Parry 50% (10)
Composite bow (1D8+1) 60% SR 2 Parry 35% (10)

SPELLS: Countermagic 4, Demoralize, Heal 2, Protection 3, Speedart.

SKILLS: [Knowledge 0%] Evaluate Treasure 45%, General Knowledge 30%; [Manipulation 0%] Map Making 25%, Climbing 55%, Hide Item 35%, Jumping 65%, Lock Picking 40%, Trap Set/Disarm 35%, Riding 65%, Disguise 25%, Swimming 45%, Rowing 35; [Stealth 0%] Camouflage 30%, Hide in Cover 45%, Move Quietly 50%, Pick Pockets 35%; [Perception 0%] Listen 50%, Spot Hidden Item 55%, Spot Trap 45%, Tracking 60%.

LANGUAGES: Speak Ilsig 80%, Speak Rankan 35%.

MAGIC ITEMS: none.

ILLYRA, Human female, a lay member of S'Danzo. A fortune-teller who lives in the Bazaar. Age 21.

STR 10 CON 15 SIZ 10		Right Leg	(01-04)	0/6
INT 16 POW 20 DEX 15		Left Leg	(05-08)	0/6
CHA 14		Abdomen	(09-11)	0/6
		Chest	(12)	0/7
Mov 8	Hit Points 16	Right Leg	(13-15)	0/5
		Left Leg	(16-18)	0/5
		Head	(19-20)	0/6

Dagger (1D4+2) 35% SR 8 Parry 20% (12)

SPELLS: Countermagic 3, Demoralize, Detect Enemies, Detect Life, Detect Spirit, Mind Speech.

SKILLS: [Knowledge 10%] Evaluate Treasure 60%, Read Cards 100%; [Manipulation 15%] Climbing 50%, Hide Item 40%, Jumping 50%, Lock Picking 20%, Map Making 30%, Riding 30%, Swimming 30%, Trap Set/ Disarm 20%; [Stealth 05%] Hide in Cover 40%, Move Silently 60%, Pick Pockets 35%; [Perception 10%] Listen 65%, Spot Hidden Item 35%, Dream 65%; [other] Oratory 60%.

LANGUAGES: Speak S'Danzo 90%, Speak/Read-Write Ilsig 80%/10%, Speak/Read-Write Rankan 25%/10%.

MAGIC ITEMS: none.

While Illyra may have dreams of prophecy at any time, they are only 65% sure to be correct, and she can will herself to dream the necessary dream only 65% of the time. Her ability to divine with her cards is 100%. She uses no spells as such: these are skills.

JUBAL, Human male, the criminal leader of Sanctuary. Age 50.

STR 18 CON 15 SIZ 16		Right Leg	(01-04)	4/6
INT 15 POW 16 DEX 16		Left Leg	(05-08)	4/6
CHA 15		Abdomen	(09-11)	4/6
		Chest	(12)	4/7
Mov 8	Hit Points 16	Right Arm	(13-15)	4/5
		Left Arm	(16-18)	4/5
		Head	(19-20)	1/6

Shortsword (1D6+1+1D6) 90% SR 5 Parry 90% (20)
Composite bow (1D10+1) 90% SR 1 Parry 20% (10)
2H Axe (2D6+2+1D6) 90% SR 3 Parry 90% (15)
1H Sword (1D8+1D6) 90% SR 4 Parry 90% (20)
2H Sword (2D8+1D6) 90% SR 3 Parry 90% (20)
2H Spear (1D10+1+1D6) 90% SR 3 Parry 90% (15)
all Shields Parry 90%

SPELLS: Bladesharp 4, Demoralize, Disrupt, Dispel Magic 3, Protection 4, Silence, Speedart.

SKILLS: [Knowledge 10%] Evaluate Treasure 95%; [Manipulation 15%] Climbing 55%, Hide Item 70%, Jumping 65%, Lock Picking 80%, Map Making 90%, Riding 90%, Swimming 65%, Trap Set/Disarm 55%; [Stealth 10%] Camouflage 90%, Hide in Cover 85%, Move Silently 85%, Pick Pockets 75%; [Perception 10%] Listen 90%, Spot Hidden Item 80%, Spot Trap 80%, Tracking 60%; [other] Oratory 80%.

LANGUAGES: (Speak/Read-Write) Ilsig 95%/95%, Rankan 80%/50%.

MAGIC ITEMS: none.

KEMREN, THE PURPLE MAGE, Human male. Cultist of Weda Krizhtawn; Sherranpip national. Age 55.

STR 12 CON 15 SIZ 11		Right Leg	(01-04)	1/6
INT 16 POW 20 DEX 16		Left Leg	(05-08)	1/6
CHA 17		Abdomen	(09-11)	1/6
		Chest	(12)	1/7
Mov 8	Hit Points 16	Right Arm	(13-15)	1/5
		Left Arm	(16-18)	1/6
		Head	(19-20)	1/6

Dagger (1D4+2) 55% SR 7 Parry 45% (12)

SPELLS: any battle magic spell; Command Spider; Illusory Spider; other spells as appropriate.

SKILLS: [Knowledge 10%] Evaluate Treasure 85%, Breed Spiders 95%; [Manipulation 15%] Hide Item 40%, Map Making 40%, Riding 05%, Swimming 95%, Trap Set/Disarm 80%; [Stealth 05%] Camouflage 60%; [Perception 10%] Listen 40%, Spot Hidden Item 40%, Spot Trap 35%; [other] Oratory 60%.

LANGUAGES: Speak/Read-Write Sherranpip 90%/100%, Speak Raggah 60%, Speak Ilsig 45%, Speak Rankan 45%.

MAGIC ITEMS: 12 Power-generating water wheels.

The POW-generating wheels each provide one point of POW to Kemren every hour. Each wheel will store only six points POW before it discharges one point for every point it stores. The maximum POW possible from the devices in one hour is 72 points.

KURD, Human male. A Rankan deviate who has come to Sanctuary to practice vivisection. Age 50.

STR 10 CON 12 SIZ 08		Right Leg	(01-04)	0/4
INT 16 POW 13 DEX 17		Left Leg	(05-08)	0/4
CHA 08		Abdomen	(09-11)	0/4
		Chest	(12)	0/5
Mov 8	Hit Points 11	Right Arm	(13-15)	0/3
		Left Arm	(16-18)	0/3
		Head	(19-20)	0/4

Scalpel (1D3+1) 45% SR 7 Parry 25% (6)

SPELLS: Glue 2, Heal 2, Repair.

SKILLS: [Knowledge 05%] Evaluate Treasure 50%; First Aid 75%; Manipulation 15%] Climbing 40%, Jumping 45%, Riding 30%, Swimming 30%; [Stealth 15%]; [Perception 05%] Listen 75%, Spot Hidden Item 80%; [other] Make Healing 6 potion; Oratory 35%.

LANGUAGES: Speak/Read-Write Rankan 85%/95%.

MAGIC ITEMS: none.

MASHA, Human female, lay member of Sherpa. A Sanctuary midwife. Age 30.

STR 13 CON 15 SIZ 12		Right Leg	(01-04)	0/5
INT 15 POW 16 DEX 15		Left Leg	(05-08)	0/5
CHA 15		Abdomen	(09-11)	0/5
		Chest	(12)	0/6
Mov 8	Hit Points 15	Right Arm	(13-15)	0/4
		Left Arm	(16-18)	0/4
		Head	(19-20)	0/5

Shortsword (1D6+1+1D4) 45% SR 7 Parry 45% (20)
Dagger (1D4+2+1D4) 65% SR 8 Parry 50% (12)

SPELLS: Heal 2, Sleep, Vigor.

SKILLS: [Knowledge 05%]; [Manipulation 10%] Climbing 50%, Hide Item 60%, Jumping 55%, Riding 60%, Swimming 70%, Midwifery 80%; [Stealth 10%] Hide in Cover 70%, Move Silently 80%; [Perception 05%] Listen 80%, Spot Hidden Item 75%, Spot Trap 75%, Tracking 25%; [other] Oratory 20%.

LANGUAGES: Speak Ilsig 90%, Speak Rankan 40%.

MAGIC ITEMS: none.

Masha occasionally has good hunches. A referee may allow a roll of her POW or less on D100 as her chance of getting a good hunch about some plan or object.

MELILOT THE SCRIBE, Human male. Age 48.

STR 10 CON 15 SIZ 13		Right Leg	(01-04)	0/4
INT 17 POW 15 DEX 14		Left Leg	(05-08)	0/4
CHA 12		Abdomen	(09-11)	0/4
		Chest	(12)	0/5
Mov 8	Hit Points 11	Right Arm	(13-15)	0/3
		Left Arm	(16-18)	0/3
		Head	(19-20)	0/4

Dagger (1D4+2) 35% SR 8 Parry 25% (12)

SPELLS: Coordination, Detect Enemies, Glamour, Heal 4, Light.

SKILLS: [Knowledge 10%] Evaluate Treasure 85%; [Manipulation 15%] Lock Picking 50%, Map Making 85%, Illuminated Letters 45%; [Stealth 10%] Pick Pockets 45%; [Perception 10%] Listen 55%, Spot Hidden Item 65%; [other] Oratory 65%, Bargaining 55%.

LANGUAGES: Speak/Read-Write Ilsig 100%/90%, Speak/Read-Write Rankan 85%/90%, Read-Write Enlibaran 75%, Read-Write Yenized 55%, Read-Write Caronnian 50%.

MAGIC ITEMS: none.

MIZRAITH, Human male. A Rankan sorcerer. Age 180.

STR 09 ON 18 SIZ 12		Right Leg	(01-04)	0/7
INT 18 POW 19 DEX 19		Left Leg	(05-08)	0/7
CHA 15		Abdomen	(09-11)	0/7
		Chest	(12)	0/8
Mov 8	Hit Points 19	Right Arm	(13-15)	0/6
		Left Arm	(16-18)	0/6
		Head	(19-20)	0/7

Staff (1D6) 50% SR 4 Parry 40% (12)

SPELLS: any battle magic, Creation, Curse, Illusion, Power Tap, Teleportation.



SKILLS: [Knowledge 15%] Evaluate Treasure 80%, General Knowledge 60%; [Manipulation 25%] Map Making 65%; [Stealth 25%] ; Perception 15%] Listen 75%, Spot Hidden Item 75%, Spot Trap 75%, Tracking 75%; [other] Oratory 60%.

LANGUAGES: (Speak/Read-Write) Rankan 100%/100%, Ilsig 75%/95%, Enlibaran 40%/80%.

MAGIC ITEMS: unknown.

Mizraith and his rival, Markmor, both seem to have gained the secret of perpetual Mind Links with lesser mages, and have them in a kind of surreptitious thrall. One way to attack them would be to discover who they are tapping for Power and kill the tappees.

MYRTIS, Human female, a lay member of Shipri All-Mother. Madame of Aphrodisia House and unofficial leader of Red Lanterns. Age is a secret.

STR 10 CON 15 SIZ 12		Right Leg	(01-04)	0/5
INT 18 POW 16 DEX 15		Left Leg	(05-08)	0/5
CHA 21		Abdomen	(09-11)	0/5
		Chest	(12)	0/6
Mov 8	Hit Points 15	Right Arm	(13-15)	0/4
		Left Arm	(16-18)	0/4
		Head	(19-20)	0/5

Dagger (1D4+2) 40% SR 7 Parry 30% (12)

SPELLS: Befuddle, Countermagic 6, Detect Enemies, Glamour, Ironhand 4.

SKILLS: [Knowledge 10%] Evaluate Treasure 95%, Accounting 95%; [Manipulation 15%] Climbing 30%, Hide Item 25%, Jumping 30%, Lock Picking 50%, Map Making 50%, Riding 65%, Swimming 75%, Trap Set/Disarm 20%, Love Making 95%, Dalliance 95%, Lewd Devices 85%; [Stealth 15%] Camouflage 25%, Hide in Cover 60%, Move Silently 75%, Pick Pockets 60%; [Perception 10%] Listen 95%, Spot Hidden Item 75%, Spot Trap 60%, Tracking 30%; [other] Bargaining 90%, Oratory 90%.

LANGUAGES: Speak/Read-Write Ilsig 95%/95%, Speak/Read-Write Rankan 80%/30%, Speak Enlibaran 30%, Speak Caronnian 20%, Speak S'danzo 10%, Speak Raggah 05%.

MAGIC ITEMS: none.

ONE-THUMB/LASTEL, Human male. Owner of the Vulgar Unicorn and a Rankan noble. Age 45.

STR 17 CON 17 SIZ 14		Right Leg	(01-04)	0/6
INT 14 POW 16 DEX 15		Left Leg	(05-08)	0/6
CHA 11		Abdomen	(09-11)	0/6
		Chest	(12)	0/7
Mov 8	Hit Points 18	Right Arm	(13-15)	0/5
		Left Arm	(16-18)	0/5
		Head	(19-20)	0/6

Rapier (1D6+1+1D4) 75% SR 6 Parry 75% (15)
Parrying Dagger (1D4+2+1D4) 45% SR 8 Parry 75% (20)

SPELLS: Bladesharp 3, Demoralize, Detect Enemies, Heal 4, Shimmer 4, Silence. Protected by spell maintained by Mizraith: anyone slaying One-Thumb/Lastel will live in agony forever.

SKILLS: [Knowledge 05%] Evaluate Treasure 75%; [Manipulation 15%] Climbing 55%, Hide Item 35%, Jumping 60%, Lock Picking 70%, Map Making 55%, Riding 80%, Swimming 75%, Trap Set/Disarm 65%; [Stealth 10%] Camouflage 60%, Hide in Cover 65%, Move Silently 65%, Pick Pockets 45%; [Perception 05%] Listen 80%, Spot Hidden Item 65%, Spot Trap 50%, Tracking 40%.

LANGUAGES: (Speak/Read-Write) Rankan 85%/85%, Ilsig 80%/45%.

MAGIC ITEMS: none.

The manner of Mizraith's spell is that, on One-Thumb's death, Mizraith will instantly know the perpetrator(s) and attack him (them) POW versus POW three times. If any of the attacks succeed, the victim's nerve ends will react as if being burned, and the victim will fall into a coma which should last years, the nerve endings continuing to 'burn' all that time.

Hanse Shadowspawn

□□□□□□ TRANSIENTS □□□□□□

CAPPEN VARRA, Human male. A Caronnian minstrel. Age 32.

STR 13 CON 15 SIZ 12		Right Leg	(01-04)	1/6
INT 15 POW 18 DEX 17		Left Leg	(05-08)	1/6
CHA 14		Abdomen	(09-11)	1/6
		Chest	(12)	2/7
Mov 8	Hit Points 16	Right Arm	(13-15)	1/5
		Left Arm	(16-18)	1/5
		Head	(19-20)	1/6

Rapier (1D6+1+1D4) 85% SR 4 Parry 80% (15)
2H Spear (1D10+1+1D4) 25% SR 3 Parry 15% (15)

SPELLS: Bladesharp 3, Demoralize, Detect Enemies, Glamour, Heal 3, Protection 4.

SKILLS: [Knowledge 10%] Evaluate Treasure 50%, General Knowledge 50%; [Manipulation 20%] Climbing 95%, Hide Item 45%, Jumping 75%, Lock Picking 50%, Map Making 70%, Riding 85%, Swimming 75%, Trap Set/Disarm 50%; [Stealth 10%] Camouflage 20%, Hide in Cover 80%, Move Silently 70%, Pick Pockets 50%; [Perception 10%] Listen 75%, Spot Hidden Item 75%, Spot Trap 50%, Tracking 40%; [other] Oratory 75%, Singing 85%, Poetry 95%.

LANGUAGES: (Speak/Read-Write) Caronnian 95%/85%, Rankan 75%/65%, Ilsig 75%/65%.

MAGIC ITEMS: snake amulet with Countermagic 4 if he states the three truths.

Cappen's silver snake amulet acts as a matrix for Countermagic 4. It must be activated by saying the three truths. He has a 75% chance to come up with the three truths within one melee round, at which point the Countermagic will start at strike rank 1 of the next melee round. If he doesn't make the roll, he can try again in every melee round until successful.

CIME, Human female. A Rankan harlot. Age 350.

STR 14 CON 14 SIZ 12		Right Leg	(01-04)	1/5
INT 17 POW 20 DEX 17		Left Leg	(05-08)	1/5
CHA 16		Abdomen	(09-11)	1/5
		Chest	(12)	1/6
Mov 8	Hit Points 15	Right Arm	(13-15)	1/4
		Left Arm	(16-18)	1/4
		Head	(19-20)	1/5

Dagger (1D4+2+1D4) 95% SR 7 Parry 95% (12)

SPELLS: Bladesharp 4, Countermagic 6, Demoralize, Heal 3, Shimmer 2, Speedart.

SKILLS: [Knowledge 15%] Evaluate Treasure 65%, General Knowledge 35%, Brew Poison 20, Make Blade Venom 15; [Manipulation 15%] Climbing 65%, Jumping 75%, Lock Picking 45%, Riding 85%, Swimming 90%, Trap Set/Disarm 80%; [Stealth 15%] Hide in Cover 70%, Move Silently 90%, Pick Pockets 60%; [Perception 15%] Listen 95%, Spot Hidden Item 75%, Spot Trap 80%, Tracking 60%.

LANGUAGES: Speak/Read-Write Rankan 95%/85%.

MAGIC ITEMS: two diamond rods. The first rod has a 4-point spell-resisting crystal and a 4-point spirit support crystal; the second rod gives the possessor a vampire-like Power-draining ability.

JAMIE THE RED, Human male. A Highlander mercenary. Age 25.

STR 18 CON 18 SIZ 18		Right Leg	(01-04)	6/7
INT 13 POW 17 DEX 15		Left Leg	(05-08)	6/7
CHA 15		Abdomen	(09-11)	7/7
		Chest	(12)	7/8
Mov 8	Hit Points 21	Right Arm	(13-15)	6/6
		Left Arm	(16-18)	6/6
		Head	(19-20)	7/5

Thrown spear (1D10+1D3) 75% SR 2
2H spear 85% (1D10+1+1D6) 85% SR 3 Parry 75% (15)
2H bastard sword (1D10+1+1D6) 90% SR 4 Parry 90% (15)
1H bastard sword (1D10+1+1D6) 90% SR 5 Parry 90% (20)
Left hand parrying dagger (1D4+2+1D6)80% SR 7 Parry 95% (20)
Medium shield Parry 50% (12)

SPELLS: Bladesharp 4, Countermagic 3, Demoralize, Fanaticism, Farsee, Glue 1, Mobility, Speedart.

SKILLS: [Knowledge 10%] Evaluate Treasure 45%; [Manipulation 20%] Climbing 65%, Hide Item 35%, Jumping 75%, Lock Picking 25%, Map Making 40%, Riding 90%, Swimming 35%, Trap Set/Disarm 30%; [Stealth -05%] Camouflage 40%, Hide in Cover 55%, Move Silently 45%, Pick Pockets 05%; [Perception 10%] Listen 50%, Spot Hidden Item 50%, Spot Trap 50%, Tracking 75%.

LANGUAGES: Speak/Read-Write Highlander 90%/40%, Speak Ilsig 60%, Speak Rankan 50%.

MAGIC ITEMS: none.

JARVEENA, Human female. A Yenized scribe working for Melilot. Age 15.

STR 12 CON 15 SIZ 10		Right Leg	(01-04)	0/6
INT 16 POW 18 DEX 15		Left Leg	(05-08)	0/6
CHA 10		Abdomen	(09-11)	0/6
		Chest	(12)	0/7
Mov 8	Hit Points 16	Right Arm	(13-15)	0/5
		Left Arm	(16-18)	0/5
		Head	(19-20)	0/6

Dagger (1D4+2) 40% SR 7 Parry 35% (10)
Thrown dagger (1D4) 75% SR 1 Parry 35% (10)

SPELLS: Detect Life, Glue, Heal 2, Silence.

SKILLS: [Knowledge 10%] Evaluate Treasure 15%; [Manipulation 15%] Climbing 75%, Hide Item 50%, Jumping 45%, Lock Picking 60%, Map Making 75%, Riding 45%, Swimming 55%; [Stealth 05%] Hide in Cover 65%, Move Silently 65%; [Perception 10%] Listen 60%, Spot Hidden Item 45%, Spot Trap 40%.

LANGUAGES: (Speak/Read-Write) Yenized 70%/90%, Ilsig 80%/50%, Rankan 30%/45%.

MAGIC ITEMS: none.

LYTHANDE OF THE BLUE STAR, Human male (actually female). A cultist of the Blue Star; an adventurer/mage. Age unknown.

STR 14 CON 18 SIZ 12		Right Leg	(01-04)	3/7
INT 17 POW 18 DEX 18		Left Leg	(05-08)	3/7
CHA 13		Abdomen	(09-11)	5/7
		Chest	(12)	5/8
Mov 8	Hit Points 19	Right Arm	(13-15)	5/6
		Left Arm	(16-18)	5/6
		Head	(19-20)	0/7

Rapier (1D6+1+1D4) 95% SR 4 Parry 95% (15)

SPELLS: all battle magic, Detect Magic; Compulsion, Create Skeleton, Divination, Shield, Telekinesis, Time Stop.

SKILLS: [Knowledge 15%] Evaluate Treasure 85%, Alchemy 100%, General Knowledge 65%; [Manipulation 25]; [Stealth 25%] Hide in Cover 95%, Move Silently 95%, Pick Pockets 75%; [Perception 15%] Listen 95%, Spot Hidden Item 85%, Spot Trap 75%, Tracking 90%; [other] Oratory 65%.

LANGUAGES: (Speak/Read-Write) Ilsig 95%/90%, Rankan 75%/80%, Enlibaran 25%/35%.

MAGIC ITEMS: Star tatoo is an unquenchable source of Power.

Due to her dedication to the Blue Star, Lythane has virtually any possible Rune spell available to her at any time, without needing to meditate to regain them.

Of the spells listed for the character, Time Stop is fairly obvious. It actually takes the character using it out of the flow of time to think and plan. The character cannot move quickly or interfere with anyone else without breaking the Time Stop. No RuneQuest cult has this spell.

Compulsion is a spell which puts a target under the mental domination of the caster. A successful POW vs. POW roll must be made and another must succeed for every special command given to the victim. The spell is broken if the POW vs. POW roll ever fails.

SAMLOR HIL SAMT, Human male, a lay member of Heqt. He is a caravan owner from Cirdon. Age 35.

STR 16 CON 18 SIZ 16		Right Leg	(01-04)	1/7
INT 15 POW 17 DEX 17		Left Leg	(05-08)	1/7
CHA 15		Abdomen	(09-11)	5/7
		Chest	(12)	5/8
Mov 8	Hit Points 20	Right Arm	(13-15)	1/6
		Left Arm	(16-18)	1/6
		Head	(19-20)	1/7

1H sword (1D8+1+1D4) 85% SR 4 Parry 85% (20)
Dagger (1D4+2+1D4) 90% SR 6 Parry 90% (12)
Thrown dagger (1D4+1D2) 95% SR 1
Composite bow (1D8+1) 75% SR 1 Parry 45% (10)
2H Great axe (2D6+2+1D4) 85% SR 3 Parry 80% (15)
Medium shield 80% (12)

SPELLS: Bladesharp 2, Countermagic 3, Demoralize, Speedart, Spirit Screen 3.

SKILLS: [Knowledge 10%] Evaluate Treasure 85%; [Manipulation 20%] Climbing 75%, Hide Item 50%, Jumping 80%, Lock Picking 50%, Map Making 90%, Riding 95%, Swimming 75%, Trap Set/Disarm 40%; [Stealth 05%] Camouflage 75%, Hide in Cover 90%, Move Silently 85%, Pick Pockets 45%; [Perception 10%] Listen 85%, Spot Hidden Item 75%, Spot Trap 80%, Tracking 90%; [other] Oratory 60%.

LANGUAGES: Speak/Read-Write Cirdonnian 95%/90%, Speak Rankan 90%, Speak Ilsig 75%, Speak Venized 50%.

MAGIC ITEMS: none.

SMHEE, Human male, Initiate of Weda Krizhtawn. He is a Sherranpip national. Age 40.

STR 15 CON 15 SIZ 14		Right Leg	(01-04)	0/6
INT 15 POW 17 DEX 17		Left Leg	(05-08)	0/6
CHA 12		Abdomen	(09-11)	0/6
		Chest	(12)	0/7
Mov 8	Hit Points 17	Right Arm	(13-15)	0/5
		Left Arm	(16-18)	0/5
		Head	(19-20)	0/6

Garrote (1D8 per round) 45% SR 7
Blowgun (1D3) 85% SR 1
Dagger (D4+2+1D4) 50% SR 7 Parry 50% (12)

SPELLS: Befuddle, Countermagic 4, Detect Magic, Extinguish, Ignite, Ironhand 4, Light, Speedart.

SKILLS: [Knowledge 10%] Evaluate Treasure 55%; [Manipulation 20%] Climbing 75%, Hide Item 35%, Jumping 65%, Lock Picking 25%, Map Making 35%, Riding 25%, Swimming 85%, Trap Set/Disarm 35%; [Stealth 05%] Hide in Cover 65%, Move Silently 75%, Pick Pockets 45%; [Perception 10%] Listen 65%, Spot Hidden Item 50%, Spot Trap 50%, Tracking 60%.

LANGUAGES: (Speak/Read-Write) Sherranpip 80%/90%, Rankan 65% /65%; Speak Ilsig 75.

MAGIC ITEMS: unknown.

□ □ □ □ □ GODS and MONSTERS □ □ □ □ □

AZYUNA, a goddess.

STR 30 CON 100 SIZ 30		Right Leg	(01-04)	0/40
INT 18 POW 100 DEX 30		Left Leg	(05-08)	0/40
CHA 300		Abdomen	(09-11)	0/40
		Chest	(12)	0/50
Mov 8	Hit Points 120	Right Arm	(13-15)	0/30
		Left Arm	(16-18)	0/30
		Head	(19-20)	0/40

Fist (3D6) 95% SR 4

SPELLS: all battle magic spells; all Rune magic spells.

This avatar of Azyuna is extremely skilled in the amatory arts, which she will use with mortals on all occasions, since her husband has no wish to practice subtlety. She will not fight unless severely pressed. She will do anything to get an advantage against her master-husband. She can engage any lover in one round of spirit combat and take 1-3 points of POW from them. She will do this in an attempt to build up her own POW so that she can break away from Vashanka. Since, however, this POW leaves her in a day, she has never been able to get away long enough to build up the POW needed to make the break.

ILS, a god.

STR 40 CON 200 SIZ 16		Right Leg	(01-04)	6/80
INT 50 POW 200 DEX 20		Left Leg	(05-08)	6/80
CHA 200		Abdomen	(09-11)	6/80
		Chest	(12)	6/90
Mov 8	Hit Points 240	Right Arm	(13-15)	6/70
		Left Arm	(16-18)	6/70
		Head	(19-20)	6/80

Sword (1D8+1+2D6) 95% SR 5 Parry 95% (40)
Staff (3D6) 150% SR 4 Parry 140% (50)

SPELLS: all battle magic spells; all Rune magic spells.

This avatar of Ils may wander Odin-like through a crowd. Because of his power of being "The Thousand-Eyed," he has no problem finding who he wants to meet, though the actual meeting will be cryptic and brusque. If pressed to fight, he will, but rather would use his ability to transfer his POW to some object which will (1) act as a defense for another user, absorbing any magical damage up to 200 points a melee round, or (2) act offensively, doing 10D6 damage directly to the hit points of a godly being if struck. However, any damage given by the weapon subtracts the same amount of Power points permanently from the enchanted object, until all 200 points of POW are drained.

VASHANKA, a god.

STR 100 CON 100 SIZ 25		Right Leg	(01-04)	20/50
INT 15 POW 200 DEX 25		Left Leg	(05-08)	20/50
CHA 100		Abdomen	(09-11)	20/50
		Chest	(12)	20/60
Mov 8	Hit Points 150	Right Arm	(13-15)	20/40
		Left Arm	(16-18)	20/40
		Head	(19-20)	20/50

Touch (8D6) 150% SR 4
Tent peg (1D4+2+7D6) 200% SR 3 Parry 200% (200)
Lightning bolt (10D6) 100% SR 1

SPELLS: all battle magic spells; all Rune magic spells.

This description is for the avatar of the god which appears on its own missions. It has no skills save those of combat, and cannot follow a foe who evades the avatar by getting more than 30 meters away, or by putting more than 3 meters of stone, metal, or other solid material between them. The lightning bolt has a range of 30 meters and does its damage directly to the hit points of the target: it is rarely non-fatal.

SIKKINTIARS, THE FLYING KNIVES. This dragon-like creature is known as a beast of the Ilsig god, Ils of the Thousand Eyes. It grows to as much as thirty feet long, and is mostly tail, with a large head full of teeth, two bat-like wings, and two feet full of talons. They do not exist in the world of Sanctuary, but in an alternate dimension reachable by some priests of Ils. Unless commanded, they will not attack humans, because humans are too small to sustain such a large creature: they prefer buffalo, bears, or elk. Some priests of Ils know the secret of the special whistles which will command the Sikkintair.

Characteristics	*Average*
STR 4D6+30	44
CON 2D6+6	13
SIZ 2D6+6	47
POW 3D6	9-12
DEX 3D6	9-12

Move 4/12
Hit Points 22
Treasure Factor 20
Armor 6-point skin

Hit Location Chart		*Av. H.P.*
01-02	Tail	8
03-05	Right Wing	7
06-08	Left Wing	7
09-12	Body	9
13-14	Right Claw	8
15-16	Left Claw	8
17-20	Head	8

Weapon	*SR*	*Attack*	*Damage*
Claw	7	45%	6D6
Bite	7	35%	3D8

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TRAVELLER™

Marc Miller
Mary Beth Miller

Travellers Into Thieves' World

Traveller is a science fiction role-playing game. As such, the integration of Thieves' World into its fabric requires some work in creating a rationale for its existence. Your basic assumption must be that the world of the Rankan Empire and of Sanctuary is not a fantasy; instead it is in some way based in the same fabric that composes the Traveller universe. Putting a new world into that universe is relatively easy. Less easily does it admit the magic that pervades Thieves' World.

Thieves' World probably isn't known by that name off-planet. Its name really isn't important, since it would bear some concealing catalog number in the star charts. Its true nature would be suppressed to the universe at large.

Data culled from the anthologies defines the world and enables the construction of a Universal Planetary Profile (UPP) to describe it.

World N-68956 0405 X866670-1 Agricultural World. Interdicted. RG.

This UPP deciphers into the following characteristics. Thieves' World is located in subsector hex 0405, just about in the middle of the region. There is no starport—if there is one, it is well-concealed and not general knowledge, on- or off-world. It is a large world, about 13,000 km (8,000 miles) in diameter, with a gravity similar to that of Terra. It has a standard atmosphere also similar to that of Terra. Perhaps 60% of the world is water. The population of Thieves' World is estimated at 10^6 persons, perhaps several million all told. There is no world government (although the Rankan Empire appears to be pre-eminent at the moment); thus government is categorized as balkanized, indicating a plethora of rival nation-states. Consistent with the lawlessness of Sanctuary, and with the emphasis on individual initiative, the world's law level is zero.

The technological level for the world is rated at 1, probably equivalent to Terra's early Middle Ages. Overall, the planet's characteristics (especially its hydrographic percentage and its pleasant atmosphere) earn it the rating Agricultural World. The presence of magic in whatever its form has prompted the Third Imperium to interdict it with a Red travel zone rating; whether this is to keep wayfarers from interfering with the world, or to keep thieves on-planet remains to be seen. The star system that holds Thieves' World also contains at least one gas giant (like Jupiter or Saturn) to aid in refuelling starships arriving and departing.

Rationales

There are three rationales for the existence of Thieves' World. The referee running the particular Traveller campaign must select one, and then use it as the reason behind the Thieves' World adventures he or she administers.

The first rationale is perhaps the simplest: it accepts magic as real and powerful, although confined to the surface of this particular world. The precise reason that magic works is unclear, but may be a result of some local conditions. To the scientifically-minded, the source and reason for magic may well be the cause for many Traveller adventures.

The second rationale carries the first one step farther and refines it. Magic works, but in the sense of Clarke's Law: any sufficiently advanced technology is perceived as magic by lower technologies. Once upon a time, Thieves' World held a very high technological society (level 20 perhaps), and even today, artifacts and remnants of that high tech level remain, known to locals as magic items. The subtle semi-electrical discharge of magic in action betrays the function of these high tech level items.

The third rationale goes farthest afield. Thieves' World is truly a far-fetched fantasy. It has no real existence in terms of a world or of a planet. Instead Thieves' World is the figment of a vast, high-powered computer's imagination—a gigantic role-playing game for real people. On Trin, in the Trin's Veil subsector, in the Spinward Marches of the Imperium, ISMM Corporation maintains a computer software laboratory dedicated to the advancement of the computer sciences. To this end, the Thieves' World simulation is available (for a price) to travellers who find out about it and then make the right contacts. For a price (about Cr10,000 per person) a band of adventurers can step into specially-constructed "experience tanks" and spend about two weeks (both real and experienced time), with options for additional two-week extensions, provided money has been left on deposit for this purpose. Within this computer-moderated game, absolute parallels with the Thieves' World anthologies are possible. Money and material objects cannot be removed from the simulation, but knowledge, experience, and self-confidence can. Best of all, death is not real, merely an awakening back into the Traveller universe.

Character Generation

Traveller characters taken to Thieves' World retain all of their normal characteristics and skills, including psionics, if the character has been tested and trained. Traveller characters generated on Thieves' World should be one of the following types (taken from Traveller Supplement 4, Citizens of the Imperium): Pirates, Sailors, Doctors, Diplomats, Barbarians, Rogues, Nobles, or Hunters. When a locally inappropriate skill is received, care must be taken to forego it and to try again. Gun weapons are not available locally; bow skills only rarely are received. The education characteristic throw for any character should have a DM of -6, to reflect the poor educational facilities and opportunities available locally.

In place of vehicle skills which might otherwise be received, characters may gain one of the three following skills: Teamster, Swimming, and Equestrian. Teamster allows an individual to handle animal-driven carts or wagons. Swimming allows an individual to travel in water with some ability, and shows an acquaintance with water activity. Equestrian allows an individual to ride animals such as horses (possibly camels, donkeys, and so on).

Magic

Traveller, because it is a science fiction role-playing game, makes no provision for magic in the traditional fantasy role-playing sense. Some characters rated for use with Traveller

Prince Kitty-Cat



have been given a skill called Magic, which reflects the degree of training and expertise that the person has in the magic arts. Receipt of this skill depends on training from an already accomplished mage or sorcerer, generally at the rate of one level of skill per two or three years spent with the mage. The level of magic skill is an indication of relative strength of magicians.

If the Traveller referee desires a detailed magic presence in Thieves' World adventures, then a magic system must be decided on, and then grafted into the game system. The specific system used must depend on the preferences of the referee.

In addition to any magic, which on Thieves' World betrays itself with a tingling semi-electrical discharge, Traveller also admits psionics. Psionic abilities do not betray themselves as do magical abilities: psionic activity is totally undetectable (unless their effects are audible or visible, or the victim/recipient also has psionic talent).

□ □ PRINCE, RETINUE and OFFICIALS □ □

Arman **A8882A** **Age 32** **Cr— reasonable**
Sword-5, Dagger-1, Brawling-2, Streetwise-1.
Male. 1.78 meters tall; 90 kilograms weight.
Wears mesh -1 armor.

Aye-Gophlan **698807** **Age 38** **Cr— poor**
Sword-2, Dagger-1, Streetwise-2, Leader-1.
Male. 1.7 meters tall; 85 kilograms weight.
Jack armor.

Bourne **B8A629** **Age 34** **Cr— comfortable**
Sword-4, Dagger-2, Brawling-2, Streetwise-1.
Male. 1.9 meters tall; 102 kilograms weight.

Danlis **657AA9** **Age 26** **Cr— reasonable**
Knife-0, Jack of all Trades-1, Leader-1, Steward-2.
Female. 1.75 meters tall; 56 kilograms weight.

Prince Kadakithis **878AAH** **Age 20** **Cr— very wealthy**
Sword-2, Leader-3, Admin-1.
Male. 1.78 meters tall; 75 kilograms weight.
Clever, charismatic, good-looking.
"Kitty-cat"

Molin Torchholder **687A9E** **Age 44** **Cr— very wealthy**
Bribery-1, Leader-2, Medical-2, Streetwise-1, Interrogation-1, Liaison-2, Magic-7.
Male. 1.7 meters tall; 85 kilograms weight.

Quag **B7B94A** **Age 40** **Cr— comfortable**
Sword-3, Dagger-1, Carousing-1, Brawling-2, Streetwise-1.
Male. 1.7 meters tall; 100 kilograms.

Razkuli **A99859** **Age 26** **Cr— comfortable**
Sword-3, Military Crossbow-1, Dagger-2, Streetwise-2.
Male. 1.7 meters tall; 72 kilograms.

Tempus **AAAA4A** **Age 350** **Cr— well off**
Sword-7, Mechanical-2, Jack of all Trades-2, Brawling-4, Magic-1.
Male. 1.95 meters tall; 108 kilograms weight.
Wears mesh -1 armor.
Secrets: he automatically regenerates 6 hit points per turn.
Magic/Psionics: he has some rudimentary training.

Walegrin **896947** **Age 30** **Cr— adequate**
Sword-1, Mechanical-3, Leader-2.
Male. 1.8 meters tall; 80 kilograms weight.
Wears mesh -1 armor.

Zalbar **A9A92A** **Age 34** **Cr— comfortable**
Sword-5, Carousing-1, Leader-1, Streetwise-2.
Male. 1.92 meters tall; 102 kilograms weight.
Wears mesh -1 armor.

□ □ □ □ □ □ RESIDENTS □ □ □ □ □ □

Alten Stulwig **878A79** **Age 30** **Cr— wealthy?**
Cudgel-2, Medical-4, Mechanical-2.
Male. 1.85 meters tall; 70 kilograms weight.

Dubro (The Smith) **D6A715** **Age 36** **Cr— reasonable**
Cudgel-1, Broadsword-2, Mechanical-4, Brawling-1.
Male. 1.85 meters tall; 120 kilograms weight. Works as a blacksmith and craftsman.

Enas Yorl **787AAB** **Age 'old'** **Cr— very rich**
Magic-9, Medic-2, Streetwise-3, Liaison-1, Leader-1, Carousing-2.
Male. 1.75 meters tall; 75 kilograms weight.
Magic/Psionics: high magic ability and highly-trained psionics (level 11).

Hakiem **695A24** **Age 62** **Cr— poor**
Carousing-2, Jack of all Trades-1, Instruction-1, Survival-2.
Male. 1.5 meters tall (stooped and bent); 65 kilograms weight.

Jubal **CBCA97** **Age 39** **Cr— very wealthy**
Sword-5, Bribery-2, Forgery-1, Leader-3, Recruiting-1, Carousing-2, Brawling-2.
Male. 1.72 meters tall; 80 kilograms weight.
Magic/Psionics: has the warrior's dread of magicians and avoids them.

Kemren **878A9D** **Age ?** **Cr— very rich**
Leader-4, Magic-6, Mechanical-3, Swimming-1.
Male. 1.7 meters tall; 80 kilograms weight.
Magic/Psionics: very high ability in both black and white magic. Psionic talent is level 7, although probably he has access to psionic drugs to increase his power.
"The Purple Mage."



Walegrin

Kurd (vivisectionist) 584BA7 Age 40 Cr— well off
Medical-5, Dagger-2, Streetwise-1, Admin-1.
Male. 1.7 meters tall; 75 kilograms weight.

Masha zil-Ineel 698A85 Age 32 Cr— poor
Medical-2, Mechanical-2, Dagger-1, Foil-1, Streetwise-1.
Female. 1.5 meters tall; 38 kilograms weight.
Magic/Psionics: no magical talent. She has an undeveloped sixth sense; she sometimes gets hunches.

Melilot 6B5B6B Age 30 Cr— rich
Forgery-2, Bribery-1, Mechanical-2, Steward-1.
Male (eunuch). 1.75 meters tall; 140 kilograms weight.

Mizraith 45C6AA Age 'old' Cr— wealthy
Magic-10, Mechanical-2, Jack of all Trades-2, Streetwise-2.
Male. 1.6 meters tall; 60 kilograms weight.
Magic/Psionics: famed for maintaining over 100 spells; he does this by casting secondary spells over lesser mages to tap their power. High psionic rating (11) and extensive training in special talents to perform this power drain.

Myrtis 689A49 Age 45 Cr— wealthy
Carousing-3, Leader-2, Dagger-1.
Female. 1.65 meters tall; 60 kilograms weight.

One-Thumb (Lastel) 95A934 Age 52 Cr— rich
Foil-2, Dagger-2, Brawling-1, Carousing-1, Jack of all Trades-1, Admin-2.
Male. 1.8 meters tall; 110 kilograms weight.

□□□□□□ TRANSIENTS □□□□□□

Cappen Varra 8A7B99 Age 23 Cr— low
Foil-2, Spear-0, Brawling-1, Carousing-2, Jack of all Trades-1.
Male. 1.75 meters tall; 75 kilograms weight.
Secrets: his charmed silver amulet (a coiled snake) protects him if he can utter three truths about his foe.
Magic/Psionics: some ability at prestidigitation, but no true magic ability. Familiar with, and not impressed by, mages.

Cime 689B84 Age 300 Cr— comfortable
Magic-5, Mechanical-1, Carousing-2, Swimming-1.
Female. 1.65 meters tall; 50 kilograms weight.
Magic/Psionics: very talented, her psionics (level 8) is centered on her diamond rods which serve as a focus.

Jamie the Red BAAC2G Age 30 Cr— comfortable
Leader-1, Dagger-1, Broadsword-1, Spear-1, Brawling-1, Jack of all Trades-1, Mechanical-1, Streetwise-1.
Male. 1.85 meters tall; 100 kilograms weight.
Wears jack armor.

Jarveena 798B75 Age 15 Cr— very low
Admin-1, Dagger-1, Streetwise-1.
Female. 1.62 meters tall; 50 kilograms weight.

Lythande 897A97 Age 44 Cr— comfortable
Magic-7, Sword-2, Medical-2.
Appears male, actually is female. 1.9 meters tall; 80 kilograms weight.
Possessions: magic artifacts, a sword.
Magic/Psionics: very high psionic levels centered on special talents. The focus for these talents is the blue star tatooed on her forehead. She can shoot lightning of cold and paralyzing flame when attacked.

Samlor hil Samt 9A9A39 Age 38 Cr— low
Dagger-2, Magic-1, Brawling-1, Carousing-1, Streetwise-1, Leader-2, Jack of all Trades-1.
Male. 1.7 meters tall; 80 kilograms weight.
Magic/Psionics: he knows a few common magical spells.

Smhee 9A9CB9 Age 45 Cr— poor
Dagger-4, Magic-1, Jack of all Trades-1, Streetwise-1, Swimming-1, Leader-1, Mechanical-2, Medical-2.
Male. 1.72 meters tall; 124 kilograms weight.
Rhandee Ghee, The Stinking Butterball.

TUNNELS & TROLLS™

Ken St. Andre

Robert Asprin's Thieves' World is quite unlike the fantasy world of the regular Tunnels & Trolls game as explained in the T&T rules. For one thing it is simply a human world. There are no elves, dwarves, hobbits, orcs, trolls, or mythical monsters such as dragons running around at large. (If any of the mythical beasties do exist, they stay well out in the badlands away from human civilization.) For another thing, the gods are real and in constant conflict with each other. This means that the T&T player will have to adjust his/her viewpoint a bit before attempting to use Sanctuary as a T&T adventure setting.

Which isn't to say that this is a bad thing: when all the player-characters (and non-player-characters) are mere humans, their relations tend to be more natural and realistic.

T&T players don't realize how good they have it compared to other worlds of fantasy. We swagger around with our magic weapons, magic armor, and thousands of gold pieces. If poverty threatens, we just pop into a nearby tunnel complex, or sign up for a few fights in the Arena of Khazan, and bingo! we're either flush or dead in no time. In the Rankan Empire, of which Sanctuary is a far-flung outpost, they don't do things that way. The medium of exchange is the lowly copper piece, not the lordly gold. The only dungeons around are those belonging to Prince Kadakithis, Governor of the city. There are plenty of magicians, but no one common framework for their magic. Some of them like the S'Danzo seem to operate with psi powers–good enough for fortune-telling and little else. Others have the favor of a deity, and their magic stems directly from the deity's power. Still others seem more like the traditional alchemists of medieval Europe. And I can't even try to explain the Secret-granted powers of the Adepts of the Blue Star.

For a good understanding of Sanctuary and the non-player characters I will describe after this essay, one should read the books. Most of the finer writers in science fiction and fantasy today are included in these anthologies. I can only say that the city is a grim place, and that many of the most interesting characters live on the wrong side of the law. Sanctuary is a piace of low intrigue, wanton brutality, and sudden death. Many of the more memorable events in the city's history are set off by the direct intervention of the gods–such as the weapon shop of Vashanka that suddenly appeared handing out magic weapons free for the taking to all those who wanted them. If you are a sweetness-and-light person you won't find yourself at home in Sanctuary.

Sanctuary is the collective creation of several writers, none of whom plays T&T to my knowledge, and as a consequence the magic used in Sanctuary bears little resemblance to T&T magic. Some of the T&T spells, such as the illusion-creating spells, are in common use. Others such as Fly Me (for instant levitation) seem unheard of. The gamer has two choices. Either use magic very sparingly in Sanctuary-based adventures, or else use it with reckless abandon according to the T&T rules and ignore discrepancies between your play and the way the stories read. Personally, I would allow all T&T magic, but limit anyone below 10th level to knowledge of 1 spell per level. Wizards above the 10th level in Sanctuary apparently can do almost anything they want unless they have to cope with another high-ranking wizard. At any rate, none of the spells employed in Thieves' World are likely to be known by their T&T name–that is if spells there have names at all instead of just descriptions. Things tend to be called an "Illusion" spell or a "fear" spell, etc.

For accurate description I have introduced a character type not found in the 5th edition T&T rules, though its existence is implied throughout. This character is definitely not a Wizard, Warrior, Rogue, or Warrior-Wizard, definitely not a Thief, Cleric, Paladin, or Barbarian (character types in non-T&T systems. When you call the character a Normal you have said it all. This is your average citizen and definitely not an adventurer. Probably the great mass of city inhabitants fall into this category, but since they are generally boring, only a few will be described.

The character statistics following will give familiar reference to the Thieves' World stories. Such men as Zalbar the Hell Hound, Prince Kitty-cat, and Jubal the Information Merchant could not fail to leave their mark on the environment. Feel free to use them in your scenarios. Better yet, invent some memorable city dwellers of your own to add more detail and life to your creation. When you play a really terrific story, you might consider writing it up as a story and sending it to Asprin. The odds are very, very long, but who knows–if you're good enough, perhaps your characters and story will appear in a future Thieves' World anthology. Good luck and good gaming!

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□ □ PRINCE, RETINUE and OFFICIALS □ □

Prince Kadakithis, royal Governor of Sanctuary ('Kitty-cat')
Level–1st Class–Warrior Age 20 Rankan

STR 13 INT 12 LUCK 11 CON 14
DEX 14 CHR 13 SPD 14

HT 6 feet WT 170 lb.
WEAPON–Falchion.
DAMAGE–4 dice + 4 adds.

Molin Torchholder, High Priest of the Rankan Deities
Level–10th Class–Normal Age 50 Rankan

STR 13 INT 27 LUCK 12 CON 13
DEX 22 CHR 14 SPD 10

HT 5'9" WT 160 lb.
WEAPON–normally does not use any, but may use any dagger or sword.
ARMOR–normally does not wear any.

Quag, Hell Hound
Level–5th Class–Warrior Age 36 Rankan

STR 38 INT 12 LUCK 54 CON 24
DEX 17 CHR 12 SPD 8

HT 5'10" WT 199 lb.
WEAPON–proficient with all, favors the Broadsword.
DAMAGE–3 dice + 4 adds.
ARMOR–full set of mail (takes 11 hits).

Razkuli, Hell Hound
Level–5th Class–Warrior Age 35 Rankan

STR 38 INT 9 LUCK 13 CON 26
DEX 36 CHR 9 SPD 9

HT 6 feet WT 220 lb.
WEAPON–proficient with all, prefers the longbow, carries a Broadsword.
DAMAGE–3 dice + 4 adds for the sword. 5 dice + 78 adds includes his combat adds.
ARMOR–complete set of mail (takes 11 hits).

Enas Yorl, self-employed Wizard
Level–15th Class–Wizard Age, Nationality unknown

STR 150 INT 38 LUCK 248 CON 195
DEX 22 CHR ? SPD 10

HT varies WT varies
WEAPONS–doesn't need any.
ARMOR–doesn't need any.
Play him as being able to perform all T&T spells through the 15th level.

Hakiem, Storyteller and paid informant
Level–1st Class–Normal Age 65 Ilsig

STR 10 INT 16 LUCK 13 CON 11
DEX 14 CHR 6 SPD 9

HT 5'5" WT 120 lb.
WEAPONS–Poniard.
DAMAGE–2 dice.

Hanse (Shadowspawn), Thief
Level–4th Class–Rogue Age 20 Ilsig/Desert

STR 21 INT 14 LUCK 33 CON 21
DEX 16 CHR 24 SPD 17

HT 6'11" WT 165 lb.
WEAPONS–numerous knives (at least 5, maybe 8, all different) his best weapon probably is a Sax.
DAMAGE–2 dice + 5 adds.

Illyra, Fortuneteller, Seeress, wife to Dubro
Level–3rd Class–Wizard Age 19 S'Danzo/Ilsig

STR 16 INT 21 LUCK 26 CON 15
DEX 16 CHR 23 SPD 13

HT 5'4" WT 105 lb.
WEAPONS–Dirk.
DAMAGE–2 dice + 1 add.
Although she qualifies as a wizard, Illyra knows none of the lower-level T&T spells. She can Detect Magic naturally. Her magic is mostly inherent and only partially learned. In T&T terms she can do a Dear God spell whenever she wishes for a STR cost of 1, and a Mystic Visions spell once a day for a STR cost of 5. She is also skilled in the lore of various medicinal plants, and can cure many minor diseases and ailments. She is an excellent source of occult information.

Jubal, Slaver and Information Broker
Level–7th Class–Warrior Age 36 naturalized Rankan

STR 43 INT 26 LUCK 64 CON 40
DEX 24 CHR 11 SPD 16

HT 6'4" WT 190 lb.
WEAPONS–proficient with all. Carries a Scimitar and a Dirk.
DAMAGE–4 dice for sword; 2 dice + 1 add for dagger.
ARMOR–usually wears mail in public (takes 11 hits every combat turn).

Tempus (Thales), Hell Hound
Level–15th Class–Warrior-Wizard Age 35 Rankan

STR 78 INT 25 LUCK 45 CON 59*
DEX 52 CHR 17 SPD 14**

HT 6 feet WT 200 lb.
WEAPON–proficient with all, uses an enchanted Broadsword.
DAMAGE–3 dice + 4 adds.
MAGIC–dispells hostile magic.
ARMOR–ring mail (takes 11 hits).
The single asterisk indicates that he heals with supernatural speed, at a rate of 1 point per game turn. The double asterisk indicates that he can move at double that speed in combat, effectively making the other fighters look like they're in slow motion.

Walegrin, Rankan warleader and Captain of the Sanctuary watch for several weeks.
Level–8th Class–Warrior Age 28 S'Danzo/Ilsig

STR 21 INT 13 LUCK 7 CON 18
DEX 19 CHR 19 SPD 13

HT 6'6" WT 220 lb.
WEAPON–competent with all weapons, he prefers the Broadsword.
DAMAGE–3 dice + 4 adds.
ARMOR–full suit of leather (takes 6 hits).

Zalbar, Captain of the Hell Hounds
Level–7th Class–Warrior Age 40 Rankan

STR 41 INT 11 LUCK 63 CON 39
DEX 26 CHR 14 SPD 15

HT 6'1" WT 220 lb.
WEAPON–proficient with all, favors the Falchion.
DAMAGE–4 dice + 4 adds.
ARMOR–full set of mail (takes 11 hits).

□□□□□□ RESIDENTS □□□□□□

Alten Stulwig, Physician and Druggist
Level–3rd Class–Normal Age 35 Ilsig

STR 12 INT 18 LUCK 25 CON 13
DEX 15 CHR 12 SPD 7

HT 5'7" WT 150 lb.
WEAPON–a walking staff.
DAMAGE–2 dice.
ARMOR–none.

Dubro, Blacksmith and husband to Illyra
Level–2nd Class–Normal Age 24 Ilsig

STR 30 INT 7 LUCK 12 CON 22
DEX 17 CHR 10 SPD 10

HT 6'6" WT 245 lb.
WEAPONS–blacksmith's hammer.
DAMAGE–5 dice + 1 add.

Myrtis, Madame of Aphrodisia House, the finest house of pleasure in Sanctuary
Level–3rd Class–Rogue Age 100 ? Rankan

STR14 INT 19 LUCK 21 CON 15
DEX 15 CHR 25 SPD 9

HT 5'8" WT 135 lb.
WEAPONS–none. She uses her wit and charm.

One-Thumb (Lastel), proprietor of the Vulgar Unicorn
Level–10th Class–Rogue Age 50 Rankan

STR 65 INT 20 LUCK 125 CON 65
DEX 26 CHR 8 SPD 12

HT 5'9" WT 230 lb.
WEAPONS–accomplished with many, but chiefly uses the Rapier and Dirk.
DAMAGE–3 dice + 4 adds for the sword, 2 dice + 1 add for the knife.

□□□□□□ TRANSIENTS □□□□□□

Cappen Varra, minstrel
Level–5th Class–Rogue Age 25 Caronnean

STR 27 INT 21 LUCK 40 CON 16
DEX 17 CHR 31 SPD 14

HT 5'10" WT 150 lb.
WEAPONS–Rapier and probably Dirk.
DAMAGE–3 dice + 4 adds for the sword, 2 dice + 1 add for the dagger.

Cime, courtesan
Level–15th Class–Rogue Age 350+ Rankan

STR 40 INT 35 LUCK 60 CON 59*
DEX 40 CHR 28 SPD 12**

HT 5'8" WT 135 lb.
WEAPONS–unknown. She owns a pair of diamond hair pins with some magical power that has not yet been explained.
ARMOR–none.
** ** The asterisks mean the same for Cime as for Tempus.*

Jamie the Red, soldier of fortune
Level–10th Class–Warrior Age 28 nationality unknown

STR 71 INT 17 LUCK 123 CON 63
DEX 38 CHR 34 SPD 18

HT 6'3" WT 210 lb.
WEAPONS–proficient with all, he favors a Claymore.
DAMAGE–6 dice.
ARMOR–ring mail (takes 7 hits).

Lythande, mercenary
Level–10th Class–Warrior-Wizard Age? Rankan?

STR 66 INT 28 LUCK 120 CON 17
DEX 17 CHR 25 SPD 15

HT 6'2" WT 130 lb.
WEAPONS–Rapier.
DAMAGE–3 dice + 4 adds.
Lythande knows all 10th level Wizard spells, and her Blue Star allows her to cast any of them at no loss of STR.

Samlor hil Samt, caravan master and Merchant
Level-12th Class–Rogue Age 34 Cirdonian

STR 31 INT 19 LUCK 24 CON 29
DEX 25 CHR 12 SPD 16

HT 6'3" WT 210 lb.
WEAPONS–knives of all kinds; his best knife is the Sax.
DAMAGE–2 dice + 5 adds.
ARMOR–none.
During his travels, Samlor has picked up a few spells, mostly dealing with weapons. In T&T terminology, he can cast a Vorpal blade spell on his knife whenever he needs to. Samlor has developed into a master of the knife, carrying at least 3 on his body at all times, only one of which, the Sax, is in plain sight. He also carries 2 throwing knives, one hidden in his boot, and the other concealed somewhere in his clothing.

□□□□□□□ MONSTERS □□□□□□□

Sikkintairs
The sikkintair is a mythical beast in the pantheon of Ils, chief god of the conquered Ilsig state. It is a kind of bat-winged flying dragon with claws and teeth the size of knives and a long serpentine neck. From mouth to tail it would be about 30 feet long. They actually live in an alternate world that the priests of Ils can reach at will. Although the "flying knife" is one of the most horrible monsters the people of Sanctuary can envision, it is not really that tough in T&T terms. It can be slain by a mortal man, if that man is good enough. Jaimie the Red and Tempus undoubtedly could do it (in fact, Jaimie did it). It will get 31 dice + 150 adds in combat. As its monster rating is reduced, its combat adds will shrink also, always remaining one-half of its monster rating. Although one sikkintair is normally enough to handle any situation, they will fight in packs of up to 6 creatures if need be.

Combat Bears
The Purple Mage kept a couple of large white bears as part of his contingent of guards. Everyone knows what a bear is. In Sanctuary they would seem to have a monster rating of 50 apiece, getting 6 dice + 25 combat adds each.

Purple Spiders
Also guardians of the Purple Mage, these obnoxious little creatures have a monster rating of 1 each, but also have the most deadly venom known in Thieves' World. If a character is bitten by one, he must make a 10th level saving roll on CON to avoid dying in agony (65-CON).


Poyser

ROBERT L. ASPRIN'S **thieves' world** record form

NAME _____
TITLE _____
SEX _____ AGE _____
RACE _____
NATIONALITY _____
TRIBE/CLAN _____
RESIDENCE _____
STATUS _____

MASTER OF _____

LANGUAGES _____

CHARACTERISTICS _____

_____ HIT POINTS ____
FULL STATS FOUND AT _____

APPEARANCE

SYNOPSIS _____
HEIGHT _____ WEIGHT _____
CLOTHING _____
HAIR COLOR _____ HAIR STYLE _____
SKIN COLOR _____ HAND FEATURE _____
EYE COLOR _____ EYE FEATURE _____
VOICE QUALITY _____
VOICE PITCH _____ BODY ODOR _____
OTHER _____

⇐01 PERSONALITY FACTORS 00⇒

Active	___ ___ ___	Passive
Impulsive	___ ___ ___	Cautious
Extrovert	___ ___ ___	Introvert
Optimist	___ ___ ___	Pessimist
Impatient	___ ___ ___	Patient
Nervous	___ ___ ___	Calm
Suspicious	___ ___ ___	Trusting
Leader	___ ___ ___	Follower
Greedy	___ ___ ___	Generous
Energetic	___ ___ ___	Lazy
Honorable	___ ___ ___	Dishonorable
Brave	___ ___ ___	Cowardly
Curious	___ ___ ___	Apathetic
Unreliable	___ ___ ___	Dependable
Profane	___ ___ ___	Pious
Dishonest	___ ___ ___	Honest
Clever	___ ___ ___	Dull
Humorous	___ ___ ___	Dour
Innovative	___ ___ ___	Conservative
Imaginative	___ ___ ___	Banal
Aggressive	___ ___ ___	Submissive
Stubborn	___ ___ ___	Docile
Opportunist	___ ___ ___	Idealist
	___ ___ ___	
	___ ___ ___	

INTERESTS

- ☐ WEAPONS
- ☐ DRINKING
- ☐ RELIGION
- ☐ HORSES
- ☐ SEX
- ☐ MAGIC
- ☐ BRAWLING
- ☐ GAMBLING
- ☐ CLOTHING
- ☐ MONEY
- ☐ TRADING
- ☐ LANGUAGES
- ☐ HISTORY
- ☐ GEOGRAPHY
- ☐ LEGENDS
- ☐ THIEVERY
- ☐ CRAFTS
- ☐ FOREIGN LANDS
- ☐ ARTIFACTS
- ☐ ALCHEMY
- ☐ FOOD
- ☐ PLANTS
- ☐ GEMS
- ☐ CITY POLITICS
- ☐ NATIONAL POLITICS
- ☐ PLEASURE
- ☐ HUNTING
- ☐ DOGS
- ☐ GOSSIP
- ☐ FAMILY
- ☐ FARMING
- ☐ SELF
- ☐
- ☐
- ☐
- ☐
- ☐

ATTITUDES

FAMILY _____
OTHER KIN _____
OVERLORDS _____
RELIGIOUS LEADERS _____

DEITIES _____
FRIENDS _____
ACQUAINTANCES _____
EQUALS _____
STRANGERS _____
UNDERLINGS _____
CHILDREN _____
RANKANS _____
ILSIGS _____
MAGICIANS _____
RAGGAH _____
S'DANZO _____
HELL HOUNDS _____
MAZE _____
ANIMALS _____
NON-HUMANS _____

HAS MET

To ensure continuity of the personalities of the various leaders and people of prominence in Sanctuary, referees are offered the Personalities Record Form. It can be used to record the personality and notes about non-player characters (NPCs) likely to be met by player-characters. Game masters can maintain consistent characters by using this sheet for their NPCs. There is room for the initial character and for additional information generated during the course of play.

The top left section contains basic ID information. The entries should be self-evident; if some seem inappropriate, ignore them. The listing "Master Of" can record the skills which the character knows: this is useful for promising to train or to impress someone, or to otherwise inform them (barbarians like to boast, such as "I am master of spear and sword!"). The "Total Stats Found At" notation should be followed by the page number of the full character stats for the game master's system.

The top right section contains the outward appearance of the character. Again, some entries may be inappropriate—do not feel compelled to fill in blanks just because the blanks exist. "Synopsis" refers to a short description of the overall appearance of the character. This might describe the character physically or be a projection of the personality, such as handsome, beautiful, plain, ugly, hideous, skinny, noble, slovenly, dynamic, heroic, effeminate, masculine, fat, crude, and so on.

The "Personality Factors" section in the lower right corner of the sheet supplies the referee with an outline of how the character reacts in a gamut of situations. To use the section, divide the range present by D100 into three portions, each portion referring to the proportion of the character's probable reaction concerning a style of personal existence. For instance, Jamie the Red is normally brave, rarely weighs the balance between bravery and cowardice, and almost never is cowardly. Thus his percentages on the 'Bravery/Cowardice axis might look like this: 01-85 / 86-99 / 00. When the game master needs to establish Jamie's reaction, he merely rolls D100. The middle range can either be a hesitation on Jamie's part or can give the game master leeway in choosing the reaction he prefers.

The list summarizes a character's personality. Watch for any unusually wide range of a particular reaction. Someone with a 0-90 result at the 'Nervous' end of the scale will usually appear VERY nervous; the same rating on the 'Energetic/Lazy' axis would indicate somebody who constantly works, talks, moves, and rarely takes a day off.

"Interests" should be noted with checks in appropriate boxes. Game masters should remember that people have limited time to devote to cultural interests. Most NPCs in the Adventure Pack will have 1D6 special interests, normally complementing their occupations in some way.

The "Attitudes" section allows quick reference for how the character feels about a variety of subjects and people. Use this section cautiously and in conjunction with "Personality Factors." The blank spots should be filled in with a single appropriate word, like panicky, fearful, subservient, dutiful, loving, adoring, affectionate, respectful, fearful, formal, courteous, rude, distrustful, hateful, hostile, cruel, stingy, protective, and so on.

The small "Has Met" section in the lower right allows the game master to keep track of which player-characters the NPC has met. Further information, such as dates, details of interactions, whether friends or enemies, etc., can be kept on the back of the form. This is especially important if more than one game master uses the book. Keeping track of such events draws together the warp and woof of the fantasy world to make a satisfying game fabric.

Samlor hil Samt



SCENARIO IDEAS

These ideas are presented to pique the gamemaster's imagination, and are not to be slavishly followed. They could not be, for none of the situations provide all the details needed for play. But they may well help out the gamemaster jotting down justifications, reasons, rationales, and schemes.

Remember that the gamemaster can try out any point of view intimated by the particular scenario suggestion. In the first suggestion, for instance, the point of view is from the Silk Merchant who wants a job done. But if the gamemaster needed an NPC thief to run across the path of the players some night, he could choose to put the thief on this particular job, either during or before the snatch.

INTERLOCKING SCENARIOS
[Greg Stafford]

1. The Rivals

Hessel, the Silk Merchant, wants some competent thieves for a job. He will first send his servant, Timayis, a nervous fellow, to the Vulgar Unicorn to hire someone. The servant has little confidence in his ability to pick out competent thieves. Thus this first job is a test to see if the individuals chosen are or are not competent.

Hessel wants a list stolen from the home of Nichols, another silk merchant. Hessel figures that he can increase his business by stealing the customer list of his rival and then undercutting Nichols' prices in one swift maneuver.

Hessel wants the theft to be untraceable to him, and will pay on delivery. He does not want the merchant or his family killed.

If the theft is a success, then Hessel will offer to hire the thieves for a bigger job if they want it. The new job pays five times as much, and the merchant will tell no more until the thieves swear to secrecy. The details are in suggestion Two, just below.

2. The Military Rival

Hessel the Silk Merchant is enraged at a prostitute whom he frequented, and to whom he gave many fine presents. She has left her place in the (gamemaster's choice) brothel to wed a foolish young soldier who refuses, at the point of his sword, to allow old Hessel close to the girl.

Hessel wants the soldier killed, figuring that the woman will return to the whorehouse and thereby come once more within range of Hessel's affections. He wants no clues that he arranged the murder, for which he will pay quite well. If he trusts the robbers, he will pay in advance. His trust only can be earned by performing the previous scenario.

WELCOME TO SANCTUARY
[Lynn Willis]

3. The Traffic Citation

If the characters are riding their horses into Sanctuary, they unwittingly will go up a street in which no horses are allowed between mid-morning and dusk.

A member of the watch will notice this, and instruct the adventurers to follow him. If they attempt to bribe him, he will angrily refuse and demand that they follow. If they ignore the little fellow (he is short, and not too well armed), then he will blow his conch horn and 2 Hell Hounds and 1D10 watchmen will appear at the open end of what will prove to be a dead-end street. If the adventurers fight their way out, they will be marked criminals. If they accompany the watchman to see his Captain, they will be admonished and/or fined, depending upon the degree of their resistance or humility. The adventurers now will be known to the authorities, who may take a daily or weekly interest in them, as may Jubal.

It is possible to break a vase, step on turnips, ignore a direct instruction from a watchman, etc., and get the same result.

4. Docking The Ship

Approaching Sanctuary from the sea, the adventurers must decide whether to anchor in the roadstead or to tie up at one of the piers. If they dock without permission, an officious person will bustle down and declare that they've tied up illegally, and that either they must remove their vessel or that they must pay a landing fee and open their ship for customs inspection. The landing fee is 1D6 silver coins per 3 meters or 3 yards of the ship's length. The captain must immediately state the purpose and length of stay of his ship, and crew and passengers must be identified.

If the adventurers bribe the official, his price will be half of the legal entry/docking fee, but the official will insist on inspecting the ship and cargo completely, so that he knows what risk he runs. If there is anything of value, thugs equal to the number of the crew will visit the ship that night and try to steal everything they can carry.

If the adventurers want to sell anything or need to trade or to transfer cargo, then Jubal's representative will call and request a 10% trade protection insurance fee. If the adventurers pay it, then any thugs hired by the official will not appear. If the adventurers take on cargo only, or do no selling or trading, Jubal's man will not appear.

If the adventurers originally anchor in the harbor and row ashore, politely asking permission and instruction, a customs agent will make a brief appearance, charge them 5 silvers, and be gone without complication.

5. In The Desert

Caravaning to Sanctuary, the adventurers come across an old man sitting under an awning in the midst of nowhere. He reclines under an awning; around him are scattered piles of goods—bolts of silk, inlaid boxes, and more well-made luxuries of some value.

If the adventurers stop when he waves and calls, he will tell them that another caravan left him here because he attemped a small indiscretion with a daughter of the caravan leader. He will beg to sell the adventurers what of his goods he might, for he knows they will be stolen if he leaves for Sanctuary for pack animals to transport the valuables.

The players can see he has a shifty face, but he is actually more shifty yet, for the goods in truth were smuggled in from the coast to make a backlands entry into the city—as though they came from Ranke overland. Unfortunately, some 'most vicious' Hell Hound disrupted the scheme, slew his beasts, and forbade the smuggler the streets of Sanctuary upon pain of death, and his life Reeble holds dear.

Occasional desert-dwellers come by and steal portions of his cargo while he is asleep or drunk, but he has enough magic and skill to make all but the strongest wish not to transgress. Now he bends all his wiles and whines to ensnare the first gullible suckers he has seen, and maybe make a profit after all from his scheme.

The Hell Hound marked and sealed the goods, to discourage entry into the city, but Reeble will tell the adventurers that the seals and signs ensure quality of merchandise. If they do not read Rankan, they may believe him.

The cost to him of the goods was 300 silvers; their fair market value in Sanctuary is 3000 silvers. In Ranke they would be worth 1200 silvers. The old man tearfully will take 500 as his rock-bottom price, but the negotiations will open at 4500. He will beg, expose his age and infirmities, pray to his wife, endlessly flatter the adventurers, insinuate magical qualities about the goods, and even threaten them with curses from the gods should they help ruin an old, old man.

If the adventurers try to rob Reeble, they will have run into a tiger. He has on armor under his robes (that's why he won't come out of the shade) and has the stats for a Hell Hound, with access to five spells of the GM's choice.

If the adventurers bring the goods to Sanctuary, the gate watch will see a PROSCRIBED GOODS sign scratched on one item, and it will take 300 silvers for him to allow them into the city. He will report the adventurers as suspicious characters, and the watch will visit them that evening. The bribed watchman will be along, explaining that he let the adventurers enter only because he feared for his life from such strong and ruthless characters. The trial that follows (if they don't fight their way out) will strip the party of their money and most of their weapons and armor.

SELL-SWORDS
[Steve Perrin]

6. The Raid on the Apothecary

Alten Stulwig has received word that Jubal is going to raid his shop to obtain all of his supply of a particular herb (which one he doesn't know).

a. Characters may be hired by Alten to guard the shop and greenhouse.

b. Characters may be hired into Jubal's Hawkmasks to obtain the apothecary's total supply of Dalin, so as to blackmail the Prince into stopping his efforts against Jubal's operations.

7. The Escalating Guard Effect

Damron the Tanner is hiring guards to keep the kids from stealing stuff out of his courtyard.

a. Characters may be hired as guards.

b. Characters hear a rumor that the tanner has found a hoard of gold that he is holding in his shop so that his wife, Nora, won't find out about it (GM's discretion as to whether this is true.) Surely the tanner would not hire armed guards to simply protect his vats . . . .

8. The Interrupted Assignation

The Prince's wife is meeting a Duke of Caronne who is visiting incognito. They have ducked into Zoplay's Laundry because they think they are being followed.

a. Characters have been hired by Molin Torchholder to follow the Prince's wife because he suspects her infidelity.

b. Characters have been contacted by Cappen Varra to guard the Duke, and recognize him entering the laundry with seeming footpads in hot pursuit.

9. The Compromising Scroll

Melilot has a scroll compromising Nichols the silk merchant. for an ancient indiscretion, unknown to his wife. Hessel the silk merchant wants the information to use against his rival.

a. Characters are hired by Melilot to guard his premises.

b. Character is hired by Hessel to get the information so he won't have to pay Melilot for it.

c. Nichols hires character(s) as representative in his dealings with Melilot.

10. Shady Employment

Jubal is looking for more Hawkmasks. Tempus' depredations have reduced the number of the Hawkmasks alarmingly, and this loss must be made up. The crime lord's agents are careless about who they hire, for Jubal has a weeding-out plan.

A smuggler is coming to a rarely-used landing on the shore of the Swamp of Night Secrets. If the location is compromised, it will mean nothing to Jubal's regular activities. All of the new recruits, with a couple of replaceable veterans, will escort the smuggler as his crew brings the cargo to a rendevous with Jubal. If all goes properly, well and good. If not it will be no great loss and Jubal may have a good idea of who betrayed the mission.

a. Characters may hire on as Hawkmasks and guard the cargo.

b. Characters may be hired by the Hell Hounds to infiltrate the new hires and betray the landing.

c. Characters may be temporarily drafted into the watch to join in a raid on the landing, which has been betrayed by someone else hired as in b., above.

d. Characters exploring the swamp on their own (say as prospectors for a site for their own smuggling operation) may stumble into the middle of the brawl.



Characters by Story

BOOK: THIEVES' WORLD

Author	*Story*	*Major Character*	*Minor Character*
Robert Lynn Asprin	"Introduction"	Hakiem Prince Kadakithis Zalbar Bourne Quag Razkuli Arman	Kilite Ran-tu
John Brunner	"Sentences of Death"	Melilot Jarveena Captain Aye-Gophlan Enas Yorl	
Lynn Abbey	"The Face of Chaos"	Illyra Dubro Molin Torchholder*	Haakon Moonflower
Poul Anderson	"The Gate of Flying Knives"	Cappen Varra Danlis Jamie the Red**	Hazroah Butterfly** Light of Pearl** Lady Rosanda
Andrew J. Offutt	"Shadowspawn"	Hanse (Shadowspawn)	Cusharlain Lirain Corlas Gelicia Lycansha Shive Taya
Robert Lynn Asprin	"The Price of Doing Business"	Jubal	Mor-An Moria Mungo Saliman
Joe Haldeman	"Blood Brothers"	One-Thumb (Lastel) Mizraith Amoli	Enoir Gage Kalem Markmor Marype Nestaph Stefab
Christine de Wees	"Myrtis"		Ambutta Cylene Mikkun
Marion Zimmer Bradley	"Secret of the Blue Star"	Lythande Myrtis	Bercy Jiro Rabben the Half-Handed

**Character created by Andrew J. Offutt.*
***Character created by Gordon Dickson.*

BOOK: TALES FROM THE VULGAR UNICORN

Author	*Story*	*Major Characters*	*Minor Characters*
Philip Jose Farmer	"Spiders of the Purple Mage"	Masha zil-Ineel Smhee Kemren (Purple Mage)	Ahloo shik Mhanukhee Eevroen Hadoo Kheem Looza Nadeesh Shkeekure sha-Mizl Shmurt Wallu
David Drake	"Goddess"	Samlor hil Samt	Samlane Kodrix Mernorad Regli
Lynn Abbey	"The Fruit of Enlibar"	Walegrin	Blind Jacob Gonfred Malm Runo Thrusher Two Thumb

Melilot

Time & Strategy Eric Goldberg

The gamesmaster, when planning an adventure for the characters, faces two crucial questions: at what point in time does such an adventure occur and can the characters interfere with the events of the stories?

The values and abilities for the personalities usually have been figured for when the reader is first introduced to them. Only those who die and those who realize their potentials dur- an exceptional adventure—such as Masha—will be changed significantly in this respect at the end of the second anthology.

If the events of the books cannot be interfered with, every time the characters take an action which would change the course of events, they either begin to fade or are shunted to another reality. Characters who fade become progressively "unreal," until they no longer have any substance in Thieves' World. Faded characters are ghosts in time, who can only affect other such ghosts. Characters shunted to another reality are essentially playing the adventure as if they can interfere freely with the plots of the stories. However, the gamesmaster may inflict penalties upon them for causing probability stresses upon adjoining realities.

But for those who do not wish to indulge in time or alternate universe paradoxes (which should include most readers), the gamesmaster must either allow the player characters to affect the outcome of the stories, or better yet, start the adventures after the conclusion of the second volume. The latter solution will work until Ace releases the third volume.

The player-characters must carve niches for themselves in the Sanctuary hierarchy. Here the standard fantasy party sharply diverges from the stories: the protagonists operate solo or in pairs, whereas the party is often a marauding band on the order of a detachment of Jubal's hawkmasks.

If the player-characters do indeed prey as group upon the underworld, they must expect retribution from Jubal, who will quite correctly view them as a threat to his hegemony in that sector of the population. If need be, Jubal will hire magical assistance, and it will be good. If the player-characters are not circumspect about their hell-raising activities, the Hell Hounds and other municipal authorities may make it their civic duty to incarcerate or kill them. And, of course, too many magical fireworks will bring the characters into conflict with magicians, priests, and gods, and not necessarily in that order.

Survival and success in Sanctuary is a matter of adaptation. The town will break the uncompromising player-character as surely as the sun will rise tomorrow (on Earth—we can't be too sure about Thieves' World). The intruder must inveigle his way into the good graces of the powers-that-be, establish a reputation for himself, and covertly build a power base. Only then can he dare flaunt his might in public.

It's easy to recognize the player character who makes it in Sanctuary. He's as treacherous and as dangerous as any of the protagonists in the stories.

A.E. Van Vogt	"The Dream of the Sorceress"	Alten Stulwig	Jutu Stulwig Nemis
Janet Morris	"Vashanka's Minion"	Tempus Cime	Alain Aspect
Andrew J. Offutt	"Shadows Pawn"		Antelope Athavul Mignureal
Robert Lynn Asprin	"To Guard the Guardians"	Kurd	

Kurd



CONTRIBUTORS

DAVE ARNESON was born in Minnesota in 1947. After graduating from the University of Minnesota, he held numerous jobs while continuing his many gaming and game mastering projects. His first published game was Don't Give Up The Ship. His best-known contribution to FRP is the original work and inspiration for D&D®. Since then various companies have published his designs such as The First Fantasy Campaign and his current FRP system, Adventures in Fantasy. He is now head of his own game company, Adventure Games Inc., and presently is developing computer games of strategy and adventure.

ERIC GOLDBERG began designing games four years ago for SPI. Aside from DragonQuest, his more noted designs are Commando (which won the H.G. Wells award for the best role-playing game of 1979), Kursk (a simulation of the WWII battle), and War of the Ring (from the Tolkien trilogy). Current projects include an FRP game for Avalon Hill and a WWII west-front game. He writes game reviews regularly for some of the wider-circulation gaming magazines. He currently nurses passions for baseball, astronomy, and a redhead, and lives in New York City.

RUDY KRAFT is 23 years old, and has been playing adventure games for 13 of those years. He was introduced to FRP at Cornell University. Since his graduation he has made a living as a designer of role-playing adventures and supplements, including Snake Pipe Hollow, Duck Tower, and the recently-released Griffin Mountain. He edits Baron Publishing's science fiction and fantasy gaming magazine, Gryphon.

WES IVES has been in the adventure/wargaming hobby since 1967, when he appropriated the family fallout shelter as a place in which to leave Blitzkrieg set up safe from well-meaning family members and curious pets. He currently lives, as he has most of his life, in North Carolina, where is a technical writer by day and a gamer by the light of the moon. His credits include FGU's Saurians supplement to C&S.®

STEVE MARSH was one of the first gamers to see D&D®when it first was being formulated in 1973. From that time he has actively participated in its development and of its successor, AD&D™. He continues cordial relations with TSR Hobbies, Inc., and is also working with Chaosium on its upcoming HeroQuest rules. E. Gary Gygax writes of Steve,

> *"...his contributions still form a valuable part of what we do at TSR. In fact, I hope that within the not-too-distant future a number of modules authored by Steve Marsh and Gary Gygax will be appearing. Steve's work on the 'other planes of existence' is most stimulating, just as you will find his work herein to be. TSR is very fortunate to have had Steve as both an enthusiast and as a contributor to our work, just as I have been fortunate in having him as a friend and fellow fantasy game enthusiast."*

MARC MILLER is an award-winning game designer and author. In addition to Traveller and more than a dozen adventures and supplements, he also has designed over twenty historical and science fiction boardgames. He has published articles in every major gaming magazine in the hobby.

MARY BETH MILLER is Extra-Mural Librarian at the University of Illinois, Champaign-Urbana campus. Already an award-winning poet, this is her first work in gaming.

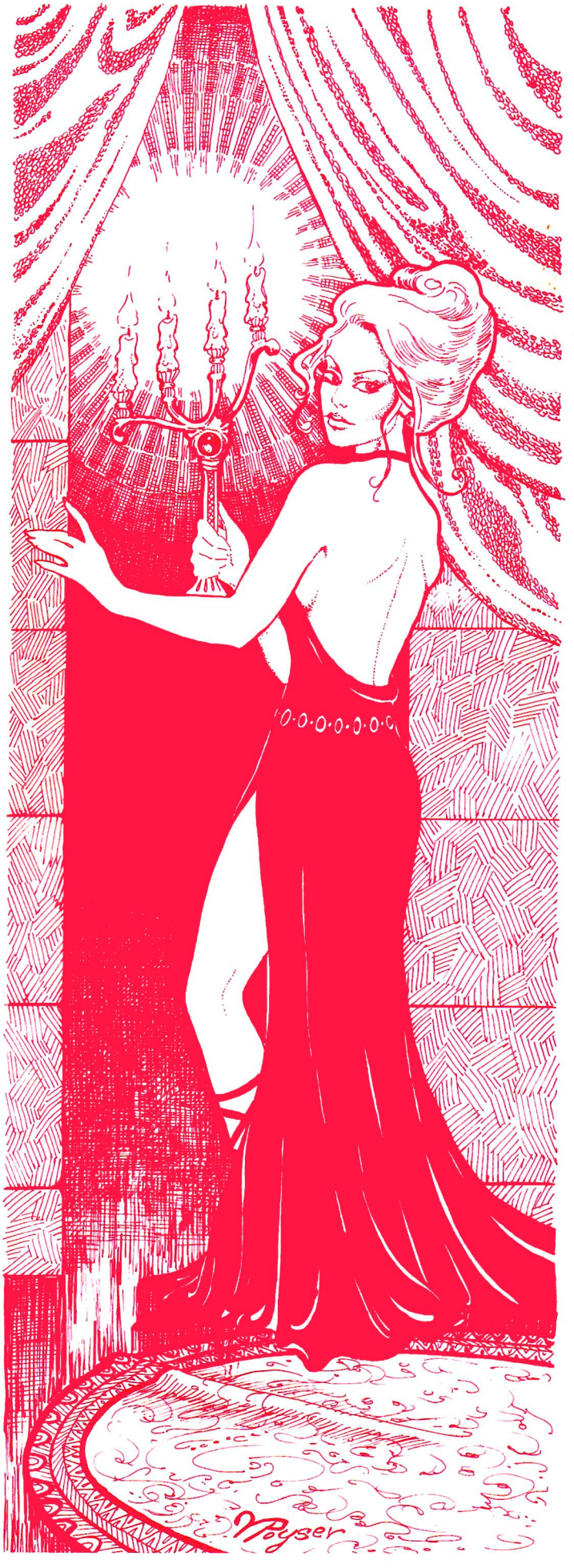
STEVE PERRIN first was drawn into wargames by the AH classics, Tactics II and D-Day. He battles from boardgames to life-scale wargames (courtesy of the Society for Creative Anachronism) until he settled on fantasy role-playing, first with the Perrin Conventions, then with the All The Worlds' Monsters series (with Jeff Pimper) and finally with the award-winning RuneQuest game system, coauthored by Ray Turney, Steve Henderson, and Warren James. He now works full time with Chaosium, taking occasional time off to see his talented artist-wife, Luise Perenne.

LAWRENCE SCHICK was born and raised around Akron, Ohio. He played all sorts of games since early childhood, and started on wargames in the mid-'60's with Avalon Hill. Schick attended Kent State and there discovered role-playing games. TSR Hobbies hired him in early 1970, and in 1980 he became head of all game design and production for that company. This left him little time to design games, however, so in early 1981 he left the management position to become Senior Designer for TSR.

RICHARD SNIDER is 27 years old, and a long-time Minnesota resident. He is studying archaeology at Mankato State College in Mankato, Minnesota. He is the co-author of Adventures in Fantasy, and designed Quest for Heritage Models. His most recent project is Mutants, upcoming from Adventure Games Inc.

KEN ST. ANDRE was born in Arizona approximately 34 years ago. He invented his first game at age 6, using the components from a Monopoly set. His primary fame in the hobby comes from his invention of Tunnels & Trolls™ in 1975. His most recent major contribution to role-playing is Stormbringer, a role-playing game the mechanics of which were adapted from Basic Role-Playing, recreating in gaming terms the Elric stories by Michael Moorcock. He currently lives with wife and daughter in subtropical Phoenix, Arizona.





ALPHABETIZED INDEX FOR THE THREE BOOKS OF THIEVES' WORLD

WALTER VELEZ
cover painting for the Thieves' World Box

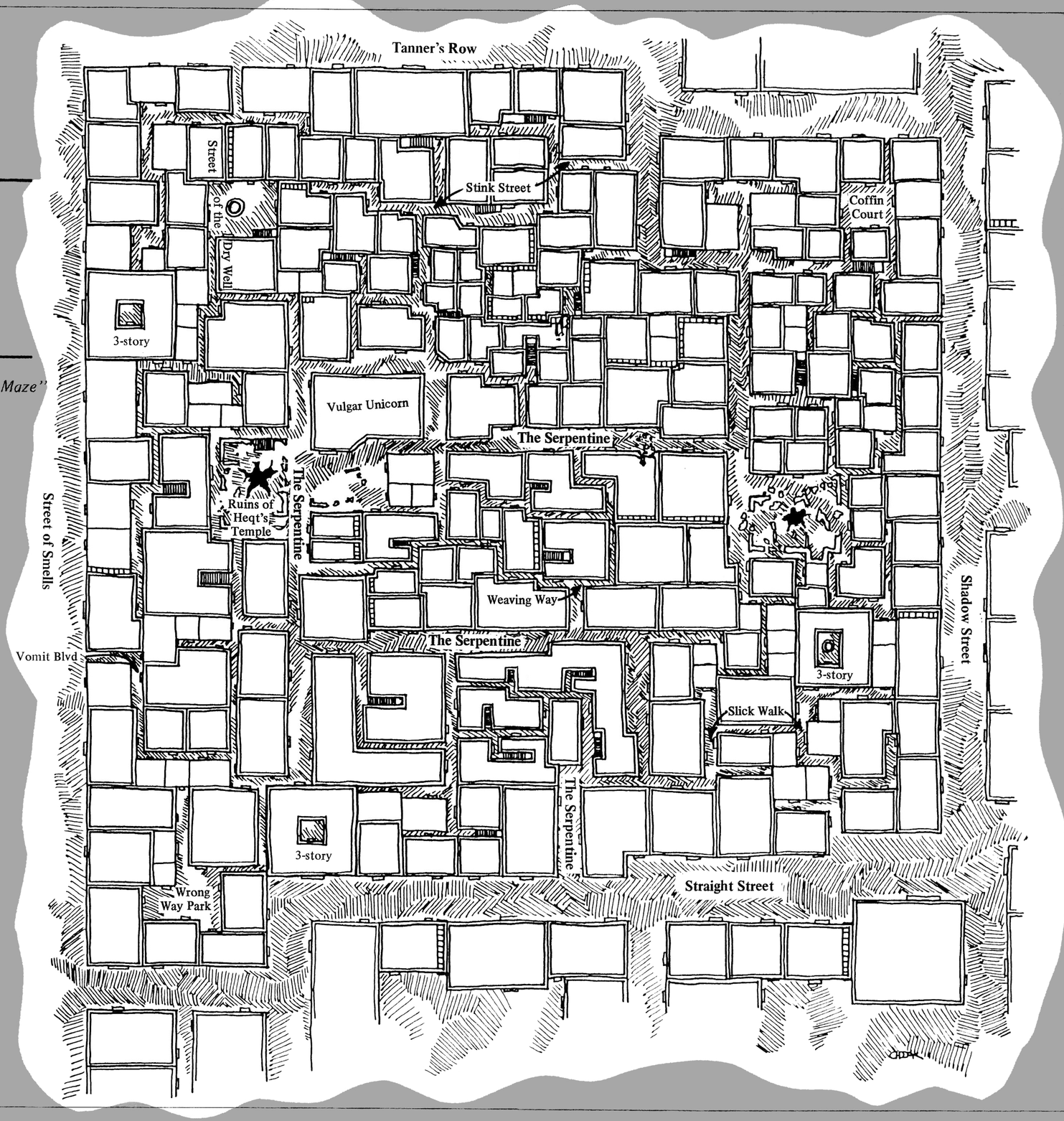
A Letter from Petrule. . . . . II, 10
About Midkemia . . . . . II, 14
ADVANCED D&D™ Character Statistics. . . . . III, 7
Adventures in Fantasy Character Statistics . . . . . III, 15
Bazaar Description & Encounter Charts . . . . . II, 28
Bazaar Map . . . . . II, 63
Business Population & Generation Instructions . . . . . II, 31
Chivalry & Sorcery ® Character Statistics . . . . . III, 20
Chronology of Sanctuary . . . . . I, 10
City and Its People . . . . . I, 6
City Encounters, General . . . . . II, 16
City Encounters, Specific . . . . . II, 17
Contributors to the Character Statistics . . . . . III, 64
Downwind Map and Floorplan . . . . . II, 30
DragonQuest Character Statistics . . . . . III, 24
DUNGEONS & DRAGONS® Character Statistics . . . . III, 31
Encounter Table Instructions. . . . . II, 15
The Fantasy Trip™ *Character Statistics* . . . . . III, 38
Full Circle . . . . . I, inside front cover
Getting Busted in Sanctuary . . . . . II, 7
Gods of Sanctuary. . . . . I, 17; II, 12
Glossary . . . . . I, 14
Hakiem/Hell Hound stories . . . . . I, 10
How to Use Book II . . . . . II, 3
Introduction to Book III. . . . . III, 2
Introduction to Major and Minor Personalities . . . . . III, 3
Jewelers Quarter Description and Maps . . . . . II, 36
Known World Map. . . . . I, back cover
Major Personalities of Sanctuary. III,3
Map of Maze (11 x 17) . . . . . loose in box
Map of Maze Underground (11 x 17). . . . . loose in box
Map of Sanctuary (22 x 34). . . . . loose in box
Map of Sanctuary (11 x 17). . . . . I, 8-9
Maze Description and Encounter Tables. . . . . II, 26
Maze Floorplans and Map . . . . . II, 54
Minor Personalities of Sanctuary . . . . . III, 5
Oaths . . . . . I, 16
Palm Greasing in Sanctuary . . . . . II, 6
Personalities of Sanctuary by Story. . . . . III, 62
Processional Description and Map. . . . . II, 42
RuneQuest Character Descriptions . . . . . III, 42
Sanctuary NPC Record Form. . . . . III, 58
Scenario Ideas. . . . . III, 60
Sewers of Sanctuary. . . . . II, back cover
Shalpa Saves. . . . . I, inside back cover
Street of Red Lanterns, Desc. and Encounters. . . . . II, 29
Street of Red Lanterns, Map and Floorplans. . . . . II, 56
Thud and Blunder . . . . . I, 2
Time and Strategy . . . . . III, 63
Traveller™ Character Statistics . . . . . III, 50
Tunnels & Trolls™Character Statistics . . . . . III, 54
Westside Descriptions and Maps . . . . . II, 48

interior illustrations
VICTORIA POYSER

Myrtis

THE MAZE

"Only those who seek Death or sell It enter the Maze"



SCALE 1" = 40'

- door
- well
- one story building
- two story building
- stairs
- area collapsed
- covered alleyway

N

One-story buildings are shacks that lean against two-story structures. A one-story building is outlined by a single line.

Two-story buildings are outlined by a double-line. Two-story buildings without external stairs have stairs or trap doors between the floors. Such buildings are usually better kept-up, and lived in by single families. Two-story buildings with external stairs are probably tenements.

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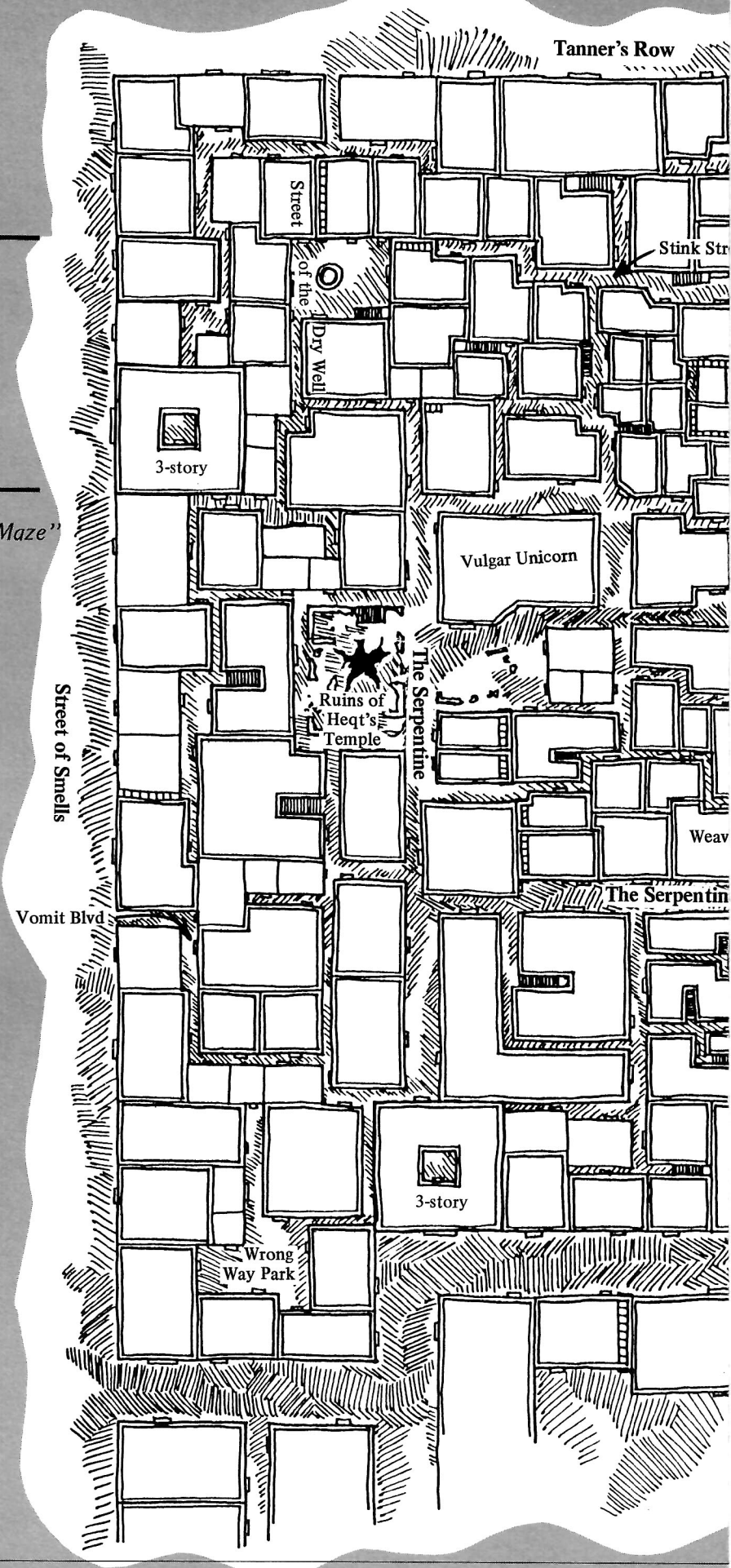
THE MAZE

"Only those who seek Death or sell It enter the Maze"



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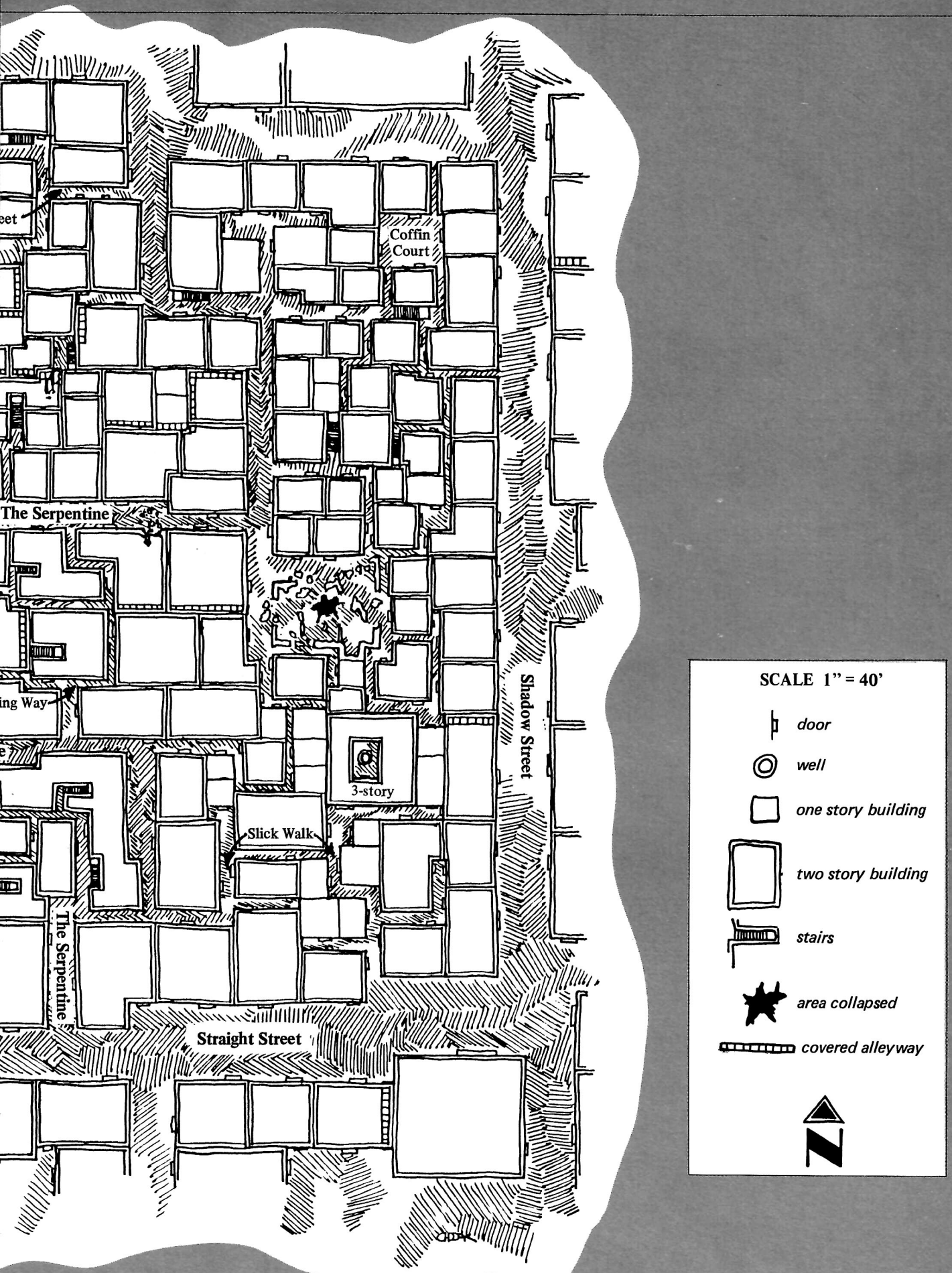

eet
Coffin Court
The Serpentine
ing Way
e
3-story
Slick Walk
Shadow Street
The Serpentine
Straight Street
SCALE 1" = 40'
door
well
one story building
two story building
stairs
area collapsed
covered alleyway
N

cellar c

collapsed rubble

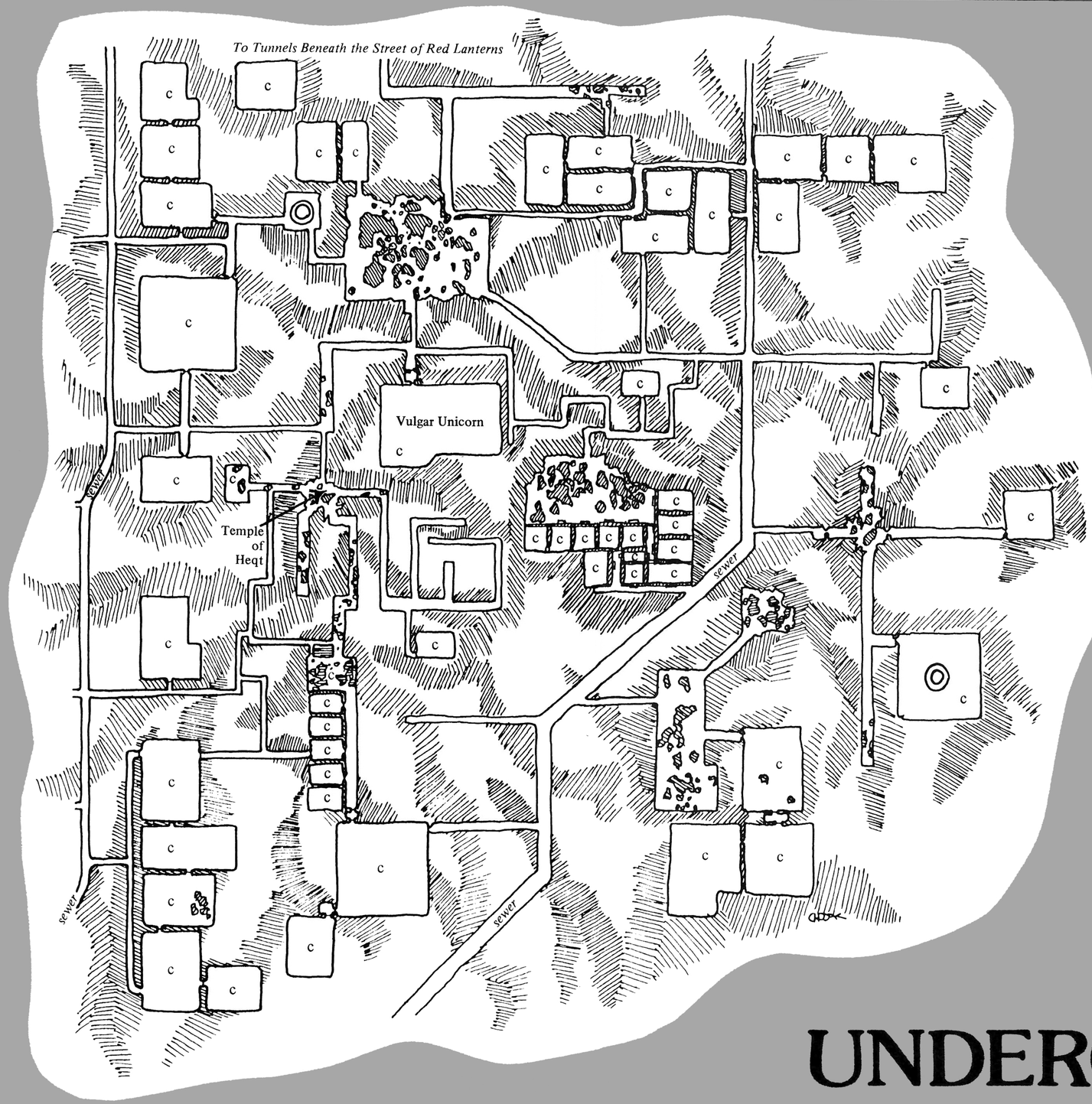
door

well

cellar rooms are connected by stairs to the buildings above

SCALE 1" = 40'

N



THE MAZE UNDERGROUND

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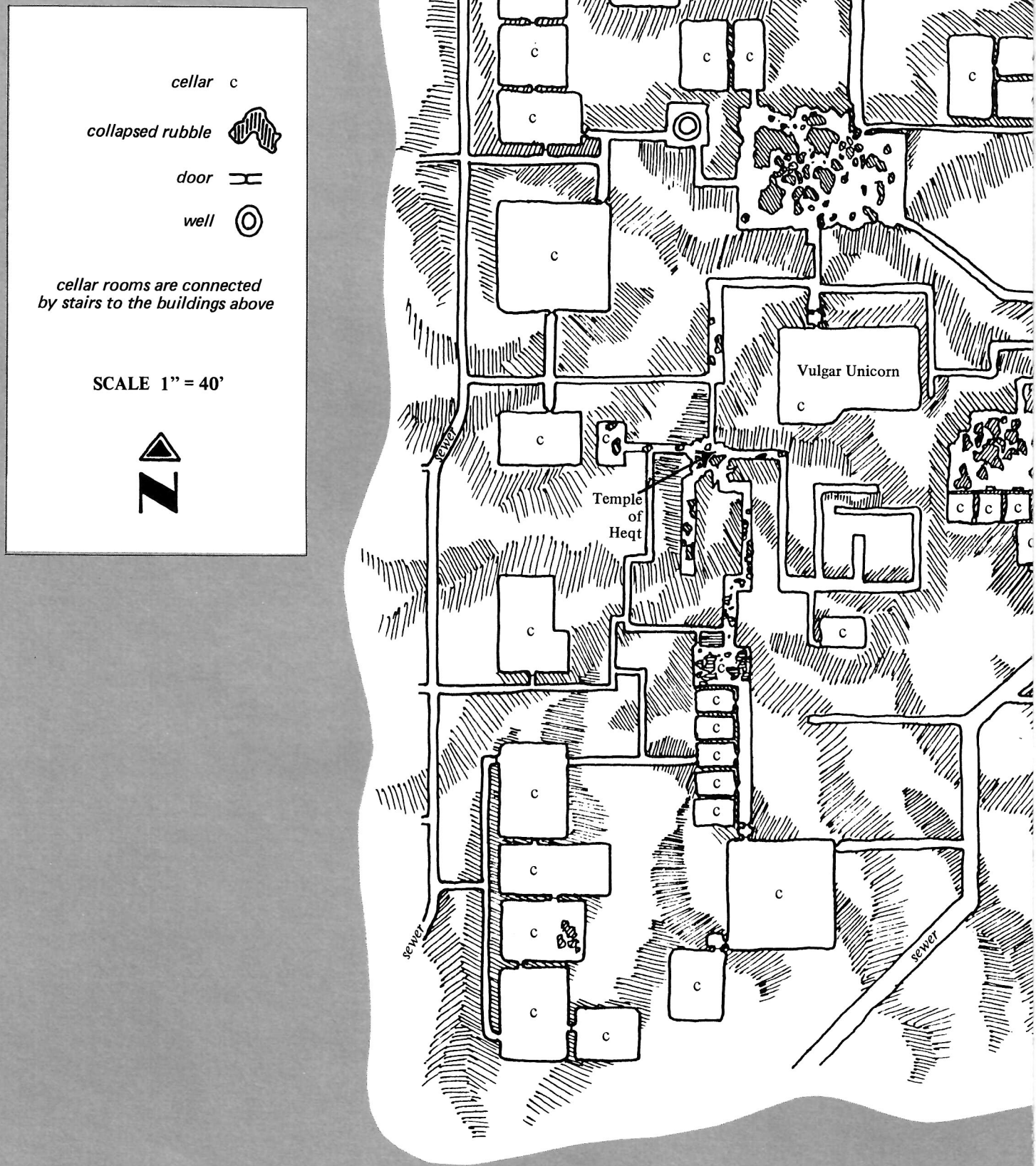

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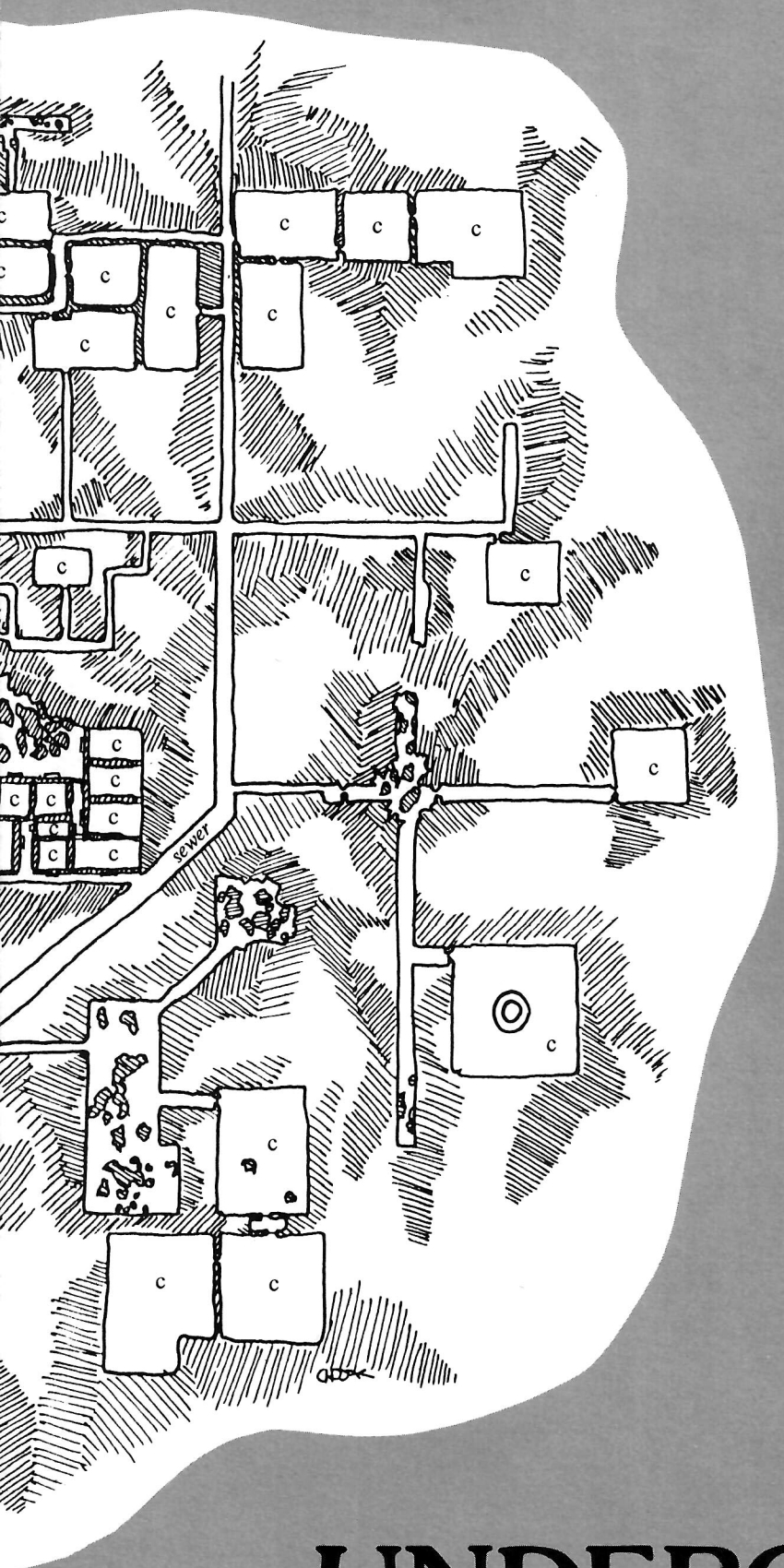
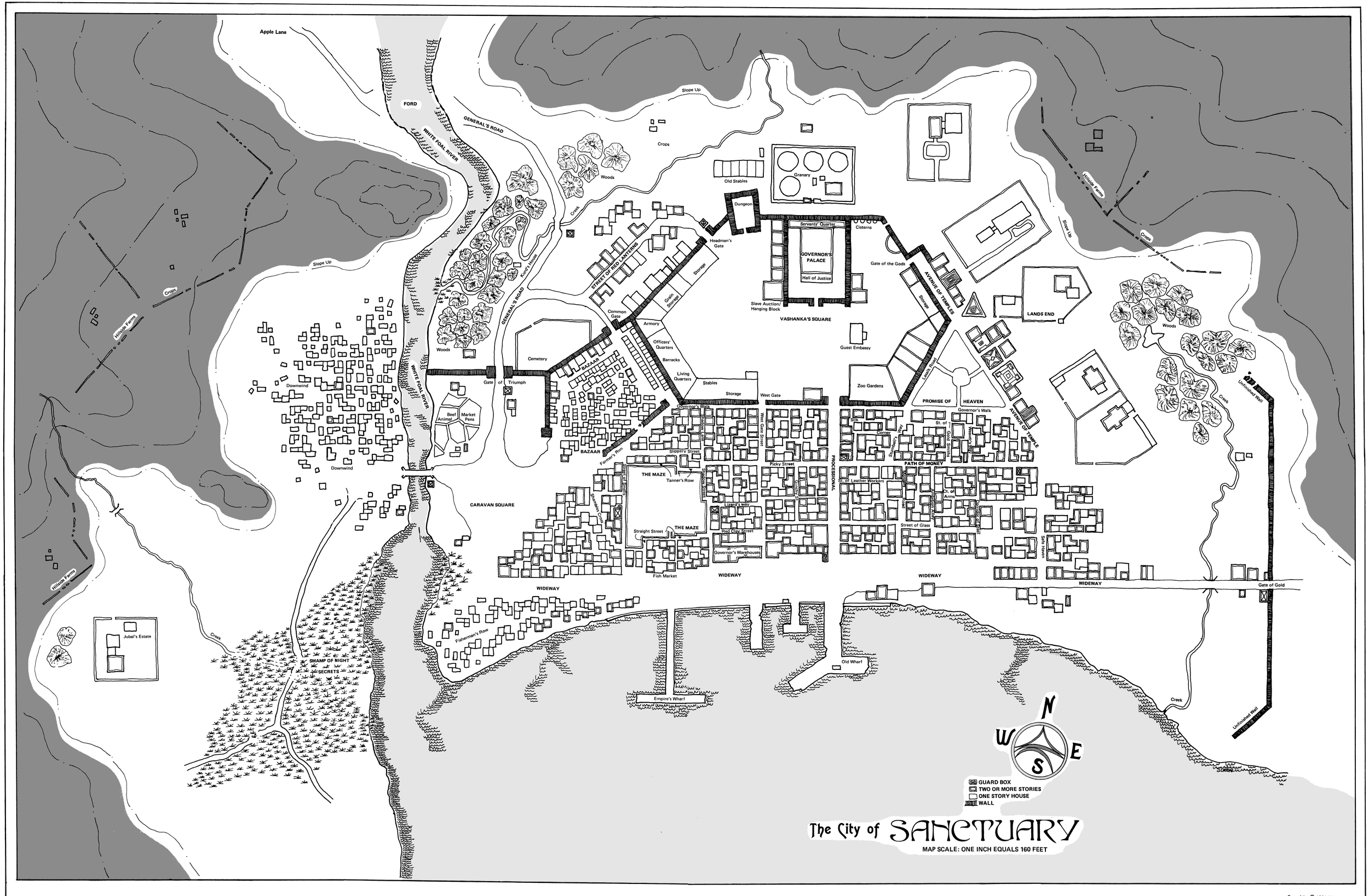


THE MAZE UNDERGROUND



The City of SANCTUARY

MAP SCALE: ONE INCH EQUALS 160 FEET

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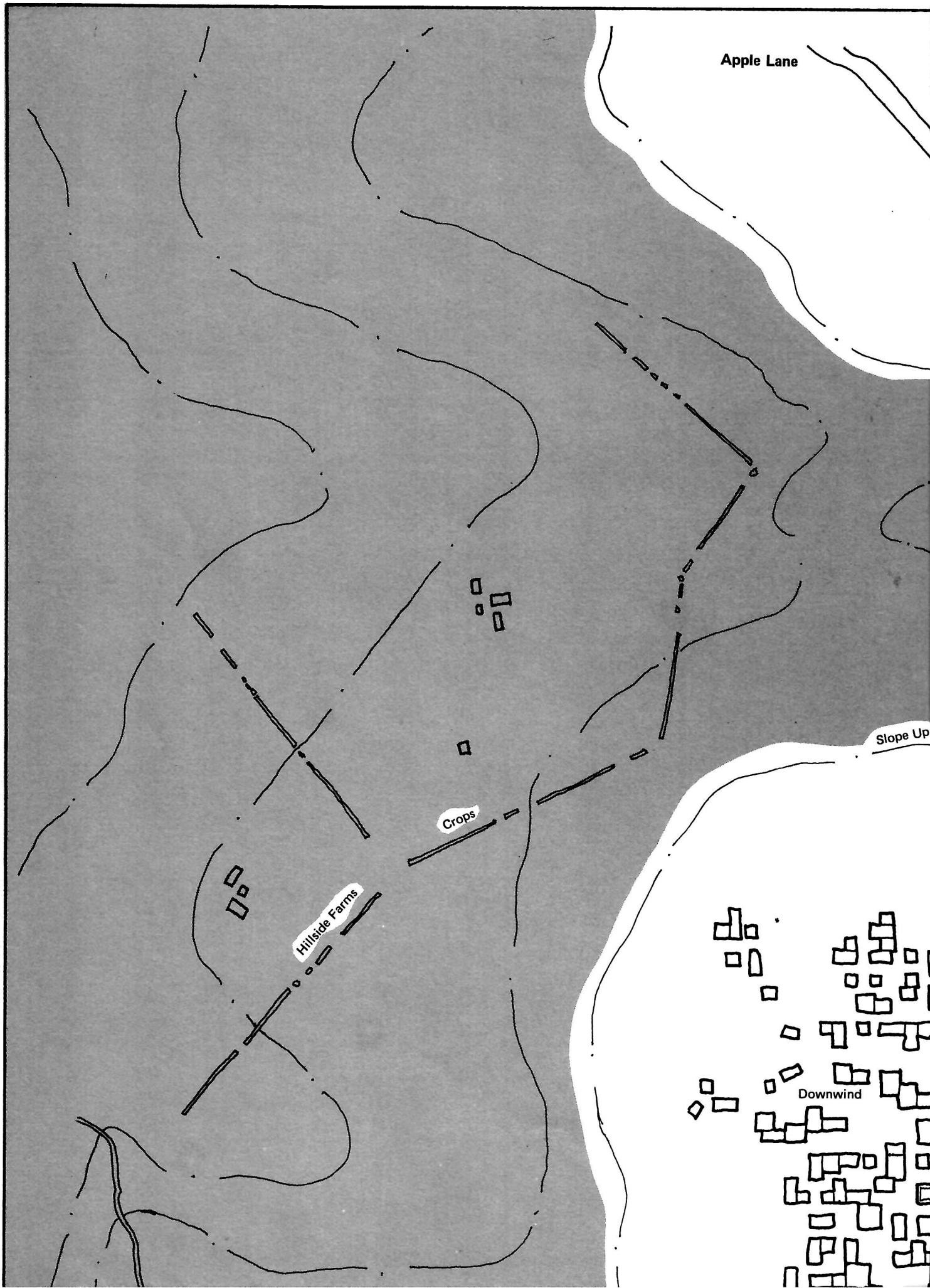
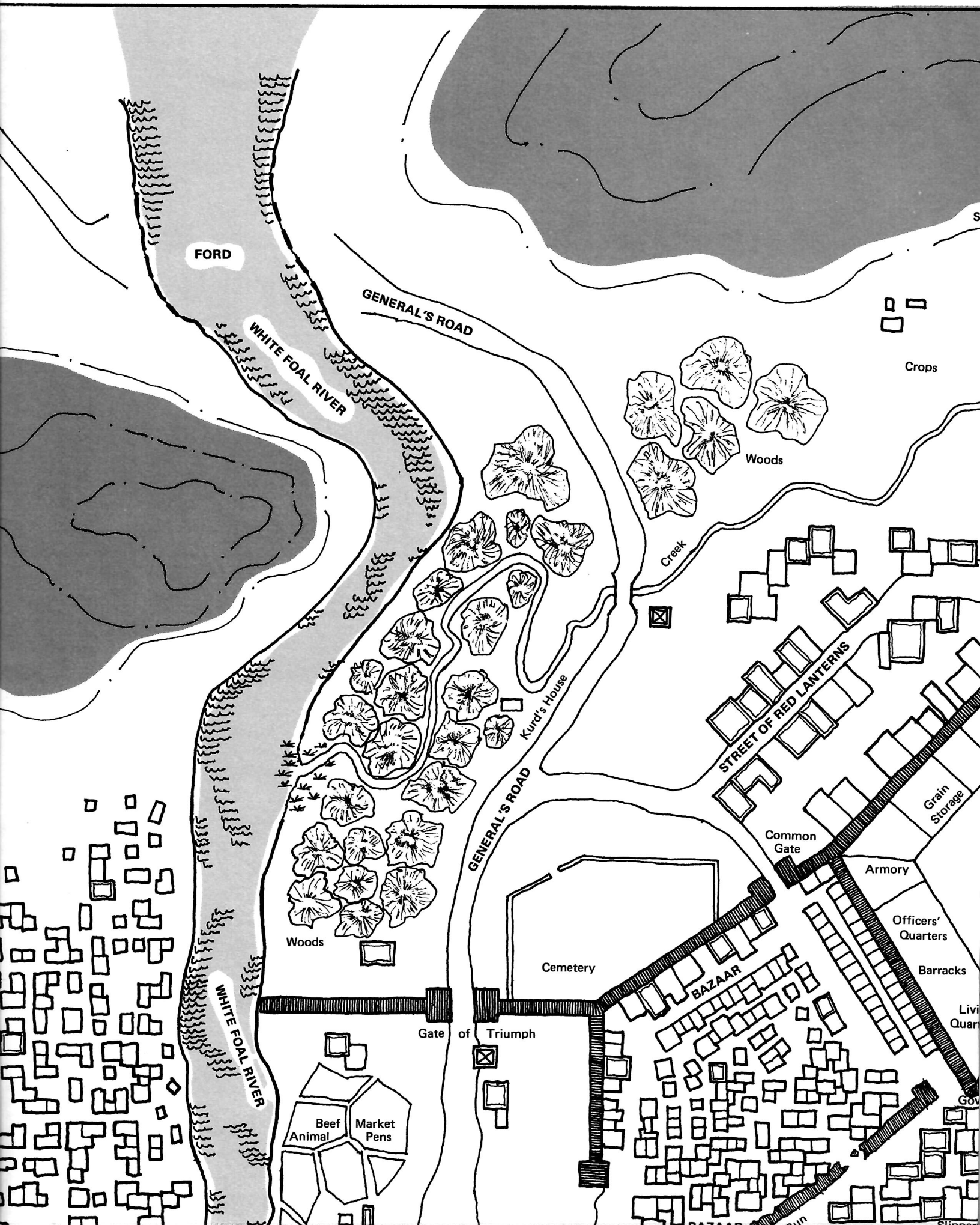
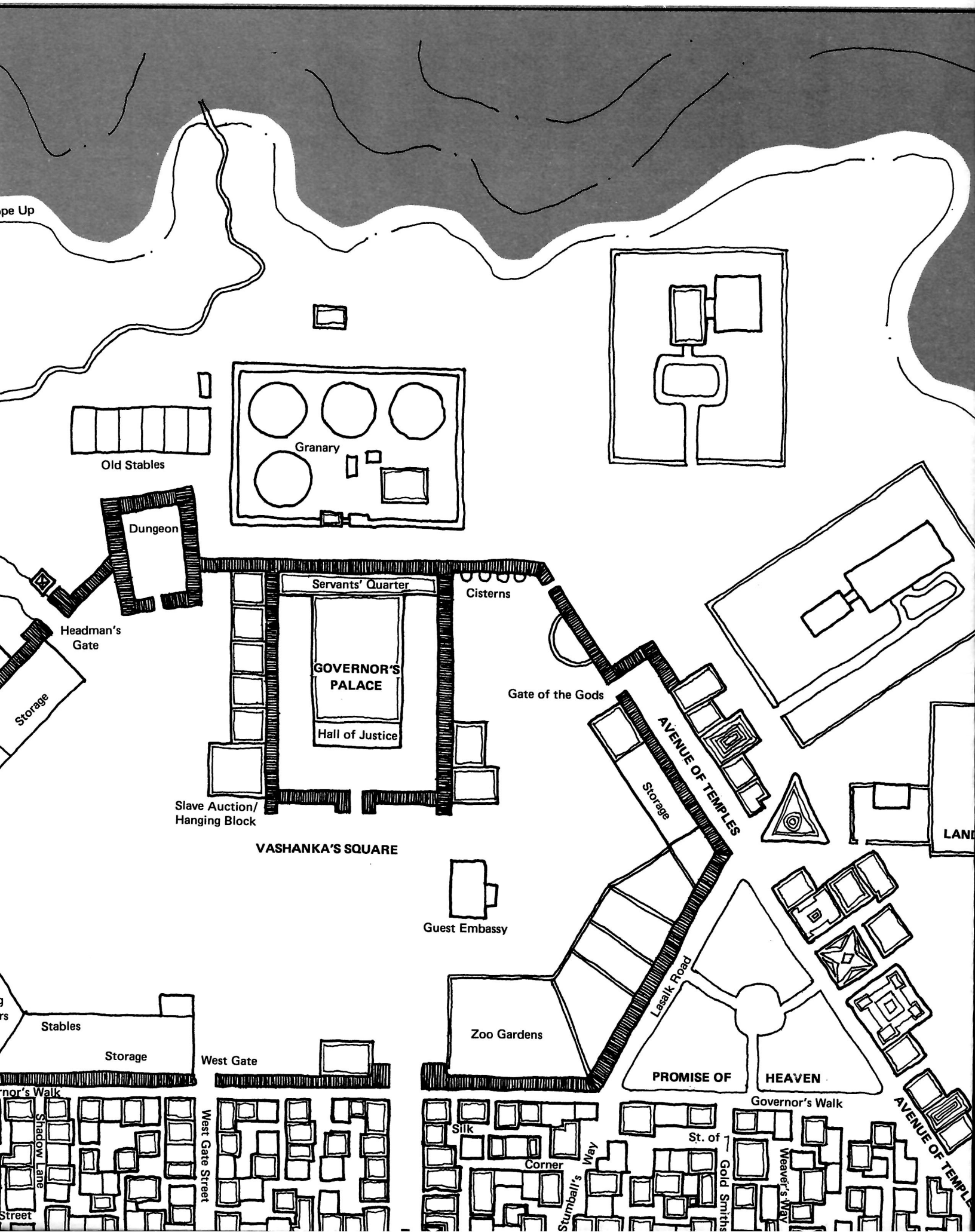
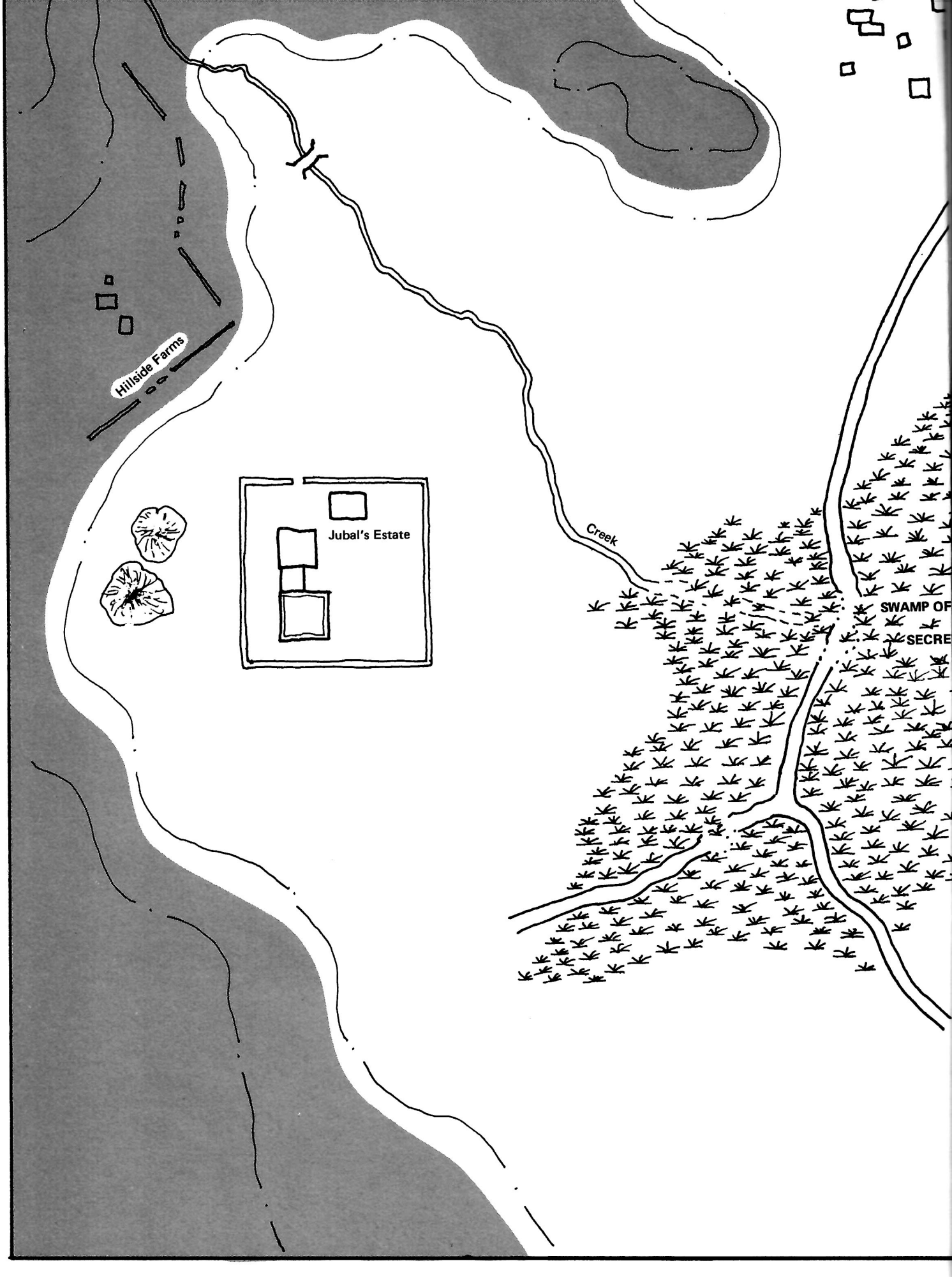
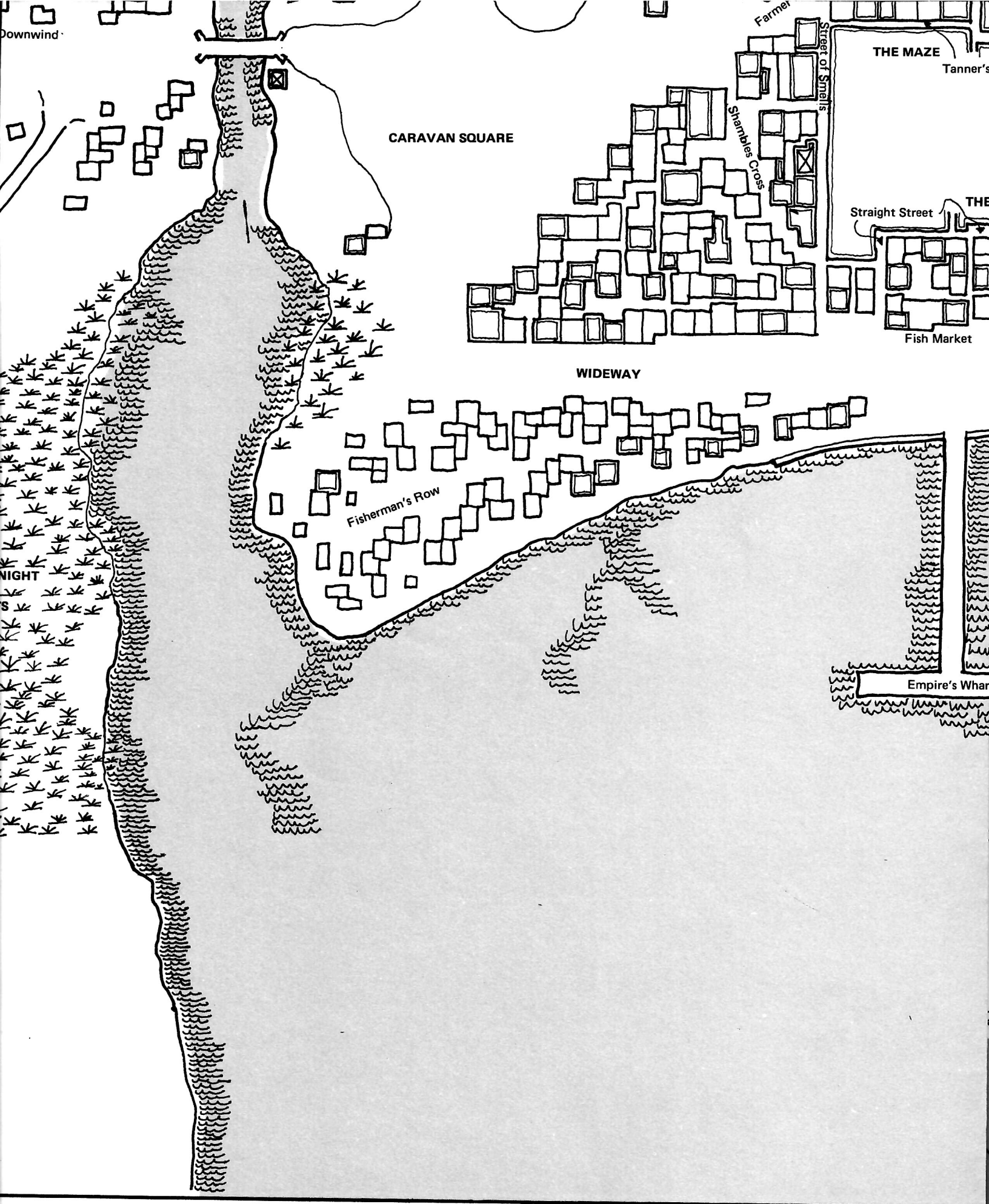

Apple Lane
Slope Up
Crops
Hillside Farms
Downwind

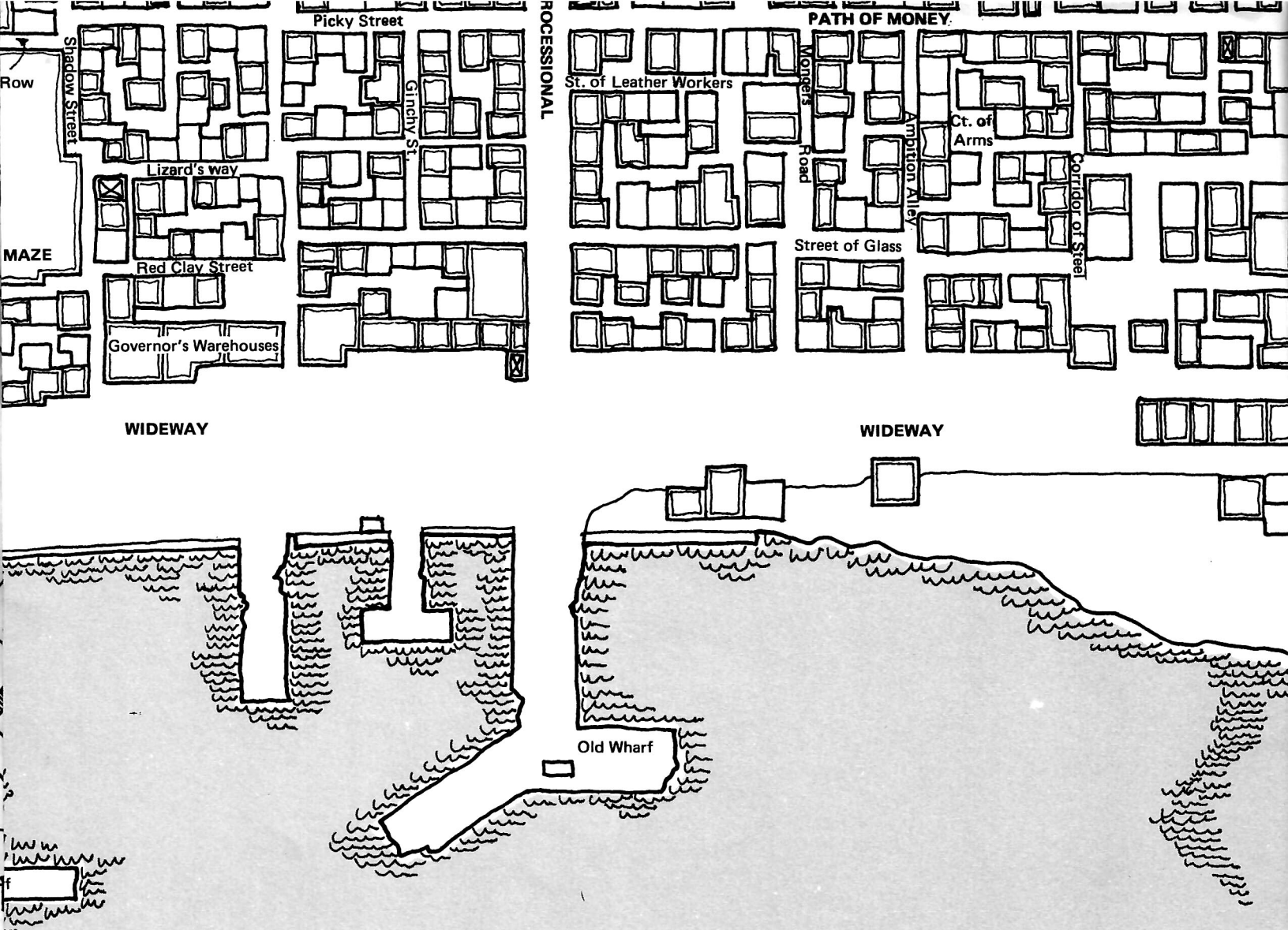

FORD
WHITE FOAL RIVER
GENERAL'S ROAD
Crops
Woods
Creek
STREET OF RED LANTERNS
Kurd's House
GENERAL'S ROAD
Grain Storage
Common Gate
Armory
Officers' Quarters
Barracks
Woods
Cemetery
BAZAAR
WHITE FOAL RIVER
Gate of Triumph
Beef Animal
Market Pens


Old Stables
Granary
Dungeon
Servants' Quarter
Cisterns
Headman's Gate
GOVERNOR'S PALACE
Hall of Justice
Storage
Gate of the Gods
AVENUE OF TEMPLES
Storage
Slave Auction/ Hanging Block
VASHANKA'S SQUARE
Guest Embassy
Stables
Storage
West Gate
Zoo Gardens
Lasalk Road
PROMISE OF
HEAVEN
Governor's Walk
AVENUE OF TEMPLES
Shadow Lane
West Gate Street
Silk
Corner
Stumbell's Way
St. of
Gold Smiths
Weaver's Way

Hillside Farms
Slope Up
Crops
S END
Woods
Creek
Unfinished Wall


Hillside Farms
Jubal's Estate
Creek
SWAMP OF
SECRE


Downwind
CARAVAN SQUARE
Farmer
Street of Smells
THE MAZE
Tanner's
Shambles Cross
Straight Street
THE
Fish Market
WIDEWAY
Fisherman's Row
NIGHT
Empire's Whar

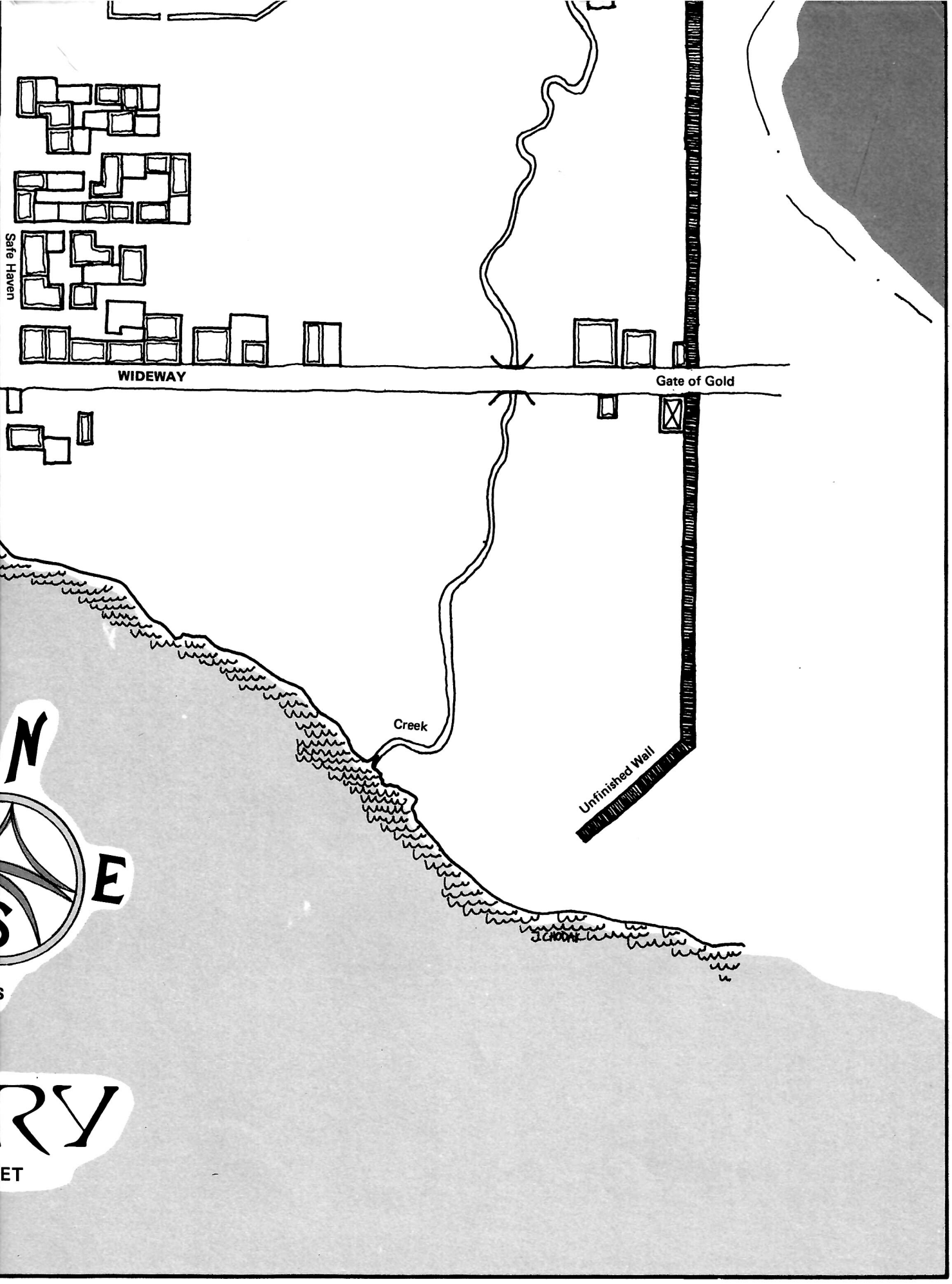




GUARD BOX
TWO OR MORE STORI
ONE STORY HOUSE
WALL

The City of SANCTUA

MAP SCALE: ONE INCH EQUALS 160 F



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Role-Playing At The Summit

Readers hailed the appearance of *Thieves' World* as an exciting innovation in fantasy writing. Author/editor Asprin's shared setting allows fantasy writers to swap characters and events while gleefully spinning tales about Sanctuary, the city where the alleys are dark and the future is dim. Writers participating in the first two volumes are **Lynn Abbey, Poul Anderson, Robert Asprin, Marion Zimmer Bradley, John Brunner, Christine DeWees, David Drake, Philip Jose Farmer, Joe Haldeman, Janet Morris, Andrew Offutt,** and **A.E. van Vogt.**

Now this adventure pack recreates the group participation and cooperation of the books, bringing together the broadest possible galaxy of designers and systems to translate the city and characters into FRP terms. The project attracted some of the brightest names in gaming: **Dave Arneson** *(D&D,® Adventures in Fantasy),* **Eric Goldberg** *(DragonQuest, Kursk, etc.),* **Rudy Kraft** *(ed., Gryphon Magazine),* **Wes Ives** *(Saurians),* **Steve Marsh** *(D&D,® AD&D™contrib.),* **Midkemia Press** *(Cities, Karse),* **Marc W. Miller** *(Traveller,™ Imperium, etc.),* **Steve Perrin** *(RuneQuest, founding member SCA),* **Lawrence Schick** *(Senior Designer, TSR Hobbies),* and **Ken St. Andre** *(Tunnels & Trolls™ Stormbringer).*

Chaosium gratefully thanks the people and companies who have graciously authorized this use of their role-playing systems and who have worked so diligently and harmoniously to produce this adventure pack.

Be sure to read the books on which this game was based—THIEVES' WORLD and TALES FROM THE VULGAR UNICORN, published by Ace Books