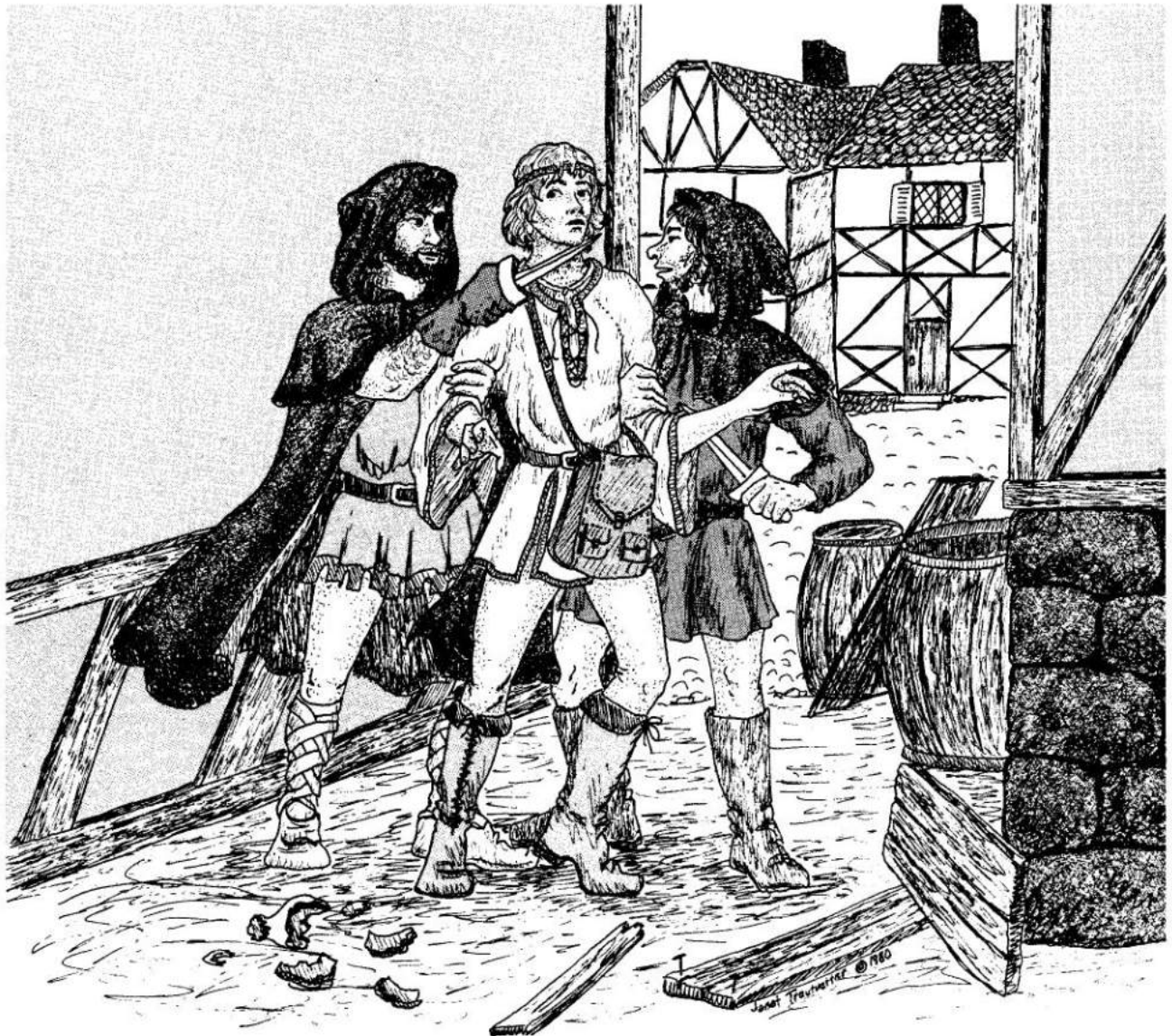


Thieves' Guild



Thieves' Guild

by

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and

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

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FOREWORD

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

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

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

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SECTION I

CHAPTER 1

CHARACTERS

Their Creation, Care, and Feeding

CHARACTER CREATION

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

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

- 1) **STRENGTH** - This attribute defines the player-character's ability to perform acts of brute force, such as bending metal bars, lifting a large crate, or shoving open a jammed door. It may also influence the ease with which various weapons can be wielded, the amount of damage done by a successful blow, or the total load (encumbrance) that the character may carry.
- 2) **DEXTERITY** - This attribute represents a character's basic skills of manipulation and agility. It influences the ability to hit a foe, pick a lock, or dodge out of the way of a sprung trap. In the Thieves' Guild scenarios, a distinction is made between actions requiring saving rolls against **COORDINATION** (intentional efforts) and those requiring saving rolls against **REFLEXES** (instinctive reactions). If characters from other FRP systems are being used, and such a distinction is not made, apply their single Dexterity rating to both types of actions.

NOTE

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

- 3) **STAMINA** - This attribute represents a character's overall constitution, his ability to resist disease and absorb damage from enemy blows, poisons, etc. The Thieves' Guild scenarios utilize an additional and separate requisite, **MAGIC RESISTANCE**, to indicate a character's susceptibility to spells and

magical artifacts. If the original system used for character generation does not provide a separate rating for **MAGIC RESISTANCE**, use the character's stamina rating for making **MAGIC RESISTANCE** saving rolls.

- 4) **INTELLIGENCE** - Measures of mental capability take several forms. The ability to absorb knowledge from books or teachers is referred to as **IQ** in the Thieves' Guild scenarios. An important second requisite, **DISCRETION**, is used to represent common sense and the character's ability to respond calmly in tense situations. **TALENT**, a third attribute, represents the innate magical potential of a character and determines his ability to learn spells and properly use magical items. If the system originally used for character roll-up does not include one or more of these requisites, **IQ** can be used as a replacement.
- 5) **ATTRACTIVENESS** - This attribute represents both physical beauty (**APPEARANCE**) and the presence of leadership qualities (**MAGNETISM**). These qualities govern a character's sexual allure, his ability to hire and maintain loyalty in followers, and may even greatly raise or lower his general believability when bargaining, telling a lie, etc. If the system used for character roll-up uses only a single measure of attractiveness, use this value for both **MAGNETISM** and **APPEARANCE**.

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

NEW CHARACTER CREATION

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

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

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

Each of these racial types is described briefly below.

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

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

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

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

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



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

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

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

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

FAMILY BACKGROUND

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

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

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

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



THE RACES OF GATEWAY

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



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



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

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



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



There are three ELVEN kindred present on Gateway: the Sylvan (wood elves), the Sindar (grey elves), and the Noldor (high elves). If a player chooses to portray an elf, he must roll a D10 to identify the kindred represented (1-6 = Sylvan, 7-9 = Sindar, 10 = Noldor). All elves receive an automatic +1 to their basic hit probability with swords and bows; they have a 30% chance of sensing the presence of secret doors



or panels, and a 60% chance of locating such objects if a careful search (requiring 1 minute per 5' square area) is made. Elves are virtually immune to disease; they do not age by human standards, though they can be killed through combat, misfortune, etc. They also possess hypervision (the ability to see up to 60' in nighttime conditions). Although the elves portrayed in Tolkien's trilogy are almost uniformly high-minded and noble, elven rogues are not at all uncommon on Gateway (particularly among the Sylvan tribe). Elven thieves do, however, tend toward the more subtle forms of crime, such as cat-burglary; they should not (if avoidable) be played as common alley-bashers or hired killers. All elves have great hostility toward members of the Orcish races and will rarely tolerate their presence; conversely, elves and dwarves, although unlikely to become boon companions, have little difficulty co-existing and co-operating in the same party.

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



GOBLINS are a short (about 4' tall), sturdy people with greenish skin and pointy ears. For millenia, they have battled with the dwarves for supremacy in the subsurface realms of Gateway, and these two races display an enmity that may erupt into a vicious fight "on sight." Goblins have a matriarchal



society (because of the great disparity in magical ability between the males and females; the goblinettes are unusually adept in arcane matters), and a group will usually have a female leader, or at least, a female director. Goblins do have hypervision, and receive moderate bonuses to many thieving abilities.

CENTAURS are, as in Greek mythology, creatures with the upper torso and head of humankind and the body of a horse. In outdoor adventures in relatively open terrain, centaurs have several advantages, including great speed of movement, keen eyesight (+20% to daylight vision), and an automatic +2 to hit probability with bows (it is rumored that the bow was originally designed by the centaurs). A centaur



indoors, however, is a walking disaster area, and it is virtually impossible for one to descend stairs without falling. Consequently, centaur thieves are limited in the types of "jobs" they should undertake. They are well suited to the role of highwaymen, and can usually play a useful, even valuable, part in a pursuit and robbery adventure; unfortunately, second story work is effectively ruled out.



KOBOLDS are a form of degenerate hobbit, of similar stature but with a greenish-brown complexion. Most kobold communities dwell in underground complexes; as a result, their senses of hearing and smell are normally heightened, while their daylight vision is decidedly poor. Nearly all kobolds are sneaky, skulking

types, who make excellent pickpockets, backstabbers, etc. However, since virtually all inhabitants of Gateway know this, kobolds are universally distrusted (there is only a 25% chance that anything a kobold says will be taken at face value). For the fantasy gamer, this race provides a rich opportunity for innovative role-playing, since they are capable of committing extremely senseless acts of vandalism with minimal provocation.

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

RACIAL ADJUSTMENTS

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

BONUSES AND PENALTIES FOR REQUISITES

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

FAMILY BACKGROUND

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

(* The numbers in this column correspond to the numbers assigned to each of the various training fields; percentages in parentheses indicate the chance of having the training; do not check for Writing [420] unless Reading [419] has been given or successfully rolled for; "+" indicates fields (not points) that may be freely chosen from the applicable social listings.)

WEAPONS TRAININGS

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



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

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

NOTE

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

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

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

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

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

For each weapon type, the following information is provided:

- 1) Basic Hit Probability (HAC0).

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

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

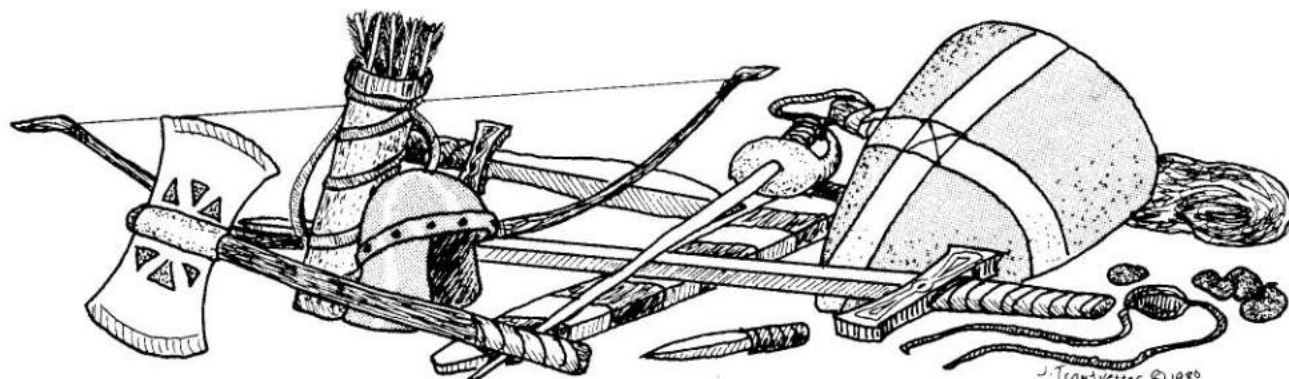
- 3) Minimum requirements for weapon use. Weapons may require a certain minimum level of strength, co-ordination and/or reflexes in order to be used properly. Characters who do not meet the minimum requirements for a weapon may still receive training and use the weapon, but will do so at the effectiveness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

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

- 5) Special abilities. (if any).

WEAPONS SPECIFICATIONS

Close Weapons		Basic		Damage		Minimum Requirements			Notes
Weapon Type	Hit Prob (HAC0)	Normal	Expert	STR	CO	REF			
Dagger	11	1D4	1D6	-	11	9			
Knife*	11	1D4	1D5	-	8	-			
Stiletto	10	1D3	1D4	-	11	-	a		
Poiniard	10	1D5	1D8	-	9	-			
Bowie Blade*	8	1D8	1D10	6	13	11	b		
Main Gauche	9	1D6	1D8	6	13	9	c		
Shortsword	9	1D6	1D8	5	-	-			
Rapier	7	1D8	1D12	3	13	13			
Broadsword	8	1D10	2D6	7	9	-			
Hand Axe*	9	1D6	1D8	3	-	-			
Cudgel	8	1D3	1D4	-	-	-			
Mace	8	1D4	1D8	7	-	-			
Hammer*	9	1D4	1D8	7	-	-			



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

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

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

A character can use a weapon without training in it, but will suffer a penalty of adding 4 to the listed basic hit probability of the weapon (e.g., a character untrained in dagger would have a HAC0 of 15 rather than 11). A character who has had weapon training, but does not satisfy the minimum physical requisites for the weapon he/she is using, suffers the same penalty. If a character is both untrained and physically inadequate for the demands of a weapon, the penalty to base hit probability is 8.

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

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

TRAINING OPPORTUNITIES

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

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

OTHER TRAINING AREAS

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

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

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

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

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

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

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

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

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

TRAINING FIELDS AND THEIR EFFECTS

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

NOBILITY SKILLS (E).

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

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

03) HORSEMANSHIP (8, automatically received by nobles). Gives 70% chance that animal will obey simple commands, 75% chance of remaining on horse in a crisis situation - sudden stop, rearing, etc. (without horsemanship, chance of remaining on horse during a crisis is 25%). This skill may be learned by any player-character, at a cost multiplier equal to the number of degrees he/she is socially below

the Nobility (e.g., x 1 for Guilds, x 2 for Mercantile, etc.). However, the medieval Nobility owed their positions in the world to the fact that, on horseback, they sat taller than the rest of the world. Consequently, they are not eager to teach common riff-raff to ride, particularly to ride well.)

GUILD SKILLS (D).

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

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

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

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

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



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

10) FINE ARMORY (4, requires Armory). Can make or repair any type of

armor if forge available. When working with plate or chain, have 15% chance of producing armor of unusual strength (roll D100, 81-90 Add 1 to normal armor class, 91-100 add 2). Have 30% chance of recognizing magical armor, and 15% chance of recognizing magical weapons. Have 30% chance of recognizing mithril or orichalcum in refined form.

MERCANTILE SKILLS (C).

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



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

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

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

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

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

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

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

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

YEOMANRY SKILLS (B).

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

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

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

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



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

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

25) TRACKING (4). Can follow the trail left by men or animals. Success chances vary by situation: Outdoors - Base chance 45%, add 2% for each extra member of tracked group, subtract 10% for each day

elapsed since tracks were made; have only 15% chance of tracking during or after storms.

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

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

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



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

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

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

RABBLE SKILLS (A).

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

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

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

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

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

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

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

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

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

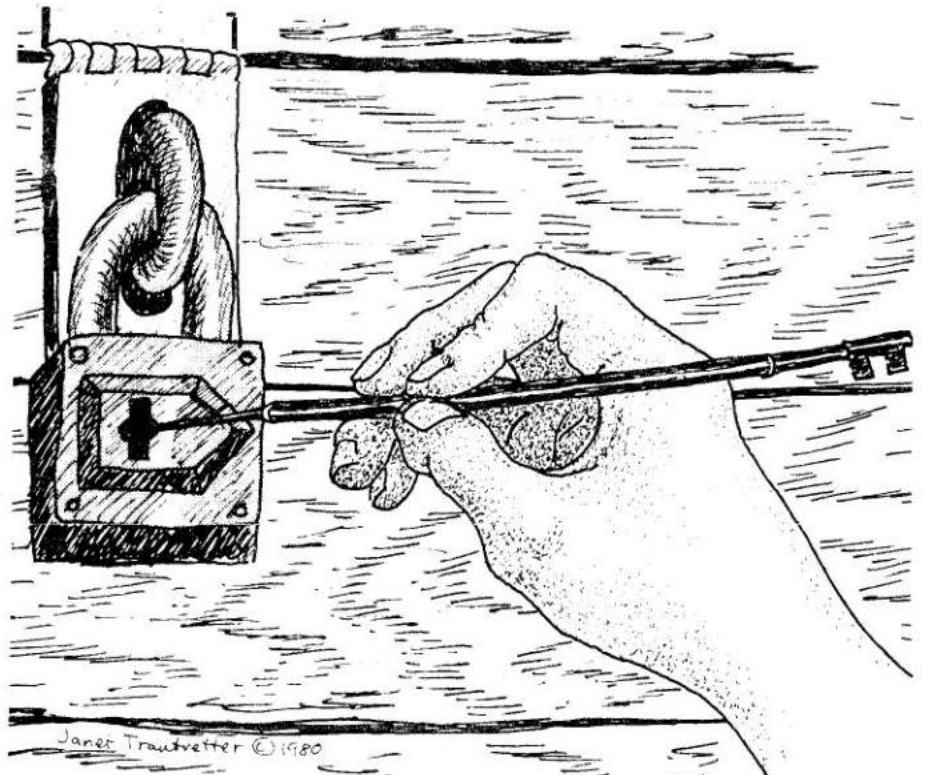
40) BREWERY (2). Can make and judge value of beers, ales and stouts. Mastery adds wine-making.

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

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

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

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



THIEVING ABILITIES

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

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

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

1) Trap Sensing.

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

2) Trap Handling.

There are two distinct phases to this activity:

- a) locating the trap
- b) disarming it.

The thief must first make a successful Trap Location roll to find the precise location of the trap. Each player-character may roll only once per trap to attempt to locate it; however, any character may attempt to locate the trap, whether he originally sensed it or not. Similarly, once one of the members of a party has located a trap, anyone can try to disarm it. A thief may keep making rolls to disarm until he is successful or sets off the trap. Each trap handling roll accounts for 1D10 melee rounds of game time, whether for location or disarming. A 1st level thief has a 10% base chance of locating and/or disarming a trap. Any thief (regardless of level) has a 5% chance (96-100 on a D100) of setting off a trap when attempting to disarm it. This chance of error may increase in two ways:

- a) add 15% chance of misfire for each previous unsuccessful attempt made (reflecting general abuse to the trap setting mechanism)
- b) add 5% chance of failure for each level of Trap Complexity (expressed as a scale of 1-6).

NOTE

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

3) Lock Picking.

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

4) Pickpocketing.

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

armor he is wearing, as leather armor reduces chances by 5% and chainmail by 30%.

6) Hiding in Shadows.

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

position; if he fails to do this, he falls, taking 106 damage for each 10 feet fallen. A 1st level thief has a 75% chance of climbing each 10 foot section successfully.

8) Hearing.

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



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

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

5) Moving Silently.

THIS represents the ability to move quietly for the purpose of sneaking up to or away from opponents. If successful, a thief's movements will be undetected by others, regardless of their hearing ability. A first level thief has a 5% base chance of Moving Silently. A thief's ability to Move Silently may be hampered by the type of

7) Climbing.

THIS represents a thief's ability to scale a substantial height through the use of ropes and/or hand and footholds. Climbing rolls should be made every 10 feet of vertical movement along sheer or relatively sheer surfaces. If unsuccessful, the thief has an opportunity to make a saving roll against reflexes to maintain his

RACIAL AND REQUISITE THIEVING BONUSES

Intelligent Race	Sense Traps	Pick Locks	Locate Traps	Disarm Traps	Pick Pocket	Silent Motion	Shadow Hide	Climb (10')	Hear Noise
Human									
Uruk-Hai									
Half-Orc									
Dwarf	+30%	+5%	+10%	+15%		+5%	+5%		
Hobbit		+10%	+5%	+5%	+5%	+25%	+25%		+10%
Elven					+5%	+10%	+15%		
Half-Elf						+5%	+5%		
Orc			+5%		+10%		+10%		
Centaur			+10%		+5%	-10%	-20%	-98%	+10%
Kobold			+5%		+10%	+15%	+15%		+20%
Pixie	+10%	-20%	-35%	-20%	+15%	+15%	-40%	+20%	
		M+30%	M+15%						
Goblin	+10%	-10%	+5%	+10%	+10%	+15%	+15%	+5%	
Requisite	Talent	Coord	Coord	Disc	Coord	Coord	Reflex	Reflex	
3 or less		-30%	-45%	-30%	-35%	-40%	-40%	-20%	
4-5		-20%	-20%	-30%	-20%	-20%	-20%	-10%	
6-8		-10%	-10%	-15%	-10%	-10%	-10%	-5%	
9-12									
13-14	+2%		+5%			+5%	+5%	+1%	
15	+4%		+5%		+5%	+5%	+5%	+2%	
16	+5%		+10%	+5%	+5%	+5%	+5%	+3%	
17	+6%	+5%	+10%	+5%	+5%	+10%	+10%	+4%	
18	+8%	+5%	+15%	+5%	+10%	+10%	+10%	+5%	
19	+10%	+10%	+15%	+10%	+10%	+15%	+15%	+7%	
20	+12%	+10%	+20%	+10%	+15%	+15%	+15%	+9%	
21	+15%	+15%	+20%	+15%	+15%	+20%	+20%	+11%	
22	+18%	+15%	+25%	+15%	+20%	+25%	+25%	+13%	
23	+22%	+20%	+30%	+20%	+25%	+30%	+30%	+15%	
24	+27%	+25%	+40%	+25%	+30%	+35%	+35%	+20%	
25 or more	+35%	+30%	+50%	+30%	+35%	+40%	+40%	+25%	

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

NORMAL SENSORY ABILITIES

A player-character's sensory perceptions can alert him to potential danger, allow him to get his bearings in unfamiliar surroundings, or enable him to locate a sought-after item. Base sensory abilities for sight, smell, taste, and hearing are listed below, along with any racial or training modifiers that should be applied to these skills. Base chances may of course

also be affected by circumstances arising in the course of play (weather effects such as changing wind direction or fog, effects of camouflage, etc.).

1) Daytime Sight.

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

Racial Adjustments: Elves +10%
Kobolds -20%
Centaur +20%

Training Adjustments: Tracking +10%

2) Night Sight.

Night vision abilities refer to a character's chances of identifying shapes, movement, etc., in dim light (such as moonlight or firelight). Many character races (all but Humans, Hobbits, and Centaurs) possess "hypervision", which permits them to see up to 60' in any conditions except absolute darkness. Characters without hypervision have a 30% chance of identifying shapes within a 50' radius, a 10% chance of identification at a range of 50 - 150', and only a 1% chance at further distances. For those with hypervision, success chances at these ranges are 80, 30, and 10%, respectively.

Racial Adjustments: races having hypervision are Elves, Dwarves, Kobolds, Orcs, Uruk-Hai. (Half-elves and half-orcs inherit night sight abilities, if any, from the father of the union).

Training Adjustments: None

3) Smell

Player characters begin their careers with a 10% base chance to identify nearby smells. The character receives a 20% bonus to these chances when attempting to identify a smell he/she has successfully recognized in the past. Chances of smell identification should be adjusted to reflect the number of sources of the smell (the smell of ten ghouls is more pronounced and easier to recognize than the smell of one), wind direction, etc.

Racial Adjustments: Centaurs +10%
Dwarves +10%
Kobolds +30%

Training Adjustment: Dyeing +10%
Perfumery +25%
Husbandry +20%

4) Taste.

Player characters have a base 15% chance of identifying a substance through taste analysis. A 20% bonus to these chances is given whenever a previously tasted substance is tested. Chances of taste analysis diminish if a character attempts to sample several different substances in a single sitting.

Racial Adjustments: Dwarves -10%
Orcs -10%
Urucs -10%
Hobbits +10%

Training Adjustments: Cooking +15%
Brewery +10%

5) Hearing.

Player characters have a base 10% chance of identifying nearby sounds (within 60' indoors and 250' outdoors). Note: Thieves receive an automatic 10% bonus to hearing chances at 1st level; their hearing abilities also improve with experience, as described in Chapter 4.

Racial Adjustments: (See THIEVING BONUSSES table above).

Training Adjustments: None

CHAPTER 2

RULES OF PLAY

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

MOVEMENT

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

Overland movement is measured on a daily basis, and rates are normally about 12 miles a day for an unarmored character walking through relatively clear territory; travel averages about half that in rough territory, and about one quarter in mountainous

terrain. Most riding animals that will be used in the game can travel about 30 miles a day in relatively clear terrain, half that in rough country, but may be slowed to as little as one tenth that when traveling in mountainous areas. It is suggested that the GM handle overland movement on his basic campaign maps by having each hex represent a 5 mile grid.

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

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

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

MOVEMENT RATES

ENCOUNTER SCALE MOVEMENT FACTORS
(In hexes per turn)*

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

* (For fractional EMFs, use the specified pattern, and repeat each set of turns:

5/2	Move 3, then 2;
5/3	Move 2,1,2;
3/2	Move 2,1;
4/3	Move 1,2,1;
2/3	Move 1,0,1;
1/2	Move 1,0;
1/8	Move 0,0,0,0,1,0,0,0)

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

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

EFFECTS ON EMF RATES FOR:

TYPE OF TERRAIN	2-LEGGED	4-LEGGED	FLYING
Rough (hilly, rocky)	1/2	3/4	NE
Steep Incline	1 hex/turn	NA(1)	3/4
Heavily Wooded	NE	1/2	NA(2)
River (at ford)	1/2	3/4	NE
River (no ford)	1/4	1/4	NE

Key: 1/2, 3/4, etc. - fraction of normal EMF permitted.
NE - No Effect

NA - Movement thru this terrain not permitted.
(1) Burros are exempted from this restriction;
may move 1 hex/turn.

(2) Pixies are exempted from this restriction;
may move at 3/4 normal rate

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

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

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

- 1) running,
- 2) terrain effects, and
- 3) excessive encumbrance.

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

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

3) Effects of Encumbrance.
It is an obvious general conclusion that the more weight a

character attempts to carry, the slower he will move. The Fantasy System rules try to incorporate these effects without introducing elaborate calculations of encumbrance. Assume that each race can carry the following maximum weight load in addition to armor, weapon and shield, and one small backpack full of food and equipment:

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

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

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

COMBAT RESOLUTION

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

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

Lessee... I hit AC 0 with a shortsword on a 9, and this guy's wearing chain, which is AC 6, and using a shield for +1, so I'd need a 16 to hit him, but my sword has a +2 sharpness bonus, so I can clobber him on a 14, critical him on a 24, and fumble on a 4... Maybe I'll run....



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

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

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

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

Critical Hits.

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

CRITICAL HITS AND FUMBLES

CRITICAL HITS

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

FUMBLES

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

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

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

Effects of critical hits frequently last far beyond the immediate battle, even when (if) the

affected player survives. STM loss is recovered at a rate of 1 point per game day; while STM is below normal, reduce the character's total HTK by the ratio of:

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

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

Fumbles.

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



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

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

movements made during the healing period should be made at the adjusted rates indicated in the Fumble table.

Recovery from Non-Critical Wounds.

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

ADDITIONAL COMBAT TACTICS FOR THIEVES

The general rules of combat are designed to deal with situations of face-to-face combat. In many cases,

this is precisely the type of fight that a thief wants to avoid, since it gives the other party such a fair chance to win. The following tactics may therefore be employed by any thief to attempt to improve his advantage.

1) Backstabbing.

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

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

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

2) Coshing.

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

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

COSHING PROBABILITIES

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

3) Use of Poison-Tipped Weapons.

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

4) Striking from Concealment.

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

SAVING ROLLS

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

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

THE ROLE OF MAGIC

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

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

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

RANSOMING PRISONERS

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

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

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

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

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

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

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

The Revenge Factor.

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

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

a.) On a roll of 1-7

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

b.) On a roll of 8-9

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

c.) On a roll of 10

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

Other Alternatives.

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

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

STR > 14
STM > 15
DSC < 7
MAG < 6
APP > 14

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

DISGUISE

There are a number of situations in which a thief may wish to obscure his true identity. Such

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

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

1) Add or subtract 5% for each point of difference between the character's IQ and the IQ of the individual to whom the disguise is being presented. This reflects the role that intelligence plays in making a person aware of the important details of an impersonation; (e.g., proper insignia, knowledge of local courtesies, familiarity with well-known names or "catch phrases.") When dealing with groups, character intelligence is compared to the average IQ (rounded down) of the group. This is done mainly for the purpose of simplifying the number of die rolls required, but also simulates the fact that a disguise gains credibility once it is believed by a few "known" individuals. For purposes of this die-roll, all crowds are assumed to have an average IQ of 8 (below normal, reflecting the decreased opportunity for close personal interactions that might reveal flaws in an impersonation).

2) For every point of MAGNETISM above 14, add 5% to the base success chance. Since MAGNETISM reflects a character's general ability to favorably influence people, a high personal MAGNETISM enhances the believability of any disguise. Similarly, a very low MAGNETISM (less than 5), indicates that a character will be disliked on sight, and receives minuses of 5% per point. (All MAG bonuses and penalties are doubled in situations where the disguise requires the character to act in a command or leadership capacity.)

3) For every point of APP above 14, add 5% to the chances of successful disguise whenever dealing with members of the opposite sex. In this case, physical attractiveness is presumed to reduce the subject's

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

- 4) The family background of a character may restrict or enhance the types of roles that he can successfully play. Most peasants are totally unaware of the rituals of daily court life, and almost none can feel comfortable impersonating men of station. Conversely, a nobleman impersonating a peasant or serf will almost always exhibit an

inappropriate amount of self-esteem in his bearing. Basic success percentages are downwardly adjusted 30% whenever such unfamiliar roles are attempted. (Family background can also have positive impacts on the credibility of disguise. Add 10% to the success chance whenever the role chosen is from the same class as the character's upbringing. Additionally, guild members receive a 10%, and merchants a 5% bonus to their chances of successfully portraying any non-military role, because of the wider range of contacts they have made.)

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

BASE SUCCESS CHANCES FOR DISGUISES

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

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

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

MAG rating (ability to take control of a situation), based on the formula:

$$10(\text{base chance}) \\ + 5(\text{each pt DSC} > 8) \\ + 5(\text{each pt MAG} > 11)$$

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

A sample application of the disguise rules is provided to clarify their use. Damien the dwarf wants to gain access to the upper floor of Baron Egbert's urban townhouse to determine the location of his wife's jewelry box. Damien's relevant attributes are as follows: IQ 15, DSC 10, MAG 8, APP 11, Family Background - Merchant. He decides to impersonate a member of the city guard, searching the house for an escaped convict seen in the vicinity.

This disguise, if believed, should enable him to enter all rooms of the house, including the upstairs bedrooms most likely to contain the jewels. He comes to the house late in the afternoon, when only Lady Catherine and her servants are present. The Lady's IQ rating is 11.

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



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

FENCING STOLEN GOODS

Let's rejoin Damien on the morning of the following day after the successful completion of the

robbery. His haul consists of: 1000GP in coins; 5000GP worth of small gems; 2 emerald bracelets worth 1000GP each; a diamond-encrusted tiara, engraved and custom-made for Lady Catherine, valued at 15,000GP; a bundle of tapestries worth 1200GP total; and a set of crystal glassware worth 2500GP.

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

Matters become further complicated by the fact that the player-character must have received training in various skills (in this

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

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

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

For each trader, six characteristics must be established:

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

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

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

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

TRADER CREATION

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

AVAILABILITY OF TRADERS AND FENCES

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

TRADER CHARACTERISTICS

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

* indicates Mastery of the skill

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

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

- 1) Determine family background and financial status:

40% Guild
30% Wealthy
50% Average
20% Poor
60% Merchant
20% Wealthy
40% Average
40% Poor

- 2) Determine the size of the total purse:

Wealthy - 1000 x 1D100 GP
Average - 100 x 1D100 GP
Poor - 10 x 1D100 GP
(Guild receive 2 rolls)

- 3) Determine number of Training Fields in which the trader or fence is knowledgeable (roll D10):

1 1 field
2-4 2 fields
5-7 3 fields
8-9 4 fields
10 4 fields and
roll again

Determine which Training Fields; if a field is rolled twice, the trader or fence is a master in that field (roll D20):

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

- 4) Determine the percentage chance that the trader or fence will deal in goods outside his normal fields of interest (this is based solely on the DSC rating of the character):

DSC less than 11 20% chance
DSC 11 15% chance
DSC 12 12% chance
DSC 13-14 10% chance
DSC 15-16 5% chance
DSC 17 or more 1% chance

- 5) Determine the size (percentage of actual value) of the minimum and maximum offers the trader or fence will make:

Minimum: 5% x 1D6
Maximum: 10% x 1D8

Obvious inconsistencies (minimum greater than maximum) should be either re-rolled or adjusted. It is possible for the offers to be exactly equal; this means he makes only one offer and does not haggle.

- 6) Determine the trader's reaction to obviously "hot" merchandise (roll D12):

1 Outrage - will call for constable
2-3 Outrage - offers silence for bribe
4-5 Fearful - refuses deal
6-7 Blase' - reduces maximum offer by 1/2
8-9 Blase' - reduces maximum offer by 1/3
10-11 Blase' - No effect
12 Piqued - raises maximum offer by 5-30% (5% x 1D6)

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

THIEVES' GUILD MEMBERSHIP =====

ADVANTAGES

AND

DISADVANTAGES

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

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

Advantages of Guild Membership.

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

- 1) The Guild has a well-established

network of connections for selling stolen goods. A thief may pass his goods to the Guild for resale and improve his chances of receiving top value.

- 2) The Guild has access to many of the local magistrates, and make regular payoffs to insure leniency for their membership when on trial.

- 3) The Guild can usually provide members with a safe hiding place or passage out of town when they need to escape pursuit.

- 4) In major cities (pop. > 5000), the Guild will provide free of charge improved sets of burglar tools as they become necessary through character advancement (at Levels 5, 9, 13, etc.)

- 5) Perhaps most importantly, Guild membership eliminates the possibility that the character will be harassed by both sides of the law. Although a thief may be able to operate independently within a city for a long time if he plans carefully, is not seen, does not brag about his accomplishments excessively, etc., there is always a chance that the Guild will become aware of his activities. The Guild's response, depending on the amount of revenue it believes it has lost, may range from threats to beatings to assassination. The player may wish to avoid these risks through membership.

Guild Organizational Structure.

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

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

GOTCHA, THIEF!

=====

SIMULATING
THE
MEDIEVAL
JUSTICE
SYSTEM

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

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

1 Death Sentence

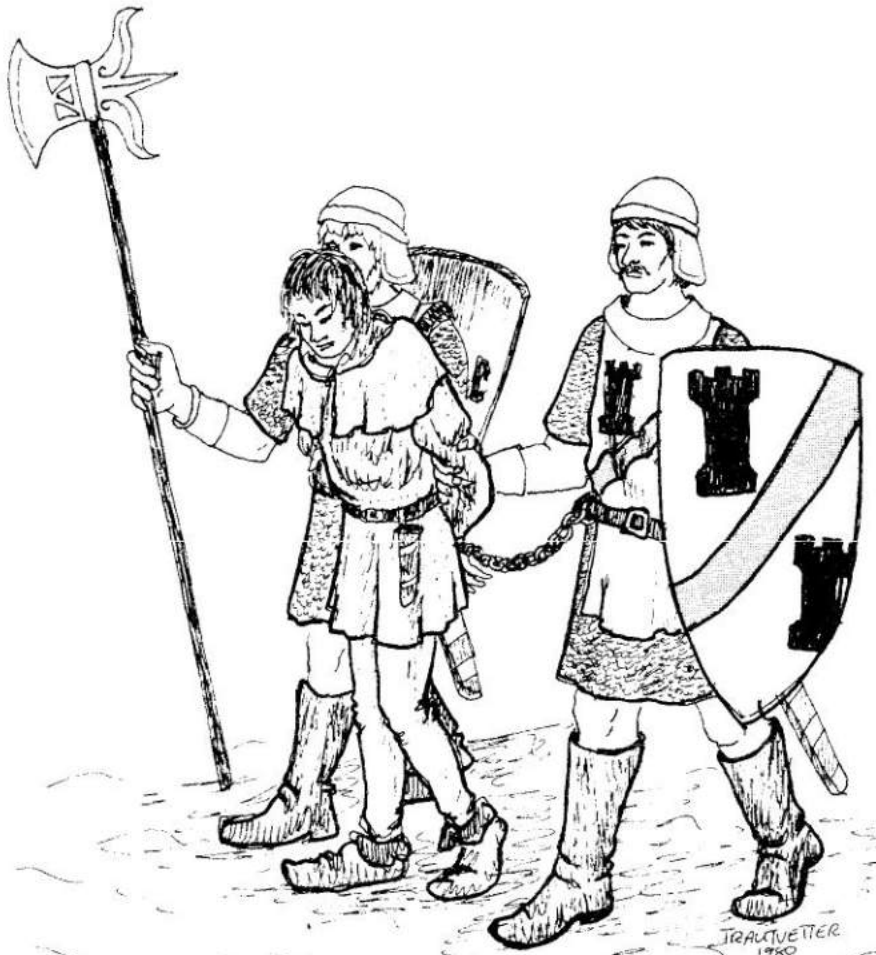
Carried out within seven days in the manner customary in the province (hanging, drawing and quartering, etc.). There is no appeal, but for nobles, the sentence is normally carried out without torture; commoners usually get displayed for the edification and enjoyment of the mob. Very rarely, the ruling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

2 Mutilation.

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

3 Imprisonment.

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



4 Fines.

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

5 Acquittal.

Complete exoneration.

Player-characters may attempt to improve their odds of a favorable verdict in three ways. Two of the training fields available to players, oratory (+20%) and magistracy (+20, or +40 for mastery) improve a character's reaction dice in pleadings before the court. If the player-character belongs to the local Thieves' Guild, the guildmaster can often exert favorable influence on the decision through his contacts with local judges. Finally, judges also may be offered bribes by the confederates of the captured thief. Bribes are the riskiest method of influencing the judicial process; some judges (10-25%) are totally honest and would be deeply offended

by a bribe attempt, while others may become insulted if the bribe offered is low by their reckoning. However, in some cases, a player with large capital reserves can virtually guarantee his freedom through a generous bribe, since for some judges, the positive effects of a bribe increase incrementally with the total amount being spent.

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

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

CHAPTER 3

OUTFITTING

Armor and Assorted Paraphernalia

OUTFITTING THE PLAYER-CHARACTER

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



Weapons.

Most players will have to purchase the weapons they will use in the game from the price lists at the end of this chapter. These prices represent the cost of a standard,

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

Armor.

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

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

Although the player thief will not himself wear Scale (Armor Class or AC8) or Plate (AC10) armor, he may encounter foes that do in the course of his adventuring. Scale reduces a character's coordination (CO) by 2 and reflexes (REF) by 4 while worn. The armor absorbs two hits of damage from every successful attack. Plate reduces CO by 3 and REF by 5; it stops three hits per attack. Chainmail (AC6) reduces CO by 1 and REF by 2 while worn. The armor absorbs two points of damage from each successful blow struck by an opponent, up to a maximum of 150 hits. Damaged armor may be repaired at the cost of 1 GP per point repaired. A Norman helm is usually worn with this type of armor.

Leather armor (AC4) reduces REF by

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

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

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

$1/2(AC \text{ of torso})$

$+ 1/2(\text{average AC of other areas})$

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

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

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

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

Equipment.

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

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

Thieves may want to purchase poisons to give themselves an alternative to meeting an intended victim in face-to-face combat. Poisons are classified on a scale of 1 to 50. If a full dose of a particular poison is introduced into a character's body, whether by ingestion or injection (by arrow, blowgun dart, dagger point, etc.), the poison level is deducted from the character's stamina (if a STM saving roll is made, only half the poison level is deducted; STM saving rolls are made against current stamina, before any new deduction). If the character's stamina is reduced to 0, 1, or 2, he falls into a deep coma, and will die unless he receives emergency first aid within 4 melee rounds (1 minute) if at 0 stamina, 20 melee rounds (5 minutes) if at 1 stamina, or 120 melee rounds (30 minutes) if at 2 stamina. If stamina

falls below 0, the character dies. Poison wears off at 1 stamina point per 24 hour period. While a character's stamina is below normal, his total HTK are reduced by the percentage ratio of current strength + stamina to the original STR + STM. (For example, if a character with 20 HTK, a normal STR of 15 and a STM of 15 takes 9 points of poison damage, his adjustment factor on the first day of recovery would be $15 + 6/15 + 15 = 70\%$ of normal HTK, or 14. Note that the character will gradually regain the lost hit points as his recovery continues). If only partial doses of a poison are used, make appropriate adjustments to the poison potency level. Three sample poisons are indicated in the Equipment Price List. Since the second, scorpion venom, can only be obtained from defeated (usually defunct) scorpions, its availability would be extremely limited, and the price subject to the GM's discretion. Note also that hemlock is an ingested poison, and since it tastes bitter, it will not be the easiest task to induce a potential victim to consume a full ounce willingly.

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

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

Clothing.

Each character is assumed to start with one full set of clothing consistent with his or her social background. Thus, the son of a noble might have garments of velvet or satin, dress boots, and a fur edged

cloak, while rabble would have only ragged, rough woven breeches, sandals, and a shirt. Additional items may be purchased, including clothing designed especially for unusual climates (desert gear, mountaineering boots, parkas, etc.). If the character has taken training in tailoring, he may make his own clothing, simply purchasing bolts of cloth. Remember that appearance, particularly in the matter of dress, may be an essential where it comes to disguise.



Foodstuffs.

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

THE STORE OF MANY BARGAINS

WEAPONS

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

WEAPONS ACCESSORIES

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

(1) If first attempt to hit misses, receives chance to hit on return swing in same melee round.

(2) If not brass-bound, club has 25% chance of shattering on each successful blow.

(3) Spikes add 1D3 to normal weapon damage.

(4) These special missiles do normal amounts of damage, but may be necessary to affect certain types of creatures (troils, vampires, etc.)

(5) On a hit, firebomb does 1D8 of damage that melee round, and 2D8 of damage in the succeeding melee round.

ARMOR AND ACCESSORIES

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

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

MOUNTS

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

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

EQUIPMENT AND TRAINING

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

THE STORE (cont.)

EQUIPMENT

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

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

CLOTHING

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

FOODSTUFFS

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

CHAPTER 4

EXPERIENCE

Methods,
Awards,
and Advancement

ACQUISITION OF EXPERIENCE

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

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

1) Combat Awards.

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

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

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

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

2) Experience Awards for Stolen Goods.

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

3) EP for "Ability Rolls".

During the course of play, a character may attempt to employ his thieving abilities, or other skills acquired as a result of training. EP is awarded for successful attempts,

based on the player's % chance of success, calculated by the formula:

$$[(105 - \text{success } \%) = \text{EP award}]$$

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

4) Encounter EP.

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

NOTES

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

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

LIMITS ON CHARACTER ADVANCEMENT

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

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



THIEVES' LEVELS, ABILITIES, AND EXPERIENCE

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

Scenarios

The

SECTION II

GENERAL INFORMATION FOR THE SCENARIOS

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

The scenarios that follow vary greatly in complexity and risk. Some, like the robbery of Heligor's

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

In using the materials provided in this section, the GM should take

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

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

CHARACTER DESCRIPTION FOR TORBAN THE TURBULENT

CHARACTER										WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
NAME	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACO							
Torban	VET RU 100	18	16	16	17	4	11	BDSWDE L BOWE SPEAR	4 -2/2/6 3-6	308 106 208						
	(1)				(2)			(3)	(4)	(5)	(6)	(7)	(8)	(9)		

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

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

that Torban can be fooled by disguise attempts.

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

4) The values in this column represent the die roll result that must be equalled or exceeded on a D20 for Torban to successfully hit an unarmored foe with the listed weapons. These values include any bonuses to hit probability that a character receives as a result of high COORDINATION ratings, weapons expertise, weapon quality, or accrued experience. If the weapon

listed is used in missile combat, like Torban's longbow, the HACO column contains three separate ratings, for accuracy at short, medium, and long ranges. Pole weapons (e.g., spear) receive two HACO ratings, one for first attack and the other for subsequent attacks.

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

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

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

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

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

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

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

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

b) Multiply this base amount by adjustment factors for character class, experience level, and

current location, as follows:

CHARACTER CLASS	ADJ. FACTOR
Fighters	8
Wizards	4
Rogues	1
Merchants	12
Non-Combatants	1
EXPERIENCE LEVEL	ADJ. FACTOR
Elite	4
Veteran	3
Intermediate	1
Green	1/2
CURRENT LOCATION	ADJ. FACTOR
Rural	1/10
City Streets	1
On Road	2
In Shop	10

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

CODES AND ABBREVIATIONS FOR CHARACTER DESCRIPTIONS

Experience Level:

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

Race:

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

Class:

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

Weapons:

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

Armor Type:

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

Mode of Transport:

GTHOR - Superheavy Horse
DSTRR - Destrier
(Superheavy Horse barded and combat-trained)
HVVOR - Heavy Horse
WRHOR - War Horse
(Heavy Horse, barded and combat-trained)
MDHOR - Medium Horse
CHRCR - Charger
(Medium Horse, combat-trained)
LTHOR - Light Horse
PONY - Pony
MULE - Mule
BURRO - Burro or Donkey
PEG - Pegasus
(Winged Horse)
GRIFF - Griffin
(Winged Egelion)



BANDIT SCENARIOS AND HIGHWAYMEN ADVENTURES

GENERAL INSTRUCTIONS

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

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

Players then make their preparations for the day's activities, including identification of the time of day they begin their observations. Die rolls are then made to determine when groups of travelers are encountered. The GM should make a die roll each 20 minutes of daylight, or each 2 hours during nighttime. The percentage chances of an encounter will vary according to the terrain and the time of day (roll D100):

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

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

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

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

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

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



"What's that about my mother?"

HIGHWAYMEN ADVENTURES

CATEGORY A

FARMERS

Groups of farmers, on their way to or from the open-air markets of medieval towns, were a common sight. However, there was little difference from one group to the next. Most farmers were simple folk, untrained in weapons use and carrying no more than a few gold pieces worth of cargo. Because of this, no specific farming caravans have been constructed. Instead, the GM can use the following five step procedure to determine the composition of each passing group of farmers.

- 1) Roll a D10 to determine the number of farmers in party.
- 2) Roll a D100 to determine the race of party (the whole party will be the same race).

01-75 Human (HTK = 10 + 1D6)
76-85 Hobbit (HTK = 8 + 1D4)
86-92 Centaur (HTK = 12 + 1D8)
93-97 Half-Elf (HTK = 10 + 1D4)
98-00 Half-Orc (HTK = 10 + 1D6)

- 3) Roll percentile dice (D100) to determine weapons training, if any:
 - 35% know spear (HAC0 on a 7).
 - if know spear:
 - 25% also know short bow (HAC0 on 5/9/13).
 - 10% also know broadsword (HAC0 on 8).
 - if do not know spear:
 - 30% know sling (HAC0 on 3/8/13).
 - 60% know club (HAC0 on 9).
- in addition:
 - 70% know quarterstaff (HAC0 on a 8, defense +2 to AC against close weapons)
 - if know quarterstaff:
 - 50% are expert in use (HAC0 on a 4, defense +4 to AC against close weapons)

If the weapon's use is known, it will be carried by the farmer who is trained with it; the single exception is broadsword - there is only a 15% chance that a farmer who is trained with broadsword will be carrying one with him. If no weapon is known, the farmer will fight only with bare hands or rocks, providing, of course, that he is sticking around to fight and not running in sheer panic (80% chance if weaponless or untrained in any weapon's use; 15% chance if close weapon trained).

The fighting morale of farmers is never high. There is always a 45% chance that an entire party will surrender after any member of the group is killed. Additionally, each man must make a saving throw against discretion (assume racial average value for DSC; human = 11, hobbit = 13, etc.) after being wounded for the first time, or he will panic and run.

- 4) Roll D100 to determine the mode of transport being used:
 - 01-60 Foot Only.
 - 61-75 Foot with Handcarts (can hold up to 800 lbs.).
 - 76-95 Open Wagon w/2 Mules (can hold up to 8000 lbs.), rest of party on foot.
 - 96-00 Open Wagon w/4 Horses, rest of party on light horses.
- 5) Roll D100 to determine type of cargo being carried (see chart below). Roll D6 to determine direction that the caravan is traveling (1-3 toward town, 4-6 from town). Then cross-reference these results with the result of Step 4 above to find the actual quantity of goods being carried.



POSSESSIONS OF FARMERS' GROUPS

TYPE OF CARGO CARRIED		MEANS OF TRANSPORT		
		FOOT	HANDCART	WAGON
GRAIN 01-30	TO	1 50lb. sack barley per farmer. Value (8 SP/sack)	1 500lb. cart oats per each 3 farmers. Value (6 GP/cart)	2-1/2 tons wheat. Value (35 GP)
	FROM	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket A.	30% of above value in cash and 30% in goods from Market Basket C.
=====				
VEGETABLES 31-55	TO	1 50lb. sack onions per farmer. Value (1 GP/sack)	1 150lb. cart beans per each 2 farmers. Value (25 SP/cart)	3 tons corn. Value (50 GP)
	FROM	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket A.	30% of above value in cash and 30% in goods from Market Basket B.
=====				
ANIMAL PRODUCTS 56-75	TO	1 50lb. sack of cheese per farmer. Value (8 GP/sack)	1 250lb. cart wool per each 2 farmers. Value (20 GP/cart)	Wagonload of cream (in metal cans). Value (105 GP)
	FROM	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket B.	30% of above value in cash and 30% in goods from Market Basket C.
=====				
LIVESTOCK 76-95	TO	1 goat per farmer. Value (5 GP/goat)	3 sheep per farmer (no carts). Value (12 GP/sheep)	Wagonload of fish. Value (150 GP)
	FROM	10% of above value in cash and 40% in goods from Market Basket A.	20% of above value in cash and 30% in goods from Market Basket C.	30% of above value in cash and 30% in goods from Market Basket C.
=====				
PURCHASING TRIP TO TOWN 96-00	TO	3 GP per farmer.	10 GP per farmer.	50 GP per farmer.
	FROM	1 sack mixed food per farmer. Value (25 SP/sack)	2 sheep per farmer. Value (12 GP/sheep)	Large farm implement. Value (175 GP)
=====				
Market Basket A		Market Basket B	Market Basket C	
Foodstuffs (60% of total)		Foodstuffs (40% of total)	Foodstuffs (20% of total)	
Simple wool clothing		Simple wool clothing	Dress clothing (silks)	
Candle-making materials		Bolts of cotton cloth	Bolts of cloth	
Simple tools (hoes, picks)		Simple tools	Quality kitchen tools	
		Lanterns & flasks of oil	Small jewelry items	
		Pot and pans	Spices	
		Small leather goods	Leather goods	

MERCHANTS



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THE
TEXTILE
MERCHANT

Two covered wagons, each pulled by a team of four mules, move slowly along the road. Five human warriors on foot accompany the wagons, with a pair of guards flanking each wagon and one scouting the rear of the party. The guards are armed with swords or spears, and the rear guard carries a crossbow. Each wagon has openings front and rear, and one human driver. No cargo or mercantile emblems are visible.

A textile Merchant on his way to market, carrying both bolts of cloth and finished items of apparel. The

1) If the road ahead is not blocked,

2) If this first option is not available, the four green guards will be sent toward the attackers with orders to skirmish, while the elite guards take up positions in the entranceways of the wagons and provide covering missile fire.

In the first wagon, the merchant carries a large number of bolts of cloth - 50 woolen (worth 6 GP each, each weighing 40 lbs.), 25 cotton (10 GP, 5 lb.), 5 silk (350 GP, 7 lb.), 5 velvet (200 GP, 20 lb.), and 2 cloth of gold (1000 GP, 10 lbs each). He

also carries a number of finished items of dress wear, as follows-5 sets fur-lined boots (20 GP per pair, 3 lbs. ea.), 10 fur-trimmed velvet cloaks (200 GP, 3 lb. each), and 10 silk gowns (200 GP, 5 lb. each). Also in the first wagon are a large selection of workman's garb (worth 500 GP total, total weight 100 lbs.)

Living quarters for the merchant and guards are set up in the second wagon. Items included are 6 wool sleeping bags (10 GP and 10 lbs. ea.), 1 folding cot with cotton blankets (75 GP, 8 lb.), 60 lb. of assorted foodstuffs (300 GP worth), and 2 candle lanterns (25 GP, 1 lb. each). There is a 9 cubic foot brassbound chest in the rear corner of this wagon. It appears well-crafted, and is very heavy to lift. The chest is a ruse, containing 2 lead bars and 50 copper pieces (50 lbs.). A trap is released when the lid of the chest is lifted (Level 1 trap - a blast doing 2D10 damage, STM saving roll means 1/2 damage). Concealed under the floorboards of the second wagon is a small flat case containing the merchant's valuables - 12 high quality gems worth 5500 GP. Players must make a successful search for secret doors, or they have only a 10% chance of noticing the hiding place during a careful search of the wagon.

Guards: See lists at end of category.

Traders: See lists at end of category.

Party B-2

THE MASTER TANNER

What the Players See:

An open freight wagon, pulled by two draft horses, moving at a moderate pace. Two human-sized warriors ride in front of the wagon, and another rides behind the wagon. They wear leather armor, and carry a variety of close-range weapons. The wagon appears to contain a number of animal skins, in various stages of preparation.

GM's Description

A master tanner, carrying both raw materials and finished leather goods. He plans to set up his wares in a bazaar in the city, and carries his equipment and unfinished hides so that he can do additional work while there. The guards are three half-orc fighters; they are not experienced guards, and have not worked for the tanner before. Because of this, if things are going badly for the party,

check the status of their morale (30% chance they will become demoralized and attempt to flee). The half-orcs will frenzy (HP +2, no demoralization) if the attacking party contains orcs or Uruk-Hai (This is because the half-orcs, a product of the forced union of male orcs and female humans, have been socially outcast because of that heritage). The party will not dismount until attacked, but then the fighters will attempt to move directly toward the source of the attack, since they can only engage in Close Range combat.

Possessions and Cargo:

(Note - Most of the cargo in this wagon is bulky, and it will take a substantial amount of time to "clean out" the contents of the wagon.)

Cargo includes 20 assorted untanned hides (worth 10 GP each, weigh 30 lbs. each), and 50 tanned hides (25 GP, 30 lbs. each). He carries the following finished goods - 8 suits of leather armor (6 human-sized, 2 hobbit-sized, worth 60 GP and 12 lbs. each), 10 sets of bowman's leathers (5 GP, 1/2 lb. each), and an assortment of leather goods (flagon, belts, shoulder straps, etc., worth 250 GP and 15 lb. total). A set of tanning equipment (stretching racks, sharp cutting knives) is available. There are also four small leather sacks filled with gold and silver pieces (500 GP total, weighing 10 lbs.).

Guards: See lists at end of category.

Traders: See lists at end of category.

Party B-3

THE SILVERSMITH AND FAMILY

What the Players See:

Two mule-drawn closed wagons move slowly along the road, followed by four walking dwarven guards in chainmail. A grey-haired man and a young lad sit behind the reins of the two wagons and appear unarmed. The dwarves carry axes and swords, and two also have large sacks slung over one shoulder.

GM's Description:

The silversmith is moving to a new location, carrying his entire household. The first wagon contains his professional equipment and supplies. The second, driven by his eldest son, contains his personal belongings, his wife and two other

sons. The four dwarves, all brothers, are experienced fighters and dungeon delvers from the silversmith's town, who have answered his advertisement for help to defray their own expenses on a longer journey to an abandoned ruins. They have some wilderness skills (10% sense ambush, 30% sense outdoor traps) and are fearless fighters (no morale checks needed). If the party is attacked by missile fire, they will seek cover and try to find an indirect route to their attackers; otherwise, they will immediately try to confront their foes and melee.

Possessions and Cargo:

As previously noted, the first wagon contains raw materials and equipment for the silversmith's trade. Equipment includes four crucibles (used in melting metals, worth 400 GP total, each weighing 10 lbs.), several small anvils (200 GP total, 15 lbs.), a large assortment of hammers and mallets (100 GP), and 200 lbs. of wax used in creating molds for casting items. There are 28 coffers partially filled with various metal ingots - 6 gold (1500 GP total, 15 lbs.), 10 silver (500 GP, 50 lbs.), 8 bronze (1500 GP, 20 lbs.), 3 brass (400 GP, 10 lbs.) and 1 of platinum (600 GP, 4 lbs.).

The second wagon contains household items, including a rough-hewn dining table with 2 benches (250 GP, 30 lbs.), a set of cast iron pots and pans (300 GP, 25 lbs.), 8 wooden serving bowls (40 GP, 5 lbs.), 1 double bed, with frame, straw ticking, a goose-down mattress, and cloth canopy (500 GP, 30 lbs.), 3 folding cots (90 GP), 2 matching chairs of fine quality with inlaid designs and upholstery (1500 GP, 40 lbs.), and 3 large brassbound chests filled with clothing (1 each for father, mother, and children, total value of clothing 250 GP, mother's chest also contains a small jewelry box with small gold and silver items worth 700 GP). A cashbox holds 500 GP in coins and small gems.

The guards, in addition to normal camping gear, carry a casquet with a Level 1 lock and a double trap. The first trap is a pin on the hasp coated with a potion of paralysis - make STM saving roll or cannot move for 2D12 hours + 2D6 damage from system shock. When the lid is lifted, a pinkish dust is released - if inhaled, does 3D10 burn damage to respiratory system (no damage if character successfully holds breath, make REF saving roll -2). The casket contains 3500 GP in coins and gems, and a flask of fluid

of magic detection (12 uses, fluid a deep brown, and smells like almonds. When poured on item, will give off a luminous glow if object is magical).

Guards: See lists at end of category.

Traders: See lists at end of category.

Party B-4

THE SPICE MERCHANT

What the Players See:

Two figures on horseback, a human and a hobbit, ride slowly along the trail, leading a pack train of two additional horses with full saddlebags. Both men are wearing loose flowing robes of bright blue. As they approach, there are sounds of music, as the hobbit sings along to the accompaniment of the larger man's flute. Neither man openly displays armor or weapons.

GM's Description:

A spice merchant and a hobbit scholar, returning from a long journey through distant, fabled lands. Both are extremely pacifistic in nature and will not take life even in self-defense. Their cargo of rare delicacies is protected in three ways:

- 1) Their strange appearance (which should be emphasized by the GM) will convince some potential robbers that they are magic-users, bards or some other potent figures who do not need additional protection in the form of guards.

- 2) Both characters wear bracelets that contain a Permanent Missile Repulsor spell (turns aside up to 12 points of missiles per melee round).

- 3) The merchant has been trained in judo. This means that in close combat, he has a 40% + (SZ x 18-opponent's CO rating) chance of throwing a foe in close combat to the ground. If successful, opponent must make STM saving roll or be stunned for 1D6 melee rounds.

If attacked, they will attempt to ride away from the trouble. They are excellent horsemen, and have a 60% chance of finding a safe path through wooded or rough terrain if the roadway has been blocked by the thieves.

Possessions and Cargo:

Loaded on the packhorses are a wide variety of spices, luxury foods, and exotic beverages:

SPICES - Pepper (total value 1600 GP, total weight 2 lbs), ginger root (1000 GP, 10 lbs), cinnamon bark (1600 GP, 10 lbs), cloves (2500 GP, 25 lbs), licorice root (800 GP, 5 lbs), sesame seeds (400 GP, 20 lbs), and garlic (200 GP, 20 lbs).

BEVERAGES - Selection of teas (1500 GP, 20 lbs), and plum wine (25 1 quart bottles with waxed corks, 200 GP).

OTHER FOODSTUFFS - 20 lbs. of peanuts and pine nuts (120 GP), 50 lbs. of dates (500 GP), some dried shark fin (500 GP, 5 lbs), and smoked spiced sausages (100 GP, 25 lbs).

Other possessions include 4 leather-bound books, handsomely calligraphed (The Sayings of Confucius, Histories of the Monks of Ghols, a text on esoteric weaponmaking, and the Bhiddust Way of Enlightenment) Each text is worth 500-1000 GP to a scholar or collector. The hobbit carries a sketchbook with crude maps of the route taken. There are also a number of extra small pouches and sacks, and a magical scale that will measure the approximate value of any item under 5 lbs placed on it.

Guards: See lists at end of category.

Traders: See lists at end of category.

Party B-5

THE FUR TRAPPERS

What the Players See:

Five men on horseback, with bows slung over their shoulders, ride at a leisurely pace along the road. Each man leads a number of pack horses laden with furs, yet the entire party moves with a minimum of noise. The men are ruggedly dressed, heavily bearded, and solidly built.

GM's Description:

A group of fur trappers transporting their season's catch. All are crack archers, and can shoot while on horseback (at a -2 to their basic hit probability). They have a 45% chance of sensing a potential ambush. If sensed, there is a 40% chance they will investigate the source even if not attacked. These trappers are very self-confident of their fighting abilities; they never have to make morale checks, and will fight to the death if attacked. When fighting they will try to keep distance between their opponents and

themselves, in order to exploit their comparative advantage with missile weapons. Two of the trappers will stay with the pack train at all times, hobbling the horses and tethering them to trees if possible. The others will take initiative, using any available cover to gain strategic positions and then attempting to drive their attackers into open ground.

All the trappers carry non-enchanted bows which increase hit probabilities due to their superior craftsmanship. Any character trained in bow will recognize the quality of these weapons if he picks them up.

Possessions and Cargo:

The trappers lead 14 pack horses (worth 100 GP each), and each carries 800 GP worth of pelts (50 lbs). Each trapper carries a canvas backpack, filled with a 2 quart canteen, a belt knife, 20 lbs of salted meat, a tin plate and leather flagon, and two bottles of strong home-brewed whiskey. (If winter, each will also be wearing a hooded fur coat worth 200 GP). Trapper #3 carries a good medical kit with bandages, splints, and surgical knives. He is a master of first aid. Trapper #4 carries a large cooking pot and a tinder box.

Trapper 1 has a belt pouch which contains a few gold and silver coins (16 GP worth) and a small scrap of parchment with a list of names (potential buyers of furs). If the thieves visit any persons on this list without being effectively disguised as the trappers, there is a 60% chance that the "buyers" will summon the constables, or threaten to expose the thieves if not bribed.

Guards: See lists at end of category.

Traders: See lists at end of category.

Party B-6

DROGANN THE WEAPONMAKER

What the Players See:

A dwarf in chainmail, helm, and a dark blue cape walks down the road, carrying a two-bladed battleaxe over his right shoulder and a wooden case under his left arm. About 50 feet behind him is a human in leather armor, leading a pack mule. The mule pulls an open wooden cart covered with a canvas tarpaulin. A mercantile symbol is painted on the front of the cart, along with a coat of arms.



GM's Description:

The dwarf DroGann and his apprentice are both weaponmaker enchanter (Weaponers), delivering an enchanted weapon ordered by a nearby baron. They each carry several magical items for their personal use, as detailed in the descriptions at the end of this category. Neither traveler has any special skills in sensing traps or ambushes, but both will automatically sense any magic use within 100 feet of them. The two have very contrasting personalities. The human carries only defensive spells, and would prefer to avoid a fight if possible. DroGann, on the other hand, is rather egotistical about his fighting skills, and will try to use his enchantments to bring him into close contact with his attackers. If possible, he will capture and torture any who dare to assault him; however, he will not pursue thieves that escape him beyond the immediate area. DroGann's reputation for cruelty is widespread in this region; therefore, any thief recognizing his heraldic symbol will be aware of DroGann's profession and methods.

If any player manages to reach the loaded cart, and remove the magical sword from its sheath, he has a 5% chance of immediately dying from fright as his senses are assaulted by the spells embedded in the weapon. He will be incapable of action until the weapon is again sheathed, and will suffer 1D6 of STM damage each 10 MR he holds the sword unsheathed.

Possessions and Cargo:

DroGann's principal cargo is a two-handed sword with rubies inlaid in the pommel, carried in an embroidered leather sheath and wrapped in a velvet cloth. The Baron Tarkanian has ordered this piece to be used during the ceremony of initiation for knights in his fiefdom. The sword serves as a sort of "Ordeal by Fire", as it is embedded with the following spells: Befuddle, Detection, Glue, Sight Blockage, Illusion of Sound, and Truthsay. Once the sword is removed from the sheath, its holder cannot move, release the sword, or see. All around him rise the sounds of restless spirits, their disembodied voices relentlessly questioning the courage and loyalty of the holder. These illusions are so real and menacing that there is a 5% chance that the candidate will die of fright during this ordeal. The market value of this sword is about 14500 GP; however, the sword is virtually impossible to sell within 100 miles of the Baron's lands.

The mule cart also carries raw materials to repair chain and scale armor (up to 100 pts of damage), a hand turned sharpening wheel (worth 125 GP, weighing 35 lbs), a small sack of metal scraps (mainly iron and bronze, worth 100 GP, 20 lbs), a set of cast iron tools (hammers, tongs, etc.), and a small sack of gems (worth 500 GP). There are also a pair of matched throwing daggers, which are +5 to hit when thrown simultaneously at the same target

(thus they can only be effectively used by a fighter who is ambidextrous). The daggers are worth 2000 GP to a person who can employ them, but only 50 GP otherwise. Finally, the dwarf carries a letter of credit from the Baron entitling him to free lodging, food and drink at any establishment within his realm. The degree to which this letter is honored by local innkeepers and merchants is highly dependent on the amount of loyalty each man feels for the Baron (GM's discretion).

Guards: See lists at end of category.

Traders: See lists at end of category.

Party 8-7

THE COPPERSMITH

What the Players See:

A lone wagon, pulled by two draft horses. The wagon is open, and is divided down the center by a long, 6 foot tall wooden rack from which hang a number of small items (At closer range, these are revealed to be pots and pans of various sizes). A lone unarmed man drives the wagon, and no other riders or guards are visible.

GM's Description:

The coppersmith is a local traveling salesman who hawks his wares every week in the streets of the city and the manor houses near town. He is a relatively poor merchant and a rather heavy drinker, as indicated by the half-empty jug of ale by his side. He carries a rather battered broadsword in a wooden sheath beneath his seat, but he is quite unwilling to use it. In fact, there is a 50% chance that he will immediately surrender if attacked, and an additional 25% chance that he will try to ride away at top speed.

Possessions and Cargo:

Hung from spikes on the center rack are 31-50 (roll D20) bronze pots and pans (worth 20GP each, 2 lbs). On the floor of the wagon are 1-100 (roll D100) sets of pewter utensils (5 GP each, 10 sets=1 lb), 100 GP in coins and gems, and 50 GP worth of bartered goods (wool, milk, eggs, a stool, etc.). He carries a partially full 5 quart container of ale, and a loaf of wheat bread.

Guards: See lists at end of category.

Traders: See lists at end of category.

SPECIAL MERCHANT INFORMATION

Party B-8

THE JEWEL SPECULATOR

What the Players See:

Four men on horseback ride in single file. The third man in line wears a chain shirt and leads an additional pack horse. The other men are dressed in full scale armor, and all appear to have canvas backpacks and weapons slung over their backs. They move cautiously, and little or no conversation passes between them. Only the pack horse appears to be carrying cargo, in the form of two saddlebags.

GM's Description:

A Jeweler Merchant, accompanied by three inexperienced guards. These young men are eager to make a name for themselves, and if attacked, will immediately charge into the fray. They will not hesitate to fight, even if apparently outnumbered. Since they are not disciplined guards, and have no great loyalty to their employer, they may leave the horses and cargo unprotected to pursue their attackers. The merchant will always remain with the horses. He will fight if attacked while alone, but will surrender if he is obviously in an inferior position. If the guards have left him and he sees an opportunity, he will attempt to take the pack horse and flee.

Possessions and Cargo:

The saddlebags and packs contain an assortment of camping equipment and provisions, including 1 tent (40 GP, 5 lbs), 4 fur-lined sleeping bags (15 GP each, 5 lbs), 1 week of food

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
B-1	Textile Merchant Guards 1-2	2 4	80 60	LD LD	2 Closed Wagons 8 Mules
B-2	Master Tanner	4	60	L	1 Open Wagon 2 Heavy Horses
B-3	Silversmith Guard 2 Guard 3	3 2 5	20 10 20	LD LD LD	2 Closed Wagons 8 Mules
B-4	Spice Merchant Scholar	3 5	10 80	L L	2 Medium Horses
B-5	NONE				1 Pack Mule
B-6	DraGann Human Enchanter	2 5	20 40	L L	1 Pack Mule
B-7	NONE				1 Open Wagon 2 Heavy Horses
B-8	Gem Trader	4	60	LD	2 Pack Mules

supplies for four people (100 GP), cooking gear (25 GP, 10 lbs), and an oil lantern with a full 5 quart flask of oil (15 GP). There is also a small brassbound coffer packed in the saddlebags. The coffer has a Level 2 lock on it; its key is concealed inside the merchant's belt pouch. If he has surrendered, the merchant will reveal the key's location. Inside the coffer are two drawstring pouches. In the pouches are 20 assorted gems, worth 1400 GP total. There are also two high quality gems that have been concealed within the

velvet lining on the coffer's interior. There is a 75% chance that these cut stones (worth 5000 and 2400 GP each) will be discovered if the coffer is searched carefully by touch; however, there is only a 10% chance that they will noticed without a careful search.

Guards: See lists at end of category.

Traders: See lists at end of category.

CHARACTER DESCRIPTIONS FOR MERCHANTS AND GUARDS

NAME	CHARACTER	CLASS	GP	ST	CO	RE	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
B1. The Textile Merchant																
Guard 1	EL HU FTR	150	11	13	9	15	12	13		BDSWDe	3	2D6		LTH 6	34	NONE
Guard 2	EL HU FTR	180	16	10	8	10	13	13		L BOWe	-3/2/5	1D6	(1)	LTH 8	33	NONE
Guards 3-4	GR HU FTR	20	8	11	10	16	9	10		GRSWDe	1	4D6		LTH 8	33	NONE
Guards 5-6	GR HU FTR	20	9	12	9	12	10	8		LXBOWe	-2/2/7	1D6	(2)	C/S 7	18	NONE
Merchant	VET HU TRD	75	6	10	13	12	14	10		BDSWD	8	1D10		CHN 6	22	NONE
										DGR	11	1D4		NON 1	19	WAGON
										SPEAR	6/9	1D8				
										THROW	4/10/18	1D8				
										FISTS	8	1D4				
B2. The Master Tanner																
Guard 1	INT /O FTR	150	7	15	8	8	13	15		SHSWD	6	1D6		L/S 5	15	LTHOR
Guards 2-3	INT /O FTR		15	14	11	12	8	15		SLING	2/7/12	1D4		LTH 4	20	LTHOR
Merchant 1	INT HU FTR	25	13	9	12	8	10	7		NACE	5	2D8	(4)	LTH 4	18	WAGON
										BOWKNe	1/9/16	1D10				

(cont.)

CHARACTER DESCRIPTIONS (cont.)

B3. The Silversmith and family															
Guard 1-2	VET DW FTR	(5)	11	15	9	9	10	13	LG AXe	3	1D10	(6)	CHN 7	33	NONE
Guard 3-4	VET DW FTR		14	9	28	18	10	17	HFSWDe	2	2D10	(6)	CHN 7	40	NONE
Merchant 1	VET HU TRD		10	9	12	11	16	10	RAPR	5	1D8		CLO 2	22	WAGON
B4. The Spice Merchant															
Merchant 1	INT HU TRD		8	15	15	8	12	12	JUDO	(7)	STUN		CLO 3	16	LTHOR
Scholar 1	INT HO SCH	15	5	13	16	12	17	11	DART	4/8/12	1D4	(8)	CLO 4	13	PONY
B5. The Trappers															
Trapper 1	VET HU ARC	7	13	13	15	12	10	15	CPBOW	-3/2/6	1D6	(9)	ANH 12	32	MDHOR
									BOWKNe	5	1D10		(10)		
Trapper 2	VET HU ARC	15	16	16	9	17	7	12	CPBOW	-6/-1/3	1D6	(11)	CLO 3	43	MDHOR
									CLUB	3	2D4				
Trapper 3	VET HU ARC	10	13	14	14	8	13	9	CPBOW	-5/8/4	1D6	(12)	CLO 3	29	MDHOR
									BOWKNe	3	1D10				
Trapper 4	VET HU ARC	10	12	19	11	11	9	13	L BOW	-5/8/3	1D6	(13)	ANH11	34	MDHOR
									BOLO	-5/0/5	1D8	(14)	(10)		
Trapper 5	VET HU ARC	25	14	17	14	13	9	8	CPBOW	-6/-1/3	1D6	(15)	ANH11	43	MDHOR
									RAPRe	-4	1D12	(16)	(10)		
B6. The Enchanters															
DroGann	EL DW ENC	800	11	15	13	20	16	18	2BBAXe	-1	4D6	(17)	CHN11	32	NONE
									FLAIL	5	1D6	(18)	(19)		
Cletus	INT HU ENC	100	13	15	13	15	15	15	RAPR	6	1D8		LTH 6	21	MULE
									SLING	2/7/12	1D4		(20)		
B7. The Coppersmith															
Merchant 1	INT HU NON		9	9	11	11	9	9	BDSWD	12	1D10		NON 0	17	WAGON
B8. The Gem Trader															
Guard 1	GR HU FTR	50	15	10	10	9	10	15	1BBAX	8	1D10		SCA 8	16	MULE
Guard 2	GR HU FTR	50	11	9	7	13	12	13	1BBAX	8	1D10		SCA 8	15	MULE
Guard 3	GR HU FTR	50	10	8	7	8	6	8	SPEAR	6/9	1D8		SCA 8	11	MULE
Merchant 1	VET HU TRD	250	8	11	14	16	12	8	DGRe	7	1D5		LTH 4	26	MULE
									THROW	4/10/16	1D4				

- (1) 60% chance of having 1D10 +1 sharpness arrows, 25% chance of 1D4 +2 arrows (non-magical).
- (2) Crossbow can be fired once every 2 melee rounds. 80% chance of 1D6 +1 sharpness quarrels, 20% chance of 1D3 +2 quarrels (non-magical).
- (3) Armor has been magically enchanted; adds +2 to normal leather AC.
- (4) Mace is a two-handed weapon with a spiked head.
- (5) Guards' treasure is listed under Possessions and Cargo for this caravan.
- (6) 25% chance that these weapons are of +1 sharpness (non-magical). magical
- (7) See GM's Description for discussion of how to calculate judo abilities.
- (8) Darts are coated with a potent sleeping potion; if struck by one, character must make STM saving roll -3 or sleep 2D6 hours.
- (9) Can fire 5 shots every 2 melee rounds; has bow, balanced to +1 hit prob (non-magical).
- (10) Armor is from the tanned skin of a gryphon. Treat this armor as leather when measuring its effects on wearer's movement, etc., but as plate armor (AC10) in protective ability.
- (11) Can fire 5 shots every 2 melee rounds; has +3 balanced bow (non-magical).
- (12) Can fire 5 shots every 2 melee rounds; has +2 balanced bow (non-magical).
- (13) Can fire 2 shots per melee round; has +1 balanced bow (non-magical).
- (14) Bolo may be thrown once every two melee rounds. It may be used to tangle the legs of an opponent in lieu of doing damage (will take 1D3 rounds to get free from the bolo, no movement or dodge allowed while tangled, attacks at -3 while tangled).
- (15) Can fire 2 shots per melee round; has +2 balanced bow (non-magical).
- (16) Magical weapon with +3 sharpness.
- (17) Axe is double-bitted; if DroGann's first blow in a melee round misses, he gets a second chance to hit on the return swing. Battleaxe has three spells permanently embedded in it: Accuracy - adds +4 to base hit probability, Intensify Damage - adds 2D6 to normal damage, and Detect Invisible Presence.
- (18) Chain flail has one spell embedded in it: Influence Emotions (Fear) - If struck by weapon, any character must make DSC saving roll or will reveal or do anything to avoid being struck again (18 uses).
- (19) Armor is magically enchanted to +3 (permanent). The helm also contains a permanent Missile Repulsor spell that will turn aside up to 6 missile points (arrow 1, quarrel 2, spear 4) per melee round.
- (20) Armor is magically enchanted to +2 (20 uses, one per melee round).

HIGHWAYMEN ADVENTURES

CATEGORY C

TRAVELERS

Party C-1

THE ESCAPED PRISONERS

What the Players See:

Two kobolds on light horses gallop rapidly along the path. The horses are unsaddled and well-lathered. The riders carry no visible weapons or packs, and periodically look back over their shoulders at the road behind.

GM's Description:

The kobolds are escaped prisoners who have stolen horses to try and make good their getaway. They are desperate and frightened. They will not stop their headlong flight, even if attacked, unless their horses are wounded or hobbled. If the horses are somehow halted, the kobolds will run for cover or, if attacked in force, immediately surrender. If kobolds are in the thieves' party, the prisoners will explain their plight and would be receptive to joining the group.

Otherwise, they will look for an opportunity to escape (using their concealed weapons if possible).

Forty melee rounds (about 10 minutes) after the kobolds appear, a sheriff's posse of six humans on horseback will arrive. All but the sheriff and his burly young deputy are crudely armed, inexperienced fighters. The posse will stop and investigate if there are any obvious visual signs of the kobolds or the highwaymen (people in the roadway, bodies, dropped items). There is only a 30% chance that they will notice less obvious signs (like footprints, marks of a struggle, etc.) and stop. The posse will pursue any thieves seen (either kobold or player character), unless they are plainly outnumbered. If attacked by a superior force, there is a 60% chance that they will attempt to flee after one posse member has been killed.

Possessions and Cargo:

The kobolds have nothing but the

ragged clothes on their backs and a knife strapped to each leg. The posse members carry a few scattered coins in their purses (see below) and very little other gear. With the exception of the sheriff's riding horse, the other animals are of poor quality (worth only 30 GP each on the open market).

Party C-2

THE TRAVELING PLAYERS

What the Players See:

A human, astride a grey riding horse, holds a 3' long wooden pole in his right hand and carefully scans his surroundings. About 50 yards behind him are two open wagons, garishly painted and each driven by a team of four medium horses. A mixed group of 4 male humans, 2 female humans, and a single male elf sit in the wagons; some are garbed in brightly colored costumes.



GM's Description:

This is a traveling theatrical troupe, blessed with a fair sampling of the entertainment arts, and not above a bit of modest theft itself. The company includes an elven male and human female troubadour, 2 male acrobats (one of whom is riding as the forward lookout), a strongman, 2 puppeteers (who drive the wagons), and the leading player, who is also a marksman and trick shot artist. Most have excellent coordination and reflexes, which are reflected in bonuses to their hit probability or dodge.

If the outrider is attacked first, or sets off a trap, he will leap from his horse and somersault toward the nearest available cover (-5 to opponent's hit probability while maneuvering thus, acrobat must make REF saving roll to successfully accomplish this move.) The other members of the company (except the drivers) will prepare for battle, but will keep the wagons moving forward as long as possible. If combat continues, only the strongman and the acrobats will attempt to get close to their attackers. The bowman and the troubadours will use the wagons for cover (-3 to opponent's AP) and maintain steady missile fire. The puppeteers will not fight at all unless there is close combat aboard or near the wagons.

If the main party is attacked first, the thieves will have an additional melee round of uncontested fire due to surprise. Similar combat tactics are used, except that the lead rider will dismount and attempt to circle around close to the source of attack by both Moving Silently and Hiding in Shadows (must successfully make both ability rolls each melee round to avoid potential detection).

If the thieves send one or more player-characters down to the road to talk to this party (to obtain information, set up a diversion, demand a toll, etc.), there is a 75% chance that the troubadours will attempt to charm these characters. If successful, they will subdue and rob their victim(s), and leave them tied up by the roadside.

Possessions and Cargo:

The wagons are well-stocked with both theatrical paraphernalia and booty from previous thefts. In addition to a large number of wood planks (used to erect a small stage area), there are four storage places:

- 1) a costume trunk,
- 2) a strongbox,
- 3) a box filled with puppets, and

4) a supply chest.
The contents of each are:

- 1) The costume trunk contains some good quality cotton and silk outfits, some obvious paste jewelry, make-up, and some wooden helms and swords. There is also a feather boa of strangulation (if worn, make STM saving roll or death; if made, take 1D6 damage - armor does not absorb) and a bronze medallion that emits a greenish glow when worn (no significance, worth 10 GP).
- 2) The strongbox has a Level 1 lock on it. The box is trapped, in the form of a Level 6 poison applied to a pin on the hasp of the lid. Inside are an assortment of coins (440 GP in gold, silver, and copper pieces) and seven small pieces of jewelry (collectively worth 2D20 x 100 GP).
- 3) The box of puppets contains eight puppets, five of which are completely normal facsimiles of a constable, a king and queen, and a pair of wizards. The sixth is a jester, whose head can be removed to reveal an emerald worth 5000 GP. A small hand puppet of a maiden, when worn, has a spell permanently embedded in it - those who look upon it must make a MR saving roll or be Befuddled for 1D10 melee rounds (while Befuddled, no active movement possible, defend at 1/2 effectiveness if attacked). Finally, there is a 4' tall marionette, wearing chainmail and wielding a broadsword. He can be activated 5 times by saying the words "Serve me", to serve as a 1st level fighter for 10 melee rounds (takes 12 hits of damage before destroyed, no repair possible).
- 4) The supply trunk contains 3-5 days of food for the group, bedding, lanterns and rope. There are two large tarpaulins used to cover the wagons in bad weather. There is also a bow packed in a wooden case (it is for trick shooting; adds +5 to normal HP, but will never hit living flesh of any kind).

Party C-3

THE PILGRIMS

What the Players See:

A small crowd of men and women mill around a man in flowing scarlet robes. The procession is led by three priests garbed completely in black, with large hoods, gloves, and

carrying ornately carved ivory staves. (From close range, the players can see that the head of each staff is carved in the shape of a great hawk in flight). There are fifteen followers, some wearing plain red robes and others in rags. None of these followers carry visible weapons. The leader, whose hood is drawn back to reveal a young man with long blond hair, carries a mace slung from his belt. The front of his robe is emblazoned with a white hawk's head.

GM's Description:

The scarlet robed priestly mage, Alderon, and a large portion of his followers are on a pilgrimage to the high cliffs of Edgemere, the home of the giant hawks they worship. The cult believes that ordinary men can learn to fly by achieving spiritual unity with the hawk. On these periodic pilgrimages, the cultists meditate and observe the habits of the birds - they learn their song, their nesting pattern, their hunting methods. Inevitably, one or more of the followers declare their attainment of "oneness", and leap off the cliffs to soar - well, actually, plummet would be a more apropos description of what occurs. As a result of this heritage, the cult is not very popular with sane people, and those wearing the symbol of the white hawk are shunned by common society. The cult, unlike most sects, does endorse the virtues of single combat as a test of righteousness; they permit killing in self-defense. Emulating the claws and talons of the hawk, they use two principal types of weapons. The first, a mace with hooked steel spikes on the head, is used by several warrior followers in the pilgrimage. The second is a leather gauntlet with four small blades inset on the back of the hand. The effects of both weapons are described below.

If attacked, all energies of the group will be exerted on fanatically protecting Alderon's life. In the case of missile fire, for example, followers will use their bodies to shield their master. As long as Alderon lives, the group will not pursue thieves outside of immediate range. Alderon will use his spell-casting abilities in the following basic manner:

If attacked, Alderon will first cast a Circle of Safety around himself. He will then use his spell points Healing Serious Damage on those around him who have been wounded.

If approached by a member of the thieves party, he will cast a Detect Orientation spell. If the player is revealed to be hostile, Alderon will cast Magic Missiles at him and any other non-pilgrim seen.

If Alderon is killed, there is a 40% chance that the remainder of the party will frenzy, and charge the thieves at HP +2, fighting to the death; otherwise, all will try to flee. In any case, any thieves captured will be ceremonially murdered at the next dawn if not rescued.

Possessions and Cargo:

The three priests each have a small coffer strapped around their waist and concealed beneath their robes. Two of these coffers contain religious paraphernalia - incense, an altar cloth, four carefully wrapped white gold chalices, and several medallions. The chalices are worth 300-500 GP each, but they are very difficult to sell because of the unpopularity of the sect. The third coffer contains the sect's treasury - about 350 GP in gold, silver or copper coins. None of the coffers are locked or trapped.

Party C-4

THE BEGGARS

What the Players See:

Over a dozen males of assorted races - humans, kobolds, and orcs - trudge down the roadway in scattered groups. Most of these men are clad in dirty rags; at closer range, many appear to be covered with sores, bandaged, or carrying crutches. Several carry cloth sacks on their backs. At the front of the group are two half-orcs dressed in faded, dust-covered military uniforms, and carrying a large club and woodsman's axe, respectively.

GM's Description:

A bunch of beggars, just driven out of the nearest town. As the players' description implies, most are not truly ill or lame, but add these touches in the hopes of increasing their income. The two men in uniform are so-called "upright men", former militia men who believe society now owes them a living for their service. They are hostile, will openly demand money from strangers they encounter, and will threaten to use their weapons if turned down. They will fight if attacked, but will yield if seriously wounded. The others will all abjectly plead for mercy as soon as



the first weapon is pointed. They will try anything imaginable to save their ill-gotten gains. If the thieves actually use physical force on them, however, the beggars will yield their cash rather than forfeit their lives.

Possessions and Cargo:

Each beggar, of course, keeps his small stock of funds hidden somewhere in his meager belongings - perhaps in his sack, or in a hidden pocket in his shirt or cloak. Roll percentile dice for each captured beggar to determine the amount of money he has:

DIE ROLL	MONEY DICE
01-50	2D20 X 1CP
51-65	2D10 X 1SP
66-80	2D10 X 5SP
81-95	2D10 X 1GP
96-00	sum of all above rolls

Other than this money, the only items the beggars carry are of little value - battered plates and utensils, a threadbare blanket, or a few moldy crusts of bread.

Party C-5

THE ROYAL HERALD

What the Players See:

A procession of seven humans on horseback, moving at a brisk canter. They ride on beautiful white horses in three files - 2 riders, then 3, then 2. All wear chainmail armor, covered by a green sleeveless tunic

with a gold trumpet on the front. Six of the men carry spears or halberds that rest on the stirrup of their saddles. The man in the center of the party carries a long wooden staff with a small white banner tied to the end; he also wears a wreath of laurel branches around his forehead.

GM's Description:

The royal herald is journeying to a neighboring province, accompanied by his six veteran guardsmen. These men are haughty and proud; they believe themselves to be above most mortals, and indeed they do normally receive this sort of deference. As a result, the guards have only a 10% chance of sensing ambushes or outdoor traps. If any if the thieves party know heraldry, there is an 80% chance that they will recognize the trumpet symbol. If so, they will know that these men are not to be trifled with.

The herald is the central figure in the party; his wreath contains a potent Missile Repulsor spell (can turn aside up to 16 points of missiles per melee round; arrow = 1 point, quarrel = 2, spear = 4). His staff is a staff of Blasting (fires once every 2 melee rounds, does 6D10 damage to anyone or anything at the point that is attacked, 5D10 to anyone within 10' of that point, 4D10 to those within 20', and so on. The staff fires in a straight line and will automatically strike the first object in its path, including people). The staff has 80 charges, but may only be activated by a secret word command; in other words, few others will ever be able to use this staff.

If attacked from a distance, the herald will retaliate by firing 2 or 3 blasts in the general vicinity of the attack, and the group will ride off. (The GM should give the players a warning by having the herald fire somewhere in front of the party on his first shot, so that they have 2 melee rounds to try and run away.) The guards will enter the fighting only if the thieves attempt close combat. The guards can also be protected by the Missile Repulsor spell if they are positioned within 5 feet of the herald. The group will not surrender, no matter how badly the fight is going.

Possessions and Cargo:

The heralds and his guards carry no more than a few gold and silver pieces in their purses to cover miscellaneous expenses. This is because their uniforms are recognized almost everywhere in the kingdom, and they can usually obtain free meals and lodging while they travel. Consequently, if the thieves can successfully disguise themselves as this party, there are substantial monetary advantages that can be obtained. The herald does wear several fine pieces of jewelry: 2 matching gold bracelets (worth 600 GP each), an emerald ring (worth 400 GP), and a gold signet ring engraved with the insignia of the reigning Duke (worth 2100 GP, but highly notorious within the region). If the thieves attempt to disguise themselves as this party, add 20% to their success chances if the signet ring is worn.

Party C-6

JAROK

What the Players See:

(Note - Before describing the scene, the GM must make an ambush sensing roll (65% chance) for Jarok. If the thieves' presence has been sensed, they will not see Jarok unless he fails to Hide in Cover while approaching them - see below. If Jarok does not sense the thieves in the area, the players will see:)

A massive, sandy-haired human walks alone down the road. A heavy, brassbound club rests on his left shoulder, and a large sack is slung over his right. He wears a kilt made from a wolfskin and a mountain lion cape (with the head still attached as a helm). A long knife and short length of chain protrude from a shoulder belt. From close range, a long facial scar is visible across his forehead and cheek.

GM's Description:

Jarok, an 8th level Fighter, is an orphan who was raised in the wilderness by bears. He is truly a behemoth of a man, 6'9" tall and weighing almost 300 lbs. While his tremendous strength will be no surprise to the players, his incredible agility may come as quite a shock. Despite his awesome physical abilities, Jarok is childlike, simple-minded, and good-natured (until angered). His actions are often taken out of curiosity but misread as evil intent. If Jarok has sensed the thieves in ambush, he will attempt to locate them by Moving Silently (80% chance) while Hiding in Shadows (70% chance). If successful, he will suddenly appear in their midst, giving them a booming greeting of "Whatcha doin'?" As the thieves respond, so will Jarok. If they react defensively, he will be on his guard. If they try to surround him or reach for weapons, he will attack first, using his massive club as either a close range or missile weapon. If the thieves immediately attack Jarok, he will become berserk and revert to animal fighting techniques, using bare hands to batter or "bear hug" his foes. If, however, the thieves respond in a friendly manner (which in Jarok's case means abundant amounts of food, drink and women), Jarok will share their company for as long as they like. He has no moral objections to thievery or murder, and is incredibly loyal to those he likes. If Jarok is enjoying your hospitality, he will fight on your side against guards, other travelers, or the authorities.

Possessions and Cargo:

Jarok lives by hunting his food, and his simple intellect does not comprehend the true value of coins and gems. Consequently, his possessions are limited to his weapons and a few simple tools. His club is an enchanted weapon with a permanent damage bonus (2D10); the club cannot be wielded by anyone with a STR rating less than 19. His belt knife has been honed to a +2 sharpness (non-magical). In his sack, he carries a few small items (a hatchet, a whetstone, some salt for preparing meats, and a canvas tarp for protection in bad weather). These goods are all well-worn, and could not command normal market value if sold to others.

Party C-7

THE ANIMAL TRAINER

What the Players See:

Eight mules pull two covered freight wagons. Two men sit in the driver's seat of each wagon, and a fifth human rides about 50 yards behind the group on a roan riding horse. The men all wear leather breeches and jerkins; the horseman carries a long whip coiled around one hand, while the others have no visible weapons except belt knives. Occasionally, loud and guttural growls rise from within the first wagon.

(Note: The GM must roll a D100 before describing a last detail - on a 01-60, four wolves are visible, walking unleashed but wearing studded collars, a short distance from the horseman. On a 61-80, three wolves are visible; 81-95, two wolves; 96-00, no wolves. See below for details on the unseen wolves.)

GM's Description:

Panjan, the animal trainer, and his four assistants are transporting a black leopard ordered by Erinye, the witch woman. The four men are all intermediate level characters, skilled in the use of weapons that subdue rather than kill (bolos, darts coated with tranquilizing drugs, nets). A supply of these weapons is available inside the first wagon. To these skills, Panjan adds expertise in the use of a 25 foot long whip and an ability to soothe enraged beasts through the spoken word. (This acts like a bardic charm, base chance of success 60%.)

Panjan is also accompanied by four fully-trained wolves that will respond (95% of the time) to his voice commands. The wolves are free to hunt for food while traveling and frequently one or more are searching for available game off the road. There is a 40% chance that any hunting wolf will encounter and attack the thieves, even if the thieves have not attacked the travelers or are successfully concealed (since wolves find prey by smell rather than sight).

If the party is attacked, they will respond in kind. The wagons will be halted, and the drivers will move into the first wagon to pick up weapons. Panjan will order his wolves to attack, and follow them on horseback. His horse is well-trained, so that he may use his

whip while riding at no minus to hit probability. The party will try to subdue the thieves, and will sell any captives taken into slavery.

Possessions and Cargo:

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

The principal cargo, of course, is the leopard, who is in a 10' x 10' cage with a Level 2 lock. The leopard is not tamed; if released, it will attempt to immediately escape, attacking anything that tries to restrain it. Delivered to Erinyue, the animal is worth 3,500 GP; if it escapes, however, there is a 20% chance that Erinyue will be able (through use of second sight) to seek revenge on those responsible for its release.

Party C-8

THE
HOUSEHOLD
OF
LADY FEANORI

What the Players See:

Four heavy horses pull a covered wagon. Two male elves, on light horses and carrying bows and short swords, ride in front of the wagon, one on each flank. A male and female elf ride in the wagon; the reins are in the young woman's hands. All members of the party are well dressed; the men wear leather armor as well.

GM's Description:

The Lady Feanori, a 5th Level mage, is moving east to live with relatives. Her father is an 18th Level mage of great renown among the elven kindred. (Add 20% to the base chances of recognizing the party if elves are present in the thieves' band. If the family crest is recognized, the thieves will also know that there are several men living out the remainder of their lives as toads for even having had thoughts of harming Feanori.)

The three males accompanying Feanori are trusted kinsmen, intensely loyal to this family. They never need to check morale and will

not surrender if attacked. They are good woodsmen and have a 30% chance of detecting traps or ambushes. They will always stay near the wagon to defend the Lady and will not pursue the thieves if the latter should give up the attack. They will use their bows unless engaged in close combat; each carries a quiver of 40 arrows.

Lady Feanori knows a number of spells and will defend herself readily if attacked.

If attacked by missile fire only, she will cast one or two Sleep spells in the direction of that fire.

If the thieves begin to close in on the wagon, she will cast a Clumsiness spell on the nearest foe, and then cast a Charm Humanoid at him. If the foe successfully resists the charm, Feanori will hurl a Hot Shot at the thieves each melee round until she exhausts her spell points.

If the party is approached by one of the thieves, she will cast a Detect Alignment and, if successful, will try to Charm Humanoid.

Feanori has one other important spell-casting ability, Charm Small Animals. There is a 40% chance that the movements of the thieves have been observed by woodland creatures under Feanori's control. If so, she will be expecting an attack along the road but will not know the exact location.

Possessions and Cargo:

The wagon carries all of Feanori's personal belongings, as well as a number of enchanted items. Included are:

(1) Three large chests filled with clothing. In addition to a variety of daily wear (worth 200 GP total, weighing 25 lbs.), there are four dress gowns (each worth 400 GP and weighing 4 lbs.), a velvet cloak (150 GP, 7 lbs.), a woolen hooded cloak (10 GP, 7 lbs., but containing a Haste spell which triples normal movement rate for 50 melee rounds, 12 uses), a flowing blue satin robe (60 GP, 5 lbs.), and an assortment of shoes and sandals (80 GP, 10 lbs.).

(2) Several large furniture items: a dressing table with a triple mirror (500 GP, 60 lbs.), four carved wooden chairs (300 GP each and 15 lbs.), and a large four-drawer cabinet (600 GP, 150 lbs.). Each drawer of the cabinet has a keyhole; there is also a keyhole centered on the top of the cabinet. A set of five keys is in Feanori's belt pouch. Each drawer

of the cabinet has a different set of traps. Traps will not be activated until a key or picklock has been inserted, so that trap sensing may not detect the presence of these protections. The traps will be set off, if the drawer key and the cabinet-top key are not turned simultaneously. Traps and contents are:

Drawer 1 - Poison gas (1D8 damage to stamina, STM saving roll for 1/2 damage). Contents are 15 sheets of parchment (all are partially enchanted for spell embedding - roll percentile dice to determine % success), three quill pens, two bottles of ink, and a packet of personal letters.

Drawer 2 - Cold Blast (does 3D10 hits to person opening drawers, 1D10 to anyone within 20 feet of the blast area. MR saving roll for 1/2 damage). Contents are 36 full potion bottles (roll on chart below for spells included).

Drawer 3 - Releases sharp blades that move horizontally from each side of the cabinet, (HAC0 on -3, do 1D6 damage each. REF saving roll for 1/2 damage). Contents - two scroll racks with 10 scrolls containing spells known by Feanori (roll on chart below for spells).

Drawer 4 - Mists of Sleep (make STM saving roll or sleep 2-12 hours, no other damage). Contents - several small curios, including a small wooden model of a sailing ship (no significance or value), and a piece of driftwood. The driftwood is actually a jewelry box, disguised through an Illusion of Sight. If picked up, the box will be revealed in its true form. It contains a necklace of 20 pearls (worth 8000 GP), a gold ring embossed with the shape of an eagle's head (worth 1000 GP, but has high notoriety in the elven community), an emerald bracelet (7 stones, worth 560 GP), a very large pink pearl on a pendant (worth 1760 GP), and an assortment of other rings, earrings, and bracelets, worth 1000 GP total).

(3) The party carries one week of food supplies (30 GP, 10 lbs.), and a full array of bronze pots and pans (140 GP, 40 lbs.).

NOTE: The spells that Lady Feanori may use or have embedded in artifacts are indicated below. She has 38 spell points to spend on spell casting per day.

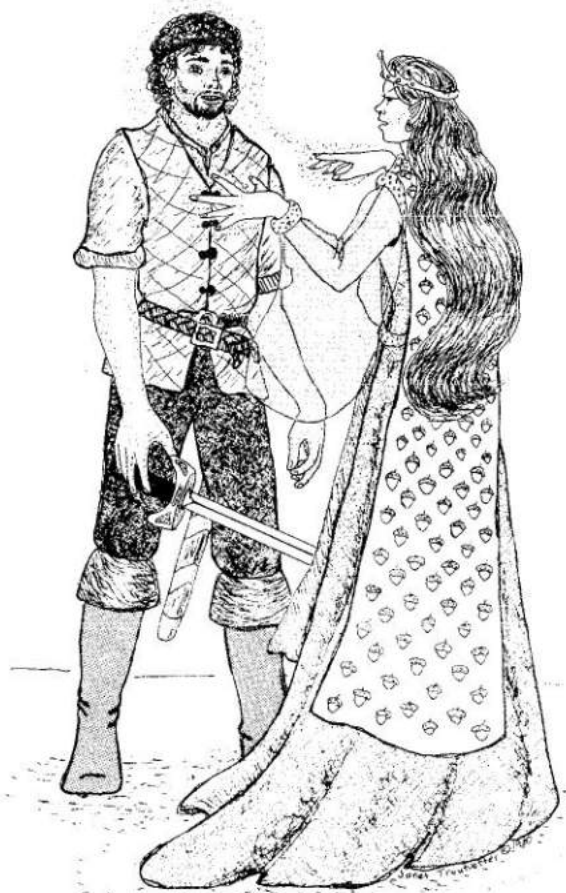
SPELL CHART

(If used for item generation, roll D10).

1. Shield (9 spell points).
Adds +3 to normal armor class of target. Lasts 10 melee rounds.
2. Hot Shot (4 spell points).
Does 106 points of damage to the target.
3. Sleep (8 spell points).
Will put up to 150 hit points of characters to sleep for 2-24 hours (2D12). Spell is cast as a 15 degree cone and has a maximum range of 100 feet (MR saving roll = no effect). Affects victims from the weakest first, up to the strongest (in terms of HTK).
4. Read Magic (2 spell points).
May read any magical language.
5. Detect Magic (1 spell point).
May determine whether an item has been enchanted.
6. Charm Humanoid (8 spell points).
If successful, victim will treat caster as his closest and most trusted friend. He will not place his own life at risk while charmed (DSC saving roll = no effect). Lasts for 24 hours.
7. Charm Small Animals (5 spell points).
Same as Charm Humanoid, but works on woodland creatures, vermin, etc. (DSC for small animal = 12).
8. Limited Invisibility (8 spell points).
Caster becomes invisible to the normal eye as long as she does not move.
9. Clumsiness (4 spell points).
If successful, target receives -5 to hit probability for 10 melee rounds (MR saving roll = no effect). If consumed as a potion, affects the consumer in this fashion.
10. Fly (8 spell points).
Caster may fly at the speed of a pixie for 20 melee rounds (MR saving roll must be missed, or spell does not take effect).

SPECIAL TRAVELER INFORMATION

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
C-1	Sheriff	3	60	L	
C-2	Thespian	3	10	LD	2 Open Wagons
	Minstrel 2	4	50	LD	8 Medium Horses
	Strongman	2	60	LD	
C-3	Alderon	3	60	L	
C-4	NONE				
C-5	Herald	2	100	LD	
	Guards 1,5	3	80	LD	
	Guards 2-4,6	5	80	LD	
C-6	NONE				
C-7	Panjan	4	80	L	2 Closed Wagons 8 War Horses
C-8	Feanori	1	90	LD	1 Closed Wagon
	Guards 1-3	4	30	LD	4 Medium Horses



CHARACTER DESCRIPTIONS FOR TRAVELERS AND GUARDS

NAME	CHARACTER	CLASS	GP	ST	CO	RF	SM	IQ	MR	WEAPON	HAC0	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
C1. The Escaped Prisoners																
Prisoner 1	INT KO THF		7	9	11	12	7	13	DGR	11		1D4		NON 1	15	LTHOR
Prisoner 2	INT KO THF		14	13	10	5	9	11	DGR	9		1D4		NON 0	13	LTHOR
Sheriff	INT HU FTR	20	8	10	8	10	8	6	BDSWD	10		1D10		L/S 5	17	LTHOR
Deputy	GR HU FTR	1D8	15	13	12	16	7	16	SPEAR	6/9		1D10		CLO 2	20	LTHOR
Posse 1-4	GR HU NON	1D6	11	7	10	9	9	12	CLUB	12		1D6		NON 0	12	LTHOR
C2. The Players																
Acrobat 1	INT HU THF	80	10	19	18	8	12	9	QTRST	6		1D4	(1)	CLO 5	14	LTHOR
	(2)								BOLDe	-1/4/9		1D8	(3)			
Acrobat 2	INT EL THF	110	10	17	14	9	8	11	QTRSTe	5		1D4		CLO 3	18	WAGON
									BOLDe	2/7/12		1D8				
Thespian (4)	VET HU ARC	25	12	17	13	13	13	9	L BOW	-1/3/6		1D6		LTH 5	21	WAGON
Strongman	INT HU FTR		18	7	8	12	6	12	1BBAXe	6		3D6		LTH 5	34	WAGON
									FISTS	5		2D6				
Minstrel 1 (5)	INT EL TRB	40	10	13	17	10	14	16	L BOWe	0/4/7		1D6		LTH 6	20	WAGON
Minstrel 2 (5)	INT HU TRB	65	8	14	14	10	16	16	S BOWe	0/4/8		1D6	(6)	LTH 5	24	WAGON
Puppeteer 1	INT HU NON	15	13	17	15	13	9	4	THRKN	3/7/12		1D4		CLO 3	23	WAGON
Puppeteer 2	INT HU NON	15	9	13	15	11	13	16	DGR	11		1D4		CLO 3	18	WAGON
C3. The Pilgrimage																
Alderson (7)	INT HU PRM		11	12	4	10	12	8	SPELLS					CLO 1	19	NONE
Followers 1-2	INT HU FTR		12	13	12	10	7	15	MACEe	4		3D4	(8)	CLO 3	24	NONE
Followers 3-4	INT HU FTR		10	8	13	11	9	6	MACE	7		3D4	(8)	CLO 3	20	NONE
Priest 1	GR HU PRI		8	9	8	14	12	5	GLOVE	9		1D2	(9)	CLO 2	16	NONE
Priest 2	GR HU PRI		8	6	13	12	10	10	GLOVE	10		1D2	(9)	CLO 2	17	NONE
Priest 3	GR GO PRI		15	11	7	11	7	11	GLOVE	9		1D2	(9)	CLO 2	20	NONE
C4. The Beggars																
Upright Man 1	GR /O FTR		16	7	13	12	8	10	CLUB	8		2D5		CLO 2	16	NONE
Upright Man 2	GR /O FTR		9	9	13	11	10	12	WDSAX	10		1D8		CLO 2	18	NONE
Scum 1-13	GR MX NON		9	8	8	9	9	8	KVETCH					NON 0	15	NONE
C5. The Royal Herald																
Herald	EL HU SCH	20	10	14	15	8	19	9	STAFF				(10)	CLO 3	22	CHRCR
Guards 1-2	VET HU FTR	3	13	12	13	12	11	16	HLBRDe	2/5		2D8	(11)	CHN 6	28	CHRCR
Guards 3-6	VET /E FTR	5	11	10	9	12	9	13	SPEARe	2/4		1D10	(12)	CHN 6	23	CHRCR
C6. The Mountain Man																
Jarak	VET HU FTR	(1	25	17	20	17	4	11	CLUB	-2		6D8	(13)	ANH 8	52	NONE
									FISTS	1		2D8				
									HUG	5		2D12				
C7. The Animal Trainers																
Panjan	VET HU FTR	80	10	12	15	9	10	10	WHIPe	0/5		1D12	(14)	LTH 6	20	LTHOR
									RAPR	2		1D10				
Asst Trainers 1-2	INT HU FTR	10	14	10	13	10	10	13	BOLDe	1/5/9		1D8	(15)	LTH 5	27	NONE
									NET	9			TANGLE			
Asst Trainers 3-4	INT OR FTR	20	11	15	11	17	11	15	DART	2/5/9		1D5	(16)	LTH 4	20	WAGON
									BOWKN	6		1D8				
Wolves 1-2	LG WOLF		12	10	19	12	5	14	BITE	4		1D6	(17)	ANH 7	55	
Wolves 3-4	SM WOLF		10	14	17	13	5	9	BITE	6		1D6	(17)	ANH 6	40	
C8. The Lady in Transit																
Feenor 1	INT FL MAG	20	6	9	11	17	17	11	SPELLS					CLO 2	24	WAGON
	(18)								DGR	11		1D3				
Guard 1	EL EL ARC	75	11	16	11	10	13	14	L BOW	-3/2/5		1D6	(19)	LTH 6	25	LTHOR
									SHSWDe	3		1D6				
Guard 2	EL EL ARC	75	11	14	9	7	10	12	L BOW	-3/2/5		1D6	(19)	LTH 6	23	LTHOR
									SHSWDe	3		1D6				
Guard 3	EL EL FTR	75	12	9	7	13	12	8	BDSWDe	2		2D6		LTH 5	29	WAGON
									L BOWe	-2/3/6		1D6				

NOTES FOR CHARACTER DESCRIPTIONS

- (1) Quarterstaves can be used solely for defensive purposes. If so used, add +2 to character's effective armor class (+4 if expert).
- (2) This thief, who rides point for the group, has a 45% chance of Moving Silently and a 50% chance of Hiding in Shadows.
- (3) Boles may also be used to tangle the legs of a foe (60% chance, use of option must be declared by player before combat die roll is made).
- (4) Thespian carries 3 vials of a brownish fluid in a belt pouch (healing potion, cures 2D6 hits per vial if swallowed).
- (5) Troubadours both carry mandolins in wooden cases. The male elf has a 75% chance of charming others, and a 50% chance of lore knowledge. The human female has a 60% chance of both charm and lore success.
- (6) Troubadour 2 carries 2 vials of greenish, foul-smelling fluid in her vest pocket (contain level 10 poison, each vial good for 8 applications on an arrowhead or weapon point).
- (7) Alderon has 30 spell points to use per day. His spells cost and do the following things: Circle of Safety (4 pts) - For 4 melee rounds, protects the caster from any non-magical attack provided he commits no offensive act himself; Detect Intentions (1 pt) - Makes caster aware of basic intentions of others (hostile, neutral, or friendly); Magic Missile (7 pts) - May hurl two magical projectiles that act as +4 heavy crossbow bolts (hit on -17/47, 1D8 damage); Heal Serious Damage (10 pts) - Can heal 2D6 of sustained damage.
- (8) If weapon scores a critical hit, victim will lose 1 pt of stamina per melee round in blood loss, in addition to normal damage sustained.
- (9) Each gauntlet receives four attacks (1 per blade) each melee round. There is a 20% chance that each priest possesses 10 applications of Level 6 poison to smear on the gauntlet blades.
- (10) Accuracy and damage potential of the Staff of Blasting are discussed in the GM's description of this caravan.
- (11) 10% chance that the weapon is of +2 sharpness; if not, 20% chance of +1 sharpness (non-magical).
- (12) 40% chance of a weapon of +1 sharpness (non-magical).
- (13) Club receives 2D8 damage bonus (magical).
- (14) First value listed under HAC0 represents accuracy when opponent is 5-20' feet away from the character; second value refers to striking ability when engaged in close combat.
- (15) Fires once every two melee rounds. May be used to tangle the legs of a foe.
- (16) Fires three times every two melee rounds; are coated with a tranquilizing potion as described in the GM's description.
- (17) Receive three attacks per melee round.
- (18) List of spells available to Fearori (and their costs) is provided in the GM's description of this group.
- (19) Fire five shots every two melee rounds.

HIGHWAYMEN ADVENTURES

CATEGORY D

WARRIORS

Party D-1

THE COMPANY OF FANAGAR THE RECKLESS

What the Players See:

An elf on a grey horse rides slowly, glancing from side to side. About 50 yards behind him walk 12 humans. They are moving in disorganized clumps rather than a tight marching order. All are reasonably well-armored and two carry large backpacks. As they draw nearer, the players can hear fragments of arguments among the men, and can see that their faces and clothes are sweat-soaked.

GM's Description:

Fanagar, a 6th level human Centurion, has just suffered a disastrous defeat while attempting to besiege a nearby castle. He is leading the remnants of his company to the ruins of a temple some distance away, in an effort to regain some prestige (and hopefully, some replacement recruits). Morale, however, is very low, particularly among the lower level fighters. If an attack is made, and things appear to be going badly, these 8 men must make a DSC saving throw (2D12 less than 12) whenever they are wounded, or they will panic and attempt to flee. The GM should note the following special characteristics about the company:

- 1) Fanagar has a Shield spell that adds +5 to his armor class. He will activate this spell (unless confused or unconscious) in the melee round after being attacked, giving him an EAC of 13.
- 2) The elf, Arrek the Homeless, is intensely loyal to Fanagar, who once saved his life. He has a 40% chance of sensing an ambush. If the company is attacked in wooded terrain Arrek will attempt to move off the road into the woods. There he will activate his cloak of stealth, which enables him to hide (80% chance) and gives him a +5 dodge against attacks. He may attack while wearing the cloak without revealing his position.

Possessions:

(carried in the backpacks, and in Arrek's saddlebags)
General- 800 GP in coins and gems, 60

days worth of iron rations, a pavilion, torches and lanterns, mountaineering equipment (strong rope, spikes, mallets, etc.).

Great treasures - see 2) below.

Magical treasures - 1) A never empty water canteen.

2) Small box, containing a pouch of modelling clay, 2 sculpting tools, miniature replicas of several pieces of furniture, and two ornately carved bowls. If a clay item is removed from box, it will transform itself back into the original. To make a new replica, a character must have a coordination of 16 or more, and must make a CO saving throw on 3D12, or item cannot be duplicated. Worth of items in box (if removed): 3 chairs - 1800 GP, 1 dresser 1500 GP, 1 table - 750 GP, 2 bowls - 4500 GP.

Party D-2

THE COMPANY OF KULLODEN

What the Players See:

A train of 20 horsemen, riding in pairs on medium warhorses (with barding), and led by a captain. Each man's helm and saddle are embossed with a red eagle displayed against a black background. The men are heavily armored and carry a variety of close and long-range weapons.

GM's Description:

Kulloden, the Centurion, is in the early stages of his career, but, as a result of his noble upbringing, has already learned the value of making a good appearance. His men are well-drilled and well-disciplined, because their leader has been able to obtain relatively easy and lucrative employment. The notoriety and respect his company has in the area greatly exceeds the actual fighting competence of this group. As a result, it will be very difficult to sell or fence goods with Kulloden's insignia in the immediate area, but very easy elsewhere. Because morale is high, demoralization is not a problem; however, Kulloden is by nature very cautious, and is likely to withdraw his troops if it appears

necessary. Tactically, his lancers will remain on their mounts and charge in a line whenever possible. If ambushed, a few will remain mounted and try to rally and control the horses (who represent a significant investment), while the others (especially the bowmen) seek out a safe defensive position.

Possessions:

Large brass-bound chest (Level 2 lock, no trap) holds the communal wealth - 1750 GP in gems. Each fighter carries a matched, embossed beer stein (worth 125 GP each, but have high local notoriety). General stores contain a good medicine kit with bandages, surgeon's knives and various natural (plant) antidotes to common poisons (but no healing potions). They are carrying three good tents that sleep six each. Two pack mules carry food supplies, a bundle of good kindling wood, a supply of oil lanterns and other miscellany.

Party D-3

GRULAK'S BAND

What the Players See:

A mixed group of Uruk-Hai and orcs, on foot, are making their way cautiously up the road. There appear to be sixteen in the total party (four Uruks, twelve Orcs). About half are armed with battleaxes and the rest with short bows.

GM's Description:

This is a fairly typical band of orcs. The group as a whole is on the lookout for somebody small and weak to beat up. The GM should note that the players' small band of highwaymen might be the answer to an orc's prayers! If ambushed, all the orcs will fight on (although unhappily) until all the Uruk-Hai have been killed, whereupon they will either flee in abject fear or surrender. If the thieves do not attack but also do not retreat away from the road, there is a 30% chance that their presence will be detected by the orcs. If discovered, there is an 80% chance that the orcs will attack the thieves. Tactically, the Uruk-Hai let their smaller brethren do the bulk of the actual fighting. When initially attacked, the Uruk-Hai

will tend to hold their positions and respond defensively; however, if they believe that they have the superior force, they will drive the orcs forward in reckless pursuit of the foe.

Possessions:

(carried in various backpacks, sacks, etc. - there is no centralized location for the group's goods)

General - Strongbox (Level 1 lock) contains a few silver and copper coins (15 GP worth). Few days rations of dried vegetables and salted meats. Fire kit. One orc with first-aid knowledge carries some slightly-soiled strips of cloth (for bandages), and a flask of harsh-tasting liquor (must make STM saving throw to swallow, will heal 1D6 of damage if swallowed, 23 drinks left). One Uruk carries two shrunken elfen heads and some defaced personal items of the couple who had formerly been attached to the heads.

Party D-4

THE MILITIA ON MANUEVERS

What the Players See:

A human in a uniform, colored sort of greyish-brown, is leading a ragged formation of sixteen men and youths, similarly dressed. The party makes a substantial amount of noise as it moves along, between the clatter of loosely-carried weapons and the frequent curses of their leader. All appear to be armed with spears and handaxes.

GM's Description:

A local squad of militia, in the first stages of their training. All but the sergeant are completely untrained in weapons use, so that their basic hit probabilities, as indicated below, are below normal. Each recruit has a 50% chance of becoming demoralized if wounded, whereupon he will stop fighting and try to run away. This chance remains regardless of how well the overall battle is going. The GM should remember that the recruits know next to nothing about fighting, and are likely to do any number of stupid things while in combat. The sergeant will undoubtedly try to keep the men organized if they are attacked, but will have little chance of success (25% probability that any order he gives will be followed).

SPECIAL WARRIOR INFORMATION

PARTY #	RANSOMABLE CHARACTERS	RANSOM LEVEL	% CHANCE OF RANSOM	PLACE OF RESIDENCE	MEANS OF CARGO TRANSPORT USED
D-1	Fanagar	2	30	LD	
	Arrek	2	10	LD	
	Fighters 1-3	4	30	LD	
D-2	Kelloden	2	80	L	
	Fighters 6,9,15	4	50	L	
D-3	NONE				
D-4	Garrett	5	40	L	

Possessions:

Each recruit carries one day's rations, a canteen, weapons and the clothes on their back. Their boots are strong workboots (worth 15 GP each), the uniforms are a scratchy, uncomfortable wool (5 GP each). The sergeant, Garrett, also carries a map of the surrounding area, a standard first-aid kit, and a good belt knife and whetstone. Garrett is good and a

qualified teacher of both spear and handaxe, and if taken alive may teach player-characters these skills in exchange for his release. There is a small chance (20%) that the local guard may be willing to pay a ransom for his return, but there is an equal chance that the militia will be called out in force to find the captors if such a demand is made.



CHARACTER DESCRIPTIONS FOR WARRIORS

NAME	CHARACTER	CLASS	GP	ST	CO	RE	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
D1. Fanagar the Reckless																
Fanagar		VET HU CEN	250	15	11	9	9	12	15	1BBAXe	2	2D6	(1)	SCA 8	32	NONE
										CPBOW	-2/3/7	1D6		(2)		
Arrek		VET EL THF	800	7	17	16	15	10	10	SLING	1/6/11	1D4	(3)	LTH 7	27	LTHOR
										RAPRe	4	1D12				
Fighters 1-2		VET HU FTR	100	11	10	6	15	9	11	HFSWDe	3	3D8		CHN 7	30	NONE
Fighter 3		VET HU FTR	100	9	14	12	14	11	7	L BOWe	-1/4/9	1D6		LTH 5	33	NONE
Fighters 4-8		INT HU FTR	20	10	17	10	13	9	8	BDSWD	4	1D10		L/S 5	21	NONE
Fighters 9-11		INT HU FTR	15	15	8	10	11	11	5	SPEAR	4-7	2D6		LTH 4	21	NONE
D2. Kulloden the Cautious																
Kulloden		INT HU CEN	150	15	11	9	11	10	14	GRSWDe	2	5D6	(4)	SCA 8	26	WRHOR
Fighters 1-8		INT HU FTR	40	14	8	9	12	12	9	LANCEe	2-6	2D8		SCA 8	21	WRHOR
										BDSWD	6	1D10	(5)			
Fighters 9-16		GR HU FTR	20	12	9	12	10	10	15	BDSWD	8	1D10		L/S 5	14	WRHOR
Fighters 17-20		GR HU FTR	20	8	10	8	12	8	14	LXBOW	4/8/13	1D8	(6)	NON 0	17	WRHOR
D2. Grulak's Band																
Grulak (7)		VET UH FTR	75	15	11	9	14	11	11	1BBAXe	2	1D12	(8)	CHN 6	44	NONE
										L BOW	-1/4/7	1D6				
Fighters 1-3		VET UH FTR	50	10	14	6	12	8	14	1BBAX	4	1D10		CHN 6	28	NONE
		(9)								L BOWe	-3/2/5	1D6	(10)			
Fighters 4-9		INT OR FTR	5	11	7	12	12	7	9	1BBAX	6	1D10		LTH 4	22	NONE
Fighters 10-15		INT OR FTR	3	10	10	8	10	8	15	S BOW	3/8/12	1D6		CLO 2	18	NONE
										DGR	9	1D4				
D4. The Militia on Maneuvers																
Garrett		INT RO FTR	15	14	15	12	14	13	8	SPEARe	1-4	1D10		LTH 4	27	NONE
Recruits 1-16		GR HU FTR		12	10	10	10	8	10	SPEAR	10-13	1D8		CLO 2	15	NONE
										SM AX	13	1D4				

- 1) Battleaxe adds +1 to normal hit probability due to sharpness of blade (non-magical).
- 2) Fanagar has a +5 Shield spell embedded in his armor; when in use, his effective armor class will be 13.
- 3) Arrek carries a never-empty pouch of sling stones.
- 4) 50% chance that weapon is of +1 sharpness (if so, there is a 25% chance that it is also enchanted).
- 5) 30% chance that weapon is of +1 sharpness (if so, there is a 10% chance that it is also enchanted).
- 6) Fires once every two melee rounds.
- 7) Grulak wears a twisted piece of bronze around his neck (no value or significance) and carries a small pouch of gems (worth 150 GP).
- 8) 15% chance of a 1D6 damage bonus (magical) embedded in battleaxe.
- 9) Fighter #2 wears a jade ring (worth 100 GP) that also contains a permanent spell of protection from fire damage.
- 10) All three bowmen have a 15% chance of having 1D8 arrows balanced to +1 accuracy (non-magical).

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

A. HELIGOR'S

In the great trade city of Haven, just south of the Plaza of Troubadors, there exists a byway known as the Street of Silk Veils, where the women are fair (and so are their prices). Though the street lies at the mouth of the Labyrinth, that teeming den of thieves where no sensible businessman would walk unguarded after dark, the traffic flows along Silk Veils in a steady stream from noon to the midnight watch (and frequently beyond), and includes both peasant and princeling, the warrior just returned from distant battles, and the local merchant thankful for a peaceful afternoon of dalliance, far from the attentions of a shrewish wife.

Yes, the lovely ladies of the Street of Silk Veils are a treasure to many. But, as is often the case, these flesh-and-blood jewels yearn to have their beauty augmented by emeralds, rubies, silks, and pearls. Many lovers are eager to indulge the whims and caprices of their paramours, and frequently bring a gift when they come to call. Heligor, an elderly human merchant, has a shop strategically located not far from the northern end of Silk Veils, designed to cater to this trade. He sells a variety of jewelry items - necklaces, bracelets, rings, and the like - and keeps a fairly large stock of goods in his shop. Although he has lived and worked in the same simple two-story wood structure for over 25 years, there are abundant rumors that he hoards a vast treasure somewhere on the premises.

The objective of this scenario is to commit a successful burglary of Heligor's jewelry shop, in a manner that avoids detection and provides maximum profit to the player characters. It is designed for a party of 2 to 5 thieves of beginning or intermediate level. In preparation for the burglary, the thieves will need to observe the habits of Heligor, his family, and

staff, as well as the life styles of the other denizens of the Street (to obtain information in this manner, thieves may want to utilize the Disguise Rules outlined in Section I, Chapter 2, of this book).

On the next few pages, a GamesMaster will find charts, descriptions, and suggestions for construction of a thieving adventure in an area where the law is not as strongly or fastidiously observed as it might be in others. These aids allow a great latitude in the planning of such a playing session, and it is not expected that any two GMs will run the scenario in precisely the same way. If the players read these sections, it will greatly diminish the enjoyment they will be able to reap, since they will lose out on the entertainment of figuring out everything for themselves.

LIFE ALONG THE STREET OF SILK VEILS

There are two distinct pricing alternatives for those seeking adventure on the Street of Silk Veils (so-called because of the custom that a woman seeking to earn a little extra income in an easy and pleasant manner usually dons silk veils to advertise that fact - woe betide the man who propositions a bare-faced woman). Men of means can go to any of 6 large bordellos located towards the northern end of the Street, one of which, the Blue Lantern, stands 2 doors south of Heligor's. These 6 larger establishments try to maintain regular patronage by offering security and comfort, as well as pleasure - they provide meals for their patrons, a well-lit and decently furnished common room for drinks and conversation, and strictly enforce prohibitions on pickpocketing by their girls. These perfumed palaces normally open about an hour before dusk, since the heaviest traffic arrives between 6 and 10 in the evening, and a reasonable fraction of the men stay as late as 2 to 4 in the morning.

For those with but a few silvers to spend, there are a plentitude of independent young businesswomen and happy amateurs. Their quarters usually consist of a straw mattress and a candle in one of the many rooming houses near the southern end of the Street, and in these surroundings, a man must often keep a wary eye on his sword, and a hand on his purse (a position hardly conducive to the pleasure one was seeking). Because of the greater risk, most of the trade with the streetwalkers takes place between noon and dusk.

The Street is patrolled erratically, if at all, by the local constabulary. As is the case with most of the byways bordering the Labyrinth, regular patrols seldom pass through the area. However, more than a few members of the various companies of the city guard have a lover or mistress on Silk Veils, and they will occasionally stop by to check things out when they have an opportunity.

The tables on the following page indicate the percentage chances that the thieves will encounter non-player characters while they are on the Street of Silk Veils, and provide a guide to an NPC's probable reaction to people they encounter in the course of play. Reaction dice results in particular should be adjusted by the GM if the thief player-characters are acting in a sage, or indiscreet, manner.





RANDOM ENCOUNTERS ON THE STREET OF SILK VEILS

POPULATION

(C = presence of a companion of the opposite sex.)

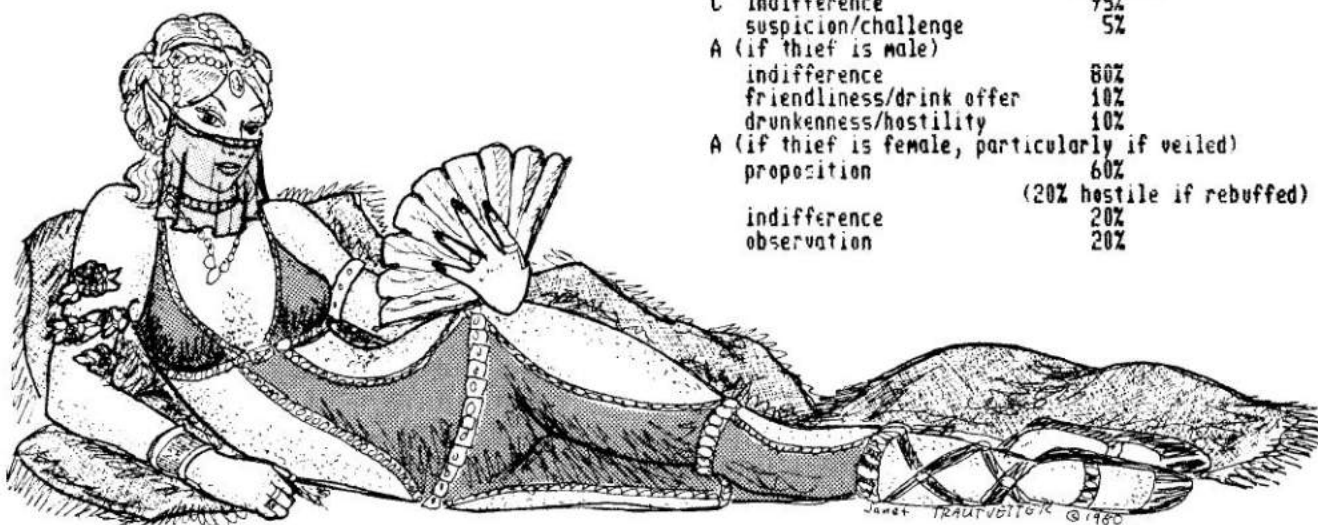
Hours	Streetwalkers	House Girls	Customers
4am - 12noon	0% C 10% A	10% C 10% A	0% C 2% A
12noon - 4pm	30% C 15% A	5% C 10% A	20% C 10% A
4pm - 8pm	25% C 15% A	5% C 5% A	20% C 30% A
8pm - 12mid	10% C 20% A	65% C 0% A	10% C 20% A
12mid - 4am	5% C 5% A	20% C 0% A	2% C 5% A

REACTIONS

Reaction	Streetwalkers	House Girls
C indifference	80%	70%
observe	20%	30%
A indifference (if female)	50%	20%
invitation (if male)	1%	1%
indifference		40%
observe	20%	30%
suspect/follow	15%	
fear/run	15%	10%

CUSTOMER REACTIONS

Reaction	Everyman
C indifference	95%
suspicion/challenge	5%
A (if thief is male)	
indifference	80%
friendliness/drink offer	10%
drunkenness/hostility	10%
A (if thief is female, particularly if veiled)	
proposition	60%
	(20% hostile if rebuffed)
indifference	20%
observation	20%



CONSTABULARY

5 daily patrols are scheduled to pass through the northern blocks of the Street of Silk Veils - at 1pm, 4pm, 7pm, 10pm and 1am. In actuality, only the first 3 of these appear with any regularity (90% chance that the patrol will appear as scheduled). There is only a 60% chance that the 10pm patrol will show, and a mere 25% chance that the 1am patrol will make its appointed round.

Other than these 5 scheduled rounds, there is a 5% chance that a lone constable or guardsman will be somewhere along the street, at any given time. Check no more often than once each half-hour of game time.

CONSTABULARY REACTIONS

indifference	50%
stop/question	20%
suspect/follow	15%
observation	15%

LANDMARKS ON THE STREET OF SILK VEILS

In the diagrams at the end will be found a map of the Street of Silk Veils, and a set of floor plans for the jewelry shop. While players should be allowed free access to the map of the landmarks on the Street (since this information can be easily obtained through casual observation), they should know nothing about the inside of the shop initially, and should garner as much knowledge as possible themselves by infiltrating the shop and spying out "the lay of the land". Overly suspicious behavior will probably warn the shopkeeper or his assistants that something untoward is afoot, but casual observations made in the process of purchasing a piece or two of costume jewelry will provide a reasonable source of information.

Some of the major points of interest on the Street are (refer to the map for key-lettered locations):

- (a) THE TROUBLED TROUBADOR - is a pawn shop; many a man has left his harp at the top of the Street of Silk Veils to get the money to go down the Street of Silk Veils.
- (b) KARKI'S SWEETS & FLOWERS - Karki lives in a house across the plaza; his shop is open from noon to 10pm, and prices are reasonable.
- (c) BURGALLO'S APOTHECARY - he sells hairs of the dog, minor medicines, and many cosmetics for the girls; a bell hangs near his front door to summon him in emergencies. It could also be used to sound an alarm (maybe someone will answer).
- (d) HELIGOR'S - more later.
- (e) BETTINA'S - does seamstress work, and clothes design and fitting, for many of the girls of Silk Veils; she stays out of the affairs of others.
- (f) MAMA ROSA'S ROOMING HOUSE - is a cut above the normal for the girls

of the Street; it is clean, and relatively wholesome, since Rosa will take a broom to whomsoever makes a disturbance in her home; at present, eleven girls (just short of house girl class) live and work there.

(g) THE BLUE LANTERN - is one of the 6 major pleasure palaces on the Street.

(h) ENOS' LIVERY AND SMITHY - caters to the carriage trade on the Street; Enos is a rock of a man who works from shortly after dawn til dusk, and who will usually answer a call for help with sledge-hammer in hand.

(i) THE FOX AND GOOSE - is a bustling tavern considered safe and pleasant for a quiet flagon with one's amour.

(j) WENCHES' WALK - is a "quiet" and shady resting spot for working girls with sore feet.

(k) THE RED ROOSTER - another of the 6 major establishments.

(l) HEAVEN'S GATE - a competitor of the Red Rooster, is favored by Samurai for the delicious teas they serve their customers.

(m) AVRODEL'S WINE SHOP - carries many wines, and even some brandies, priced from as little as 3 coppers the skin (a medieval equivalent to Dago Red) to as much as 500 gold the bottle; the shop is open from about noon til nearly 2am.

(n) THE BLACK WHIP - is an establishment (not one of the 6 majors), about which little need be said.

(o) THE MUSTARD AND FENNEL - is a very seedy bar.

(p) AMBROSIA - is probably the oldest of the major establishments, having supplied the Street of Silk Veils with a luscious portion of its reputation for over 300 years;

there is a rumor that the madame who currently runs it, is the same woman who originally founded it.

(q) THE PERFUMED GARDEN - is almost as old as Ambrosia; it is renowned in even far lands, for both the beauty of its walled garden, and the beauties within.

(r) MADAME RUTH'S - is run by a gypsy with a gold capped tooth; for a price, she will provide any of 9 love potions.

(s) THE SILKEN CHAIN - has been run by Potiphar the Phat for nearly forty years; early in life, he suffered a misfortune which makes him useless to women; consequently, he cares little for them, but much for the profits they can bring.

(t) POTIPHAR'S HOUSE - is filled with many valuable items, and many very deadly traps for those unfamiliar with the inside; he guards the collections which are his pride and joy with the best which the money his girls earn can afford.

(u) THE HOUSE AND SURGERY OF MORDECAI, HEALER - is available at any hour to those who have been injured in one of the many loud "discussions" which break out on the Street of Silk Veils.

(v) THE LOVER'S NOT - is, as the name suggests, a hang-out for those whose quest has been unsuccessful.



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- (w) THE VIRGIN'S FLUTE - opens out onto the Plaza of Troubadors.
- (x) VARIOUS SEEDY TO NOT-SO-SEEDY CRIBS AND ROOMING HOUSES - are scattered along the Street, and its offshoot alleyways; the closer to the north end of the Street, the cleaner and less risky they tend to be; chances for being mugged, robbed, and/or murdered vary from 99% (1am at the south end) to as little as 3% (4pm at the north end), depending wholly on time and location.
- (y) FROD'S THEATER - is an imposing edifice which provides culture and entertainment for the denizens of the entire surrounding area (currently playing is a sparkling comedy, entitled "Our Murkin Cousin"); it lies just at the entrance to the Street of Silk Veils, and it is not uncommon to see a stately and beautiful haetera being escorted here by one of her favored customers.
- (z) THE BLUE HARPER - is not actually on the Street of Silk Veils, but is well known throughout the city as a quiet place for an excellent meal. Part of its appeal lies in the wide and airy balcony which overlooks the Plaza of Troubadors. Patrons may dine and drink here while being entertained by the jugglers and jongleurs who ply their trade in the spacious Plaza below.

HELIGOR'S SHOP

PEOPLE

There are 7 individuals found during various parts of the day or night in or around the 2-story wooden building housing the shop and Heligor's home - Heligor, his wife, 2 children (a girl of 16, who is practicing studiously, in the hopes of getting a place in one of the grand establishments on the Street, and a boy of 9, who is a typical street urchin, but very handy with a

knife), 2 assistants, and a middle-aged warrior who acts as a mild deterrent to the petty criminals of the area.

Heligor is in his late fifties, having married late (one of the girls from the Blue Lantern), and is in no particular condition for combat. He is intelligent, and is a sharp bargainer, who will usually price items at 150% of their value, to let himself be haggled down to 100%; only rarely will the final price dip to even 95% of the value of the piece. The hours of major business for Heligor are between 4pm and 2am, and this is when he will be found downstairs in the shop. Heligor is a relatively sound sleeper, but advancing age has weakened his kidneys, and there is a 15% chance he will awaken to use the chamberpot while someone is in the room. His main defense consists of a loud bellow (he hopes his assistants will awaken and hear) and cowering under the bedcovers thereafter.

His wife, Marushka, is a sound sleeper who will probably not awaken under most circumstances (10% chance, if there is much noise, none otherwise). She is almost never found in the shop, and makes her exits from, and entrances to, the upstairs living quarters via the back steps into the small alleyway which runs behind the building.

The boy-child sleeps the sleep of the innocent, like a log. However, if he is awakened (10% chance), he may elect to throw knives (65% chance), with which the little beggar is distressingly quick and accurate, particularly at close ranges.

The daughter, Marissa, is a light sleeper, and will wake up (85% chance) at virtually any noise on the upper levels of the house. However, she is easily attracted to most men,

and there is a 2% chance per point of a thief's MAG and APP that she will attempt to seduce a male intruder. If she does, there is also a 35% chance she will help him to escape.

The older of the 2 assistants, Fergus, has strong desires for Heligor's daughter. This is the only reason he stays on here, since he considers that he has learned "everything that old fool Heligor could possibly know". If the daughter screams, there is a 60% chance he will wake up, grab a club, and charge up the stairs to her rescue. He works primarily from 8am to 6pm, although he is frequently around in the evening mooning over Marissa (as it happens, Fergus is not one of the "most men" Marissa is attracted to). He is a reasonably sharp bargainer, although nowhere near the class of Heligor, regardless of what Fergus thinks.

Halley, the other assistant, works from 4pm to 2am, with Heligor, and is genuinely interested in the jewelry business. Unfortunately, he is basically unsuited for almost any business career, being possibly the worst haggler in the known world. If one approaches him for a price and bargains well, there is a 35% chance of getting a piece at a price only half its value. Heligor knows his tendencies, and seldom lets him work with any jewelry of real value.

The warrior-guard, Marius, is an old campaigner, who took this job to be near a young lovely who works on the street. He considers the work ideal since it leaves him mornings and/or evenings free to pursue his damsel fair. However, Marius is an extremely honest man, and will defend his employer to the death, feeling duty-bound since he has been paid. Marius works from midnight to about 8am, when Fergus opens the shop.

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF HELIGOR'S

NAME	CHARACTER	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACD	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Heligor		VET HU TRD	10	11	8	13	15	12	POT	12	1D2		NON 0	22
Marushka		INT HU HET	9	11	10	12	12	10	POT	10	1D3		NON 0	16
Boy		GR HU NON	7	14	19	8	10	16	KNIFE THROW	4	1D6		NON 3	9
Marissa		GR HU HET	9	13	12	15	7	8	PIN	11	1D4		NON 0	16
Fergus		INT HU TRD	14	11	11	9	14	12	CLUB	2	1D8		CLO 2	23
Halley		GR HU TRD	11	9	7	10	8	13	CLUB	2	1D6		NON 0	19
Marius		VET HU FTR	13	14	10	16	11	10	BDSWDe	3	2D8		CHN 6	31

ROOM DESCRIPTIONS

Four types of information are provided in the area descriptions that follow:

- 1.- What the player sees,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any.

Furnishings and their arrangement seldom change, but the population of an area normally changes with the hours, and is so noted.

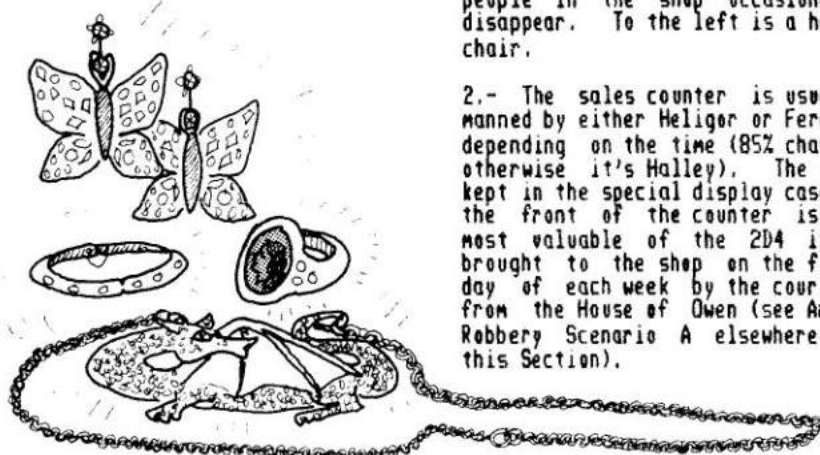
A.) Entrance and Displays

1.- Double doors lead into a room 20' wide by 25' long. There are 2 long open topped velvet lined cases, one running 18' down each side wall from the front wall, with many rings, brooches, necklaces, etc. set out. 2 8' cases in the center appear to have slightly more valuable trinkets in them.

2.- This is the main display area of the shop. Most of the trinkets and baubles immediately visible are of small value, although a large number of them could produce a tidy sum. There will 1D6x50 items in the 4 front cases. The 2 cases in the center contain those items of more value (above 25 GP), and have glass tops and a complexity 1 lock. The 2 cases along the walls contain nothing worth more than 50 GP (rarely), and most prices are marked at 150% of value.

3.- Items are valued by type:

1(D6) Bracelet	1D20
2(D6) Ring	1D100
3(D6) Earrings	1D10
4(D6) Necklace	1D100
5(D6) Anklet	1D10
6(D6) Brooch	1D20



4.- Traffic through the main sales area ebbs and flows substantially during the course of the day. Check for each type of occupant by chance if the thieves are in the shop during the given time period.

8am to noon
10% 1 streetwalker
10% 1 constable
5% 1D2 couples
100% Fergus
noon to 4pm
5% 1 streetwalker
5% 1 constable
15% 1D3 couples
100% Fergus
4pm to 8pm
10% 1 streetwalker
2% 1 constable
100% 1D4 couples
50% Fergus
50% Halley
50% Heligor
8pm to mid
5% 1D2 streetwalkers
10% 1 constable
100% 1D3 couples
75% Halley
75% Heligor
mid to 4am
1% 1 streetwalker
10% 1 constable
25% 1 couple
50% Halley
50% Heligor
100% Marius
4am to 8am
100% Marius

B.) Sales Counter and Displays of Valued Items

1.- There is a heavily built counter stretching 10' across the back of the shop, about 3' from the wall. In the counter is a special case, in which is kept the most valuable item currently in the shop. In the case across from it are kept other special items of jewelry. There is a curtained door, through which the sales people in the shop occasionally disappear. To the left is a heavy chair.

2.- The sales counter is usually manned by either Heligor or Fergus, depending on the time (85% chance, otherwise it's Halley). The item kept in the special display case in the front of the counter is the most valuable of the 2D4 items brought to the shop on the first day of each week by the couriers from the House of Owen (see Armed Robbery Scenario A elsewhere in this Section).

3.- The items of jewelry in the shop at the beginning of the week may be randomly determined by the roll of a D20:

- 01) A golden dragon with emerald eyes and lapis lazuli inlaid body, on a chain of small golden links - 2500 GP
- 02) A silver tiara with a spray of golden spikes set with diamond chips - 1000 GP
- 03) A silver pendant of a griffin's head upon a heavy silver chain - 250 GP
- 04) A pair of earrings in the shape of butterflies with wings inlaid with tiny rubies - 850 GP
- 05) A golden ring with a setting of jet (the stone lifts to reveal a small cavity) - 450 GP
- 06) A carved rosewood jewelry chest, the top and front of which are inlaid with mother-of-pearl in floral patterning - 1200 GP
- 07) An ank (looped cross) of beaten gold on a heavy chain - 300 GP
- 08) A ring of carved white jade with the silhouette of a maiden's profile inset in green jade - 3000 GP
- 09) A set of 3 silver hair combs, set with chips of sapphire - 600 GP
- 10) A collar, comprised of many linked squares of finely beaten gold; on the central squares, the shape of a phoenix in flames is set in opals, rubies, and amber chips - 8500 GP
- 11) A triple strand of size-graded, matched pearls, which have a delicate rose tinge - 1900 GP
- 12) A set of golden "slave chains", with collar and key - 800 GP
- 13) A pair of matched filigree bracelets in silver, each with an inset of polished rose quartz - 400 GP
- 14) A heavy platinum chain with a pendant of a teardrop in scarlet crystal - 750 GP
- 15) A stiletto with a silvered blade, golden wired hilt, and small gems set into the guard - 500 GP
- 16) A golden signet ring inset with an emerald carved as a wolf's head - 2000 GP
- 17) A ring in white gold, inset with ruby chips in the shape of flames - 1000 GP
- 18) A massive silver ring - 200 GP
- 19) A set of spiked cesti (knuckledusters) in gold - 300 GP

20) A tableau of a faun and a nymph gambling over sward of emeralds, near a pool of turquoise - 15000 GP

There is an 80% chance that one (1!) of these items is sold each day after it is delivered; consider this as GM, when indicating the actual number of items in the shop at any given time.

4.- As for area A, but with additional chances for both Heligor and Fergus as noted above.

C.) Heligor's "office"

1.- An alcove 5' wide and about 8' deep contains a solidly built desk, and a sturdy chair. The desktop is covered with papers and ledgers, which appear to be arranged into 2 piles, one held down with a lump of dullish looking lead, the other with a chunk of clear crystal shot through with golden veining and small glints of red and blue. There are 2 drawers, one on either side of the desk.

2.- In this area, Heligor does his bookkeeping. Books, ledgers, and various business papers make up the 2 stacks upon the desk. The lump of leaden metal is a souvenir of bygone traveling days, as is the crystal; they both have value to Heligor, other than as paperweights, but one is of real value.

3.- The crystal looks immensely more valuable than the lump; however, while the crystal is a pretty gewgaw (simply pyrites) which should be described in glowing terms as if it were really worth something, the lead lump is a 3 pound chunk of mithral, worth about 15,000 GP, and should be mentioned only in passing, as if for color in the description of the desk. Between the hours of noon and midnight, the lefthand drawer of the desk contains a cashbox, in which will be found 1D100x10 GP in small coins and gems. In the papers on the desk can be found 1D4 letters of credit or sight drafts (the equivalents of cashier's checks), worth 1D100x25 GP each.

4.- Heligor will be found here 25% of the time between 4pm and midnight, and 75% of the time from midnight to 3am. There is a 10% chance that Halley will be hanging about Heligor's shoulders, trying to "learn the business."

D.) Assistants' living area

1.- As one enters through the curtained door, there is a table with 2 chairs to the immediate left, along the wall. A hearth and fireplace, with a kettle crane (from which hangs a kettle, usually with boiling water in it), occupies a goodly portion of the lefthand wall. At the rear of the area can be seen a stairway ascending to the upper floor. On the right hand wall of the area is a door. The area is 10' wide, and 15' to the stairs, which are 5' wide.

2.- In this area, Fergus and Halley take their meals, and do their normal everyday activities. The kettle of boiling water allows Heligor to offer a friendly mug of tea or coffee to a prospective big



spender. There are a number of ceramic mugs and steins on the mantel of the fireplace, along with an old sword in its scabbard, which is hung on the stone facing of the chimney.

3.- The sword is dull, the edges of the blade chipped and broken; it appears to be totally worthless, and it is; it's an old souvenir that Marius gave Marissa, and she hung it on the fireplace chimney "to give the room some character"; the sword is so badly preserved it has a penalty of 6 on hit prob, HACO 14. If used properly and carefully, the sword may succeed in cutting soft butter.

4.- From 8am to 6pm, Fergus is found here 15% of the time; from 6pm to 2am, about 60% of the time. Halley is found here 40% of the time between 8am and 2am. Heligor will be sitting at the table, drinking with a customer, about 10% of the time from 4pm to midnight. There is a 15% chance that Marissa will be teasing Fergus (provided Fergus is present), and if so, a 75% chance her brother will be sitting on the stairs watching.

E.) Assistants' sleeping quarters

1.- The entryway to this room opens out into the living area. There is a chest of 4 drawers on the left wall, and another door just beyond that, which opens into the room. A pair of bunks occupy most of the right wall. The top bunk is made neatly, but the bottom is a welter of rumpled blankets. A heavy cudgel lies atop the dresser.

2.- The top bunk is Halley's; Fergus is a slob. The cudgel belongs to Fergus, and is the weapon he will grab if trouble brews. The other door leads to a catchall closet, which extends under the stairs, and is a jumble of odds and ends in which live a number of rats (these bite on HACO 4 (for surprise), but take only 4HTK each, AC6). There is only one thing of real value in that closet, a book with a story of a great treasure and an accompanying map; there is a 35% chance of noticing the book on a casual glance, and 100% if the closet is searched (it's the only thing that could possibly have any value). The book is sitting on the top of one of the piles of accumulated life's history (archeologists would love this closet, pot-sherds and all), and is totally visible; the book is slightly rat-nibbled, but still

legible, and the map is partially water-stained and only half-legible.

3.- The book tells the story of a great people of days of old, who buried their dead with fabulous treasures of gold, gems and jewelry, and many fine magical devices; the map shows the way to the fabled "Valley of the Dead", although the part that warns about the guardian dragon is where the water damage occurred (these will be covered in a future scenario, "The Tombs of Shalae-Chvun").

4.- The 2 assistants are usually found here between 2am and 8am; Fergus snores loudly.

F.) Family's living area

1.- As one ascends the stairs to the upper landing, a massive hutch can be seen on the left wall. A trestle table with 6 chairs, 2 of which are heavy deacons' chairs (one at each end), occupies the center of the area; 2 smaller chairs and a parson's bench complete the arrangement. The hearth and fireplace are to the far right, and extend along most of that wall. There is an oven door built into the stone facing on the right of the fireplace, and 2 kettle cranes attached to the sides of the fire pit. On a flat iron griddle built into the left side sits a teakettle (full of hot water and whistling merrily during any time members of the household is in the area). A large lupine dog lazes about on the rug (a braided rag oval) whenever members of the family are present, and appears to tolerate a second dog (a small yappy ball of white fluff that constantly harasses his feet and ears). 2 padded-top chests sit one on either side of a door in the opposite wall, to the right of an opening which appears to lead into a hall. The stair-well is guarded by a solid yet ornamental railing, and there is a door on the back wall, which appears to lead outside.

2.- Heligor's family is frequently found in this area. The large wolf-like dog, whose name is Wurff (Marissa doesn't have much imagination), belongs to the girl body and soul, and will protect her to his death (or more likely, to the death of anyone Wurff thinks is trying to harm her). He is HACO 2, 47HTK, AC6, and attacks 1D3 times each melee round. He has a 35% chance on his first, and only the

first, attack on any given victim of knocking that victim to the ground. If Wurff scores a critical hit, there is a 50% chance that it will be to the throat (triple normal damage), otherwise as normally rolled. He will accept food only from Marissa, and petting only from the family (Halley is "family"; Fergus isn't - and avoids the dog like the plague). The ball of fluff belongs to Marushka; he's a typical lap dog, all courage and no brains.

3.- In the cabinets of the hutch are kept some of the family's treasures: silver tableware worth 800 GP and a set of embroidered table linens worth 500 GP. On the shelves of the hutch are displayed a set of 8 matched steins with silver handles, worth 50 GP each, and a grouping of a dozen crystal goblets, worth 40 GP each (the entire set is worth 1000 GP, but only if all twelve of the matched goblets are there). There is a 45% chance of breakage of these goblets if not handled with reasonable care, but only 5% if they are wrapped in something soft and carefully treated. The 2 chests contain bedding, including a goose down comforter worth 400 GP, and 2 exquisitely sewn quilts worth 250 GP each.

4.- During the hours from 8am to 4pm, there is a 40% chance 1D3 members of the family, not including Heligor, will be in the living area, preparing meals, doing housework or needlecraft (or stropping knives). From 2pm to 4pm, Heligor will be there for his main daily meal; other than this, he eats down in the assistants' area. There is a 10% chance Halley will be there at any given time during daylight hours. From 4pm to midnight, there is a 60% chance of 1D3 family members, not including Heligor. From midnight to 8am Wurff is there, normally stretched out in front of the door between the 2 chests; occasionally, he will rise and make a patrol down into the shop to visit Marius (15% chance), but these patrols only last 10 minutes or so; Wurff will warn any approaching the door he guards with a low growl, the volume rising with the nearness of the approach - if the approach is within 5' of the door, he will attack with no further warning.

G.) Back entrance and stairs

1.- The door leads to a porch-landing, with a set of stairs

leading to a dirt alley. Across the way is the entrance to a reasonably well kept rooming house. Up and down the alley, which is about 6' wide, can be seen other entrances and occasional sets of steps to second story landings.

2.- The rooming house across the way is Mama Rosa's. There are chances, depending on the time of day or night, that some of the girls who live there and/or their customers will be either at the windows or walking down the alley. If the thieving party is caught attempting to force an entrance to the back door, it is unlikely that the girls or their customers will interfere directly, but the watch will almost certainly be summoned.

3.- There is nothing special here.

4.- From the hours of midnight to 8am, there is only a 15% chance of notice in the alley. From 8am to noon, the chance is 25%. From noon to midnight, the chance of being spotted in the alley if engaged in nefarious activities is 60%.

H.) Bedroom for Marissa and her brother

1.- The door opens into the room; it is 10' deep and 15' wide. Directly ahead is a cedar chest with 2 large cushions on top. To each side is a bed, the left one for the girl; at the foot of her bed is a small vanity with a mirror, the top of which is covered with various small jars and pots of cosmetics.

2.- The boy sleeps in the righthand bed (with 2 knives under his pillow). He sleeps like a log (there is only a 10% chance he will wake in anything less than a general uproar; however, he wakes with a knife in his hand). Marissa sleeps on the left; she is a light sleeper (85% chance she will waken and investigate if Wurff growls), and is attracted to most men (there is a chance of

[(MAG + APP) x 2]%

that she will be intrigued by the idea of a thief and will attempt to seduce him. Refusal of seduction will bring screams of feminine rage and an attack with a hatpin; if the thief allows himself to be seduced, there is a 35% chance Marissa will conceal him if trouble erupts and attempt to smuggle him out at a later time. If Marissa is not intrigued in the first place, she will begin to scream immediately; in all cases, if she screams, Wurff will attack).

3.- Only Wurff thinks there is anything of value in the bedroom, and only if Marissa is there.

4.- During the hours from 8am to midnight, there is a 15% chance Marissa will be at her vanity primping; otherwise the room is usually untenanted. From midnight to 8am, both beds will be occupied (occasionally Marissa's will have 2 people in it, when she sneaks a lover in through the back door).

I.) Bedroom for Heligor and Marushka

1.- A 10' hall leads to the bedroom, which is 15' deep and 20' wide. Along the left wall is a large mirrored vanity, the top of which is covered with a litter of cosmetic pots and bottles. There is a large wooden jewelry chest on the right end of the vanity; its lid is lifted to reveal a number of pieces of jewelry. Immediately beyond is a wardrobe cabinet, along the opposite wall, facing the door. To the immediate right is a long, but very low (2.5'), dresser. A very large 4-poster bed is centered on the right-hand wall, upon which is painted a mural of a street scene leading to a wall centering a gate; tree limbs hang over the wall shading the gate which has a small lock on it. The mural covers the entire wall. In the far right corner is a chair. On the opposite wall, centered, are glass-paneled double doors, which lead to a balcony. There is a large blanket chest with a padded top at the foot of the bed.

2.- The mural conceals a secret hiding area in which Heligor hides the special items and the cashbox each night when he closes the shop; the area is about 1' thick, but due to the mural the room appears to be a full 20' across. The secret panel is concealed as the third window on the first floor of the second building on the left side of the street; the catch looks like a small cat sitting on the windowledge (since it would be a dead give-away to describe the mural in detail at the beginning, it is suggested that it simply be mentioned, as described above; if the players ask specific questions, use the full description which follows). The mural shows a street which has 4 buildings on the left side of 3 stories, 1 story, 3 stories, and 2 stories, and 5 on the right of 4 stories, 3 stories, 3 stories, 4 stories, and 2 stories. There are 14 figures of people and animals included in the

scene, including a vendor with a wagon full of flowers and 3 customers, 2 children playing a game of marbles, a pair of young lovers in a doorway, and an old man hobbling along with a cane. The street leads to the wall of a garden, over which hang the limbs of a tree; in the wall is a gate, which conceals an additional secret panel which is a trap for the unwary - this panel is relatively easy to locate (there is a 15% chance of it being spotted by a person who is looking at the mural, rather than simply glancing, and a 80% chance of it being found by a casual search), and the catch is concealed as the lock on the garden gate. If a person reaches his hand into the cavity behind this panel, it requires a 4 die saving throw against reflexes to remove it before the razor sharp blade concealed in the cavity amputates that person's hand at the wrist. There is a small box concealed within this panel which contains 250 GP in small coins and gems; Heligor maintains this as a ruse, hoping to convince thieves and burglars that they have found whatever they were seeking (he has been robbed, burgled, and held up on an average of once a year for the last 15 years). The actual hiding place is much more difficult to locate; there is only a 1% chance of noticing it, and searching has a 20% chance. Heligor has been tortured by robbers twice in the past; both times they concentrated on Heligor himself, and learned nothing except that Heligor faints easily. However, if Marushka is tortured (actually, not simply a threat), Heligor will reveal the hiding place (first the fake one, if it has not already been found, then the real one).

3.- In Marushka's jewelry case are a number of decently valuable items, which she keeps in the bottom; in the top are kept some lesser pieces, which she wears on a regular daily basis. The bottom contains a 5-strand pearl necklace (1400 GP), matched golden coiled snake armlets with emerald eyes (800 GP), a single sapphire in a silver setting on a chain (2500 GP), a pair of haircombs in silver with carved ebony handles and the initial "M" inset in mother-of-pearl (600 GP), and an 8-strand gold chain set (400 GP). The minor pieces include a representative selection of upper

value rings, bracelets, necklaces, etc. from the shop's stock. In the chest at the foot of the bed can be found a blue velvet cloak with light blue satin lining (400 GP), 12' of Tyralian lace (1200 GP), and a bolt of light green silk (350 GP).

4.- From 2am to 10 am, Heligor and Marushka will be found here, sleeping. Marushka will be found here 25% of the time from 10am to noon, straightening up, or primping at her vanity. There is a 40% chance that the yappy ball of fluff will be here during daylight hours; if anyone enters, he will attack (worrisome only, not dangerous), and bark at a furious rate. During the night, the little dog sleeps between Heligor and Marushka, and will awaken only if both Heligor and Marushka are awakened.

J.) Balcony

1.- Seen from the street, the balcony is semicircular, 5' radius, with a iron railing following the circumference. Glass-paneled double doors lead into the house.

2.- This balcony is easily reached from the roof, and the doors are not particularly well locked (a dagger slipped between the 2 doors will lift the latch on the inside with hardly any effort).

3.- Anything of value here would be totally visible from the street.

4.- People on this balcony are completely visible during daylight, but those in the street below will seldom pay much attention, unless the people on the balcony are being loud and/or acting suspiciously. Marushka puts in a daily appearance on the balcony at about noon, to survey the action on the street below.

ADDITIONAL PERSONNEL

There are a number of additional people who may or may not get involved in the scenario. These include Enos, the blacksmith, who is up and working at his forge (just a short ways down the alley from Heligor's) by 5am each day, Lefty, the one-handed pickpocket, who circulates through the street mainly during the busy hours (he has a 60% chance of picking pockets or cutting purses, but otherwise functions as a 4th level thief), and Murfi, the trickster, who wanders down from the Plaza of Troubadors to do juggling and other prestidigitative tricks (he's actually a 6th level mage with a penchant for the stage), and the 8 assorted constables who occasionally appear on the Street of Silk Veils.

Enos will, if he's up and around, respond to any cry for help that he hears. He arrives clad in leather apron, and carrying a length of hot iron and a 9 pound sledge.

There is a 15% chance that a player will be one of Lefty's attempted victims, if they are on the street between 2pm and 2am. Lefty is a speedster, and is quite capable of outdistancing any pursuit. If caught in the act, he will break and then run for the nearest alley.

Murfi simply likes to show off, and enjoys the applause he receives for his tricks. However, if he is bothered to excess by a given person, he is quite likely to put that one to Sleep; if he is attacked, he is capable of delivering 2 blasts of Thunderbolt, each doing 4D8 damage.

The constables are generalized representatives of the guard forces of the city. This is by no means a plum of a patrol route, given the high incidence of violence and crime. Consequently, unless a constable has a special paramour on the street (20% chance), he is likely to be somewhat lax in his peace-keeping efforts while in the area.

CHARACTER DESCRIPTIONS FOR THE PEOPLE OF THE STREET OF SILK VEILS

NAME	CHARACTER	CLASS	ST	CO	RE	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Enos		VET HU FTR	20	12	11	14	10	9	MAULe	2	2D8		LTH 4	42
Lefty		EL /O THF	10	16	18	11	12	13	POKER	10	1D10		NON 0	20
									DGRe	3	1D6			
									THROWe	-1/3/7	1D6			
Murfi		VET /E MAG	12	13	14	14	16	19	SPELLS				NON 8	29
									DGRe	9	1D6			
									THROWe	1/5/10	1D5			
Constable 1		VET DW FTR	14	12	13	12	8	10	SHSWDe	5	1D10		CHN 6	19
Constable 2		VET HU FTR	13	14	9	12	9	15	BDSWDe	4	1D10		CHN 6	25
Constable 3		INT /E FTR	11	13	14	11	11	8	BDSWD	7	1D10		CHN 6	17
Constable 4		INT EL FTR	14	11	11	14	9	7	SHSWDe	7	1D8		CHN 6	20
Constable 5		INT HU FTR	13	12	15	11	12	13	SPEAR	5-8	1D8		LTH 4	19
Constable 6		VET HU FTR	10	13	11	15	10	12	SPEARe	3-6	1D10		LTH 4	28
Constable 7		VET /O FTR	12	14	9	15		9	HLBRDe	3-6	3D8		CHN 6	17
Constable 8		INT HU FTR	13	10	13	14		12	HLBRD	5-8	2D8		CHN 6	22

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

B. MAGIC BOOKS & SCROLLS

A few blocks to the north and west of the Street of Silk Veils lies Magic Street. By day, this colorful lane is a bustling center of commercial activity, where many exotic, fantastic, and diverse enchantments are displayed and sold. The clientele of the shops on Magic Street are also quite varied, ranging from middle-aged merchants seeking "medicines for melancholy" to adventurers covetously eyeing the latest in magical dungeon aids (cloaks of invisibility, rings of shape seeming, and the like), and will occasionally even include the spurned lover seeking some diabolical device capable of wreaking a suitable revenge. All serious shoppers are men and women of means, however, for

magic items are not priced cheaply, and wizards are notoriously impatient (and dangerous) creditors (the number of well-dressed toads seen in the sewers near Magic Street is incredible).

After nightfall, Magic Street is rarely traveled by outsiders. Many mages spend their evenings engaged in research, experimentation, or potent conjuration (occasionally with disastrous results), in their personal laboratories; these individuals tend to become rather testy if disturbed. Those not so closeted may often be found in the local taverns, where an unwary onlooker may become the target in a contest of spell-casting prowess or the victim of a sorcerous practical joke.

Magic Books & Scrolls is a well established shop which lies midway along the left side of the first block north of Caravan Street, the great east-west thoroughfare that extends the full width of the city. It has been in existence for over a century, and is well known for the quality and accuracy of its transcriptions and translations. Just across the street lies Enchantments, Ltd., the largest item creation and sales emporium in the city, with which MB&S does much business; it is rumored that the shop is better protected in arcane fashion than most others in the area, because of that business connection.



YOUR MISSION (SHOULD YOU CHOOSE...)

In this scenario, the objective is to penetrate the MB&S shop, and successfully make off with as many valuable books and scrolls as possible. This attempt presupposes some experience on the part of the group of thieves so engaged, as the scenario is designed for thieves of intermediate to high level (5th to 9th levels of experience). No player should believe that this will be a simple break and enter; after all, the shop is located in the middle of one of the most sorcerous streets in all the wide world, and it would be foolish to suppose that the owner has not availed himself of some of the magical help available in the area for protective purposes.

In the next few pages are charts, descriptions, suggestions, and even some magic scrolls and spells to help the GM develop an interesting, possibly profitable, and definitely dangerous adventure for his players. There is a wide range of discretion available to the GM, and he can make the venture as easy or as difficult as he wishes. It is suggested, however, that a median difficulty will prove to be the most fun for all concerned.

RANDOM ENCOUNTERS ON MAGIC STREET

The practice of magic is officially sanctioned by the High Counselors of Haven, so that wizards tolerate and are tolerated by their fellow townsmen to a greater extent than in many smaller villages. Nonetheless, mages in general come by their reputations for eccentricity honestly, and as a result their reactions during encounters with player characters or other NPCs may not follow normal expectations. All NPCs encountered on Magic Street have separate reaction patterns when magic-users are encountered (if the thieves are reconnoitering the Street in the guise of magic-users, and have been moderately successful in their impersonations, use the magic-user column for determining the NPC's responses).

CONSTABULARY

Magic Street and its environs are well-patrolled by the local guard both day and night. Patrols consisting of 3-6 guardsmen appear at the southern end of Magic Street every 90 minutes during daylight hours, starting at 7am, and every 2 hours between 7pm and 7am. There is

a 10% chance that a patrol will not appear at all, and an additional 15% chance that it will appear 30-120 minutes later than scheduled.

CONSTABULARY REACTIONS

indifference	10%
stop/question	10%
suspect/follow	15%
observation	60%
detain/arrest	5%

In addition to the city's guardsmen, Magic Street is protected after dark on a rotating schedule by one of several high level "watch-mages". These people are provided with a number of items which will aid them in the capture of those attempting crimes along the street (the Council of Mages prefers to make "horrible examples" of those unlucky enough to survive being caught in the act on Magic Street), so the "watch-mages" will at first attempt to sleep, immobilize, or otherwise entrap. If the prey appears to be in process of escaping, however, they will "shoot to kill" with whatever implement or spell of destruction is at hand. More detailed descriptions of these characters are provided at the end of this scenario.

RANDOM ENCOUNTERS ON MAGIC STREET

Encounters (% chance of encounter each 10 minute period)				
Time \ of day	Buyer	Magic Seller	Non-merchant Magician	Other NPC
8am-11am	25	15	10	10
11am-5pm	50	10	15	10
5pm-8pm	20	15	25	5
8pm-12pm	5	--	10	--
12pm-8am	--	--	5	--



Reactions of Encountered NPCs 1. to Magicians

Reaction \	Buyer	Magic Seller	Non-merchant Magician	Other NPCs
Indifferent	--	01-15	01-30	01-10
curious	01-20	--	31-45	11-30
friendly	21-40	16-75	46-85	31-50
hostile	41-50	76-80	86-90	--
barter	51-00	81-00	--	--
deferent	--	--	--	51-90
fearful	--	--	91-95	91-00
attack	--	--	96-00	--

2. to non-Magicians

Reaction \	Buyer	Magic Seller	Non-merchant Magician	Other NPCs
Indifferent	01-60	01-25	01-40	01-70
curious	61-70	--	41-50	71-80
friendly	71-80	26-45	51-70	81-90
hostile	81-00	46-60	71-80	--
barter	--	61-00	81-90	--
fearful	--	--	--	91-00
attack	--	--	91-00	--

LANDMARKS ON MAGIC STREET

In the maps in Section III, a diagram of a goodly portion of Magic Street will be found (it runs up into the Dwarven section of Haven, but only the blocks near Caravan Street are important in this adventure); there also will be found the floor plan for MB&S. Free access to the map of the street landmarks should be allowed the players, and they may wish to enter the shops to reconnoiter. Remember that magic items are quite expensive, and that loitering inside the shops, particularly by rag-clad beggars, would not only be frowned upon, but would likely cause a summons for the Guard to eject such undesirables from the premises.

The major points of interest of the lower sections of Magic Street are (refer to the map for the locations which are key-lettered):

(a) MYSTIC VALLEY TAVERN AND INN - is a popular eating and drinking establishment facing the Street of Caravans. Downstairs in the tavern, the gambling and song often last until dawn. The weary can retreat to the inn; the public rooms downstairs cost 5 SP/night, while private chambers upstairs (shaded portion of building) cost 3-5 GP/night.

(b) GROUNDSKEEPER'S COTTAGE - is the residence of a young deaf and dumb lad, called William by the local folk; he tends the grounds of the tavern and public square for his room and board. He wandered into the tavern one day five years ago; no one knows where he came from...

(c) PUBLIC SQUARE - is a small park, used as the site for local civic functions. On a raised platform in the forefront, captured wrongdoers are displayed as a grim example of the price of unsuccessful crime on Magic Street. Few of these hapless rogues die from the punishment inflicted (but many wish for death before they are freed).

(d) YE APOTHECARY SHOPPE - is a one-man operation run by a human alchemist named Thaddeus Chiselwick. The sales area in front is primarily stocked with potions in various sized bottles, but dried herbs and spices are also available. In the back room is a well-outfitted laboratory, where Chiselwick works extensively after closing hours.

(e) MAGIC BOOKS AND SCROLLS - is the target of this adventure, about which much more will be said later.

- (f) FARSPEAKER'S - is a shop specializing in magically sending and receiving messages to and from nearby towns (serving as a sort of medieval wireless service). The cost of sending such a message is substantial (200 GP and up), but the rate of successful transmissions is very high (>90%).
- (g) THE PENTACLE - is a burned-out shell of a building. The charred sign is barely readable; beneath it a new sign has been tacked up:

PROPERTY TO LET,
EXCELLENT LOCATION,
CHANCE TO RENOVATE
AS YOU WISH.
CONTACT R. THOR GOFREE,
18 RUNE LANE.

It is common knowledge that this was the former workplace of a trio of demonologists, now (hopefully) deceased.

- (h) EYE OF NEWT - is a spell ingredient store, for those who still use ancient ritual in their enchantments. Older mages can often be found on the premises sitting and swapping stories around a huge, simmering cauldron in the back of the shop.



- (i) STARKINDLER - is a tavern frequented by mages, particularly the young students from the nearby College of Mystic Arts.
- (j) ILLUSIONISTS' PARK - is a small triangle of landscape in which the laws of reality are permanently revoked. A popular resting place for visitors, since the water from the fountain changes color every

hour and the statuary frequently stand up to change positions.

- (k) GUILD OF MAGES - is the largest Guild Hall on Magic Street. The guilds serve several purposes - as meeting places, repositories of information, and as suppliers of adjudication in cases of dispute between mages. During the evening, the local watch-mage waits here, monitoring the activities along the street.

(l) THE COLLEGE OF MYSTIC ARTS - is an establishment for the training of young (1st - 3rd level) magic-users. The proprietor is a female Elven mage, Zinfandel, who is only a mid-level (7th) wizard, but a natural teacher. Total enrollment fluctuates between 6 - 12 students; the premises include a large lecture hall, and smaller practice rooms and lab facilities.

(m) THE SCRIBE'S GUILD - is the Guild Hall for those involved in the practice of transcribing both magical and other documents. In the rear of the building, a small papermaking shop (Rapallo's) is operated to defer maintenance costs for the Guild Hall.

(n) THE INVISIBLE SHOP - is appropriately named. Window shoppers peering into this corner store are frequently astounded -

for although the clerks here seem to be doing a brisk business, the shelves that line the shop walls appear totally empty! The shop deals solely in invisible items of all types - from the sublime (weapons and cloaks) to the ridiculous (teacups, ashtrays, etc.). The apprentice clerk in the shop occasionally switches the contents of the shelves around, so

that a buyer can never be quite sure of what he has actually purchased.

- (o) **THE ENCHANTERS' GUILD** - is the Guild Hall for the Enchanters, a sub-class of magic users that may only cast spells through the use of pre-enchanted items (wands, scrolls, etc.). As the buying and selling of magic items is a major industry in Haven, the Guild Hall is a fairly busy establishment.

(p)

R. THOR GOFREE

TALENT SCOUT

is what the notice on the door says; Gofree is a schemer who tries to get a cut of every possible monetary transaction on Magic Street. Principally, he looks for people with high magical aptitudes (TAL > 12) and attempts to convince them to enroll in the College of Mystic Arts, which pays Gofree a commission on each student brought in. He employs a band of local urchins as information gatherers, and does have some latent psionic ability. Gofree also buys up vacant properties on Magic Street for resale.

- (q) **PIPER'S** - is a shop that sells musical instruments embedded with Charm spells; these items are very expensive.

- (r) **THE HOUSE OF ILLUSIONS** - is so named because the exterior of the shop changes appearance every day. Inside, the two female proprietors, Melisandra and Cara, sell sleights-of-hand, perform shape-seeming transformations, and can be contracted to construct major illusions at sites selected by the buyer.

- (s) **EMPTY SHOP** - has a sign above the door:

FERDINAND'S

FINE MAGIC ITEMS

ALL WORK GUARANTEED

which has been whitewashed out and is hardly (just only barely) legible. The interior of the shop is a shambles, with shattered glass display cases and the ashes of a bonfire in the center of the floor. A card tacked to the door reads:

PROPERTY TO LET.
ESTABLISHED CLIENTELE
WAITING TO BE SERVED.
CONTACT R. THOR GOFREE
18 RUNE LANE.

- (t) **UNUSUAL PETS** - is a favorite of characters stocking dungeons. The shop offers young griffins, shimmerkittens, and other rare beasts.

- (u) **HIRE-A-MAGE** - rents the services of over 50 wizards for jobs ranging from fireworks displays at parties to major house cleaning ("Tell me, sir, just how big is the Balrog in your basement?"). The shop will on occasion provide recruits for dungeon expeditions (but only to parties with a good reputation for survival).

- (v) **ENCHANTMENTS, LTD.** - is owned and run by Lady Rowena Geronde, a wily 11th level enchantress who combines business sense with magical ability. Housed in a large former warehouse, this firm provides the majority of the magic items (about 65%) produced and/or available in Haven.

- (w) **THE HOUSE OF HEALING** - is a large monastery-like residence whose inhabitants provide medical assistance to all who come to their doors, under two conditions:

- 1) No weapons are allowed on the premises, and
- 2) A donation for services rendered is required (however, no amount is specified)

The healers residing here can repair even mortal damage, if they can be reached in time. Characters are welcome to stay in a semi-private room on the second floor of the structure during their period of convalescence; however, attendance in chapel is mandatory...



- (x) **WEAVER'S PLUS** - sells garments embedded with magical qualities. Items containing Shield or Limited Invisibility (invisible while stationary) spells are usually available (although most items

contain only a few uses of a spell rather than being permanently enchanted).

- (y) **HECATE'S CIRCLE** - A wild tavern frequented by magic-users of all types. The outer building surrounds a circular, open-air garden, where Bacchanalian parties are frequently thrown.

- (z) **HOME OF THADDEUS CHISELWICK** - The residence of the alchemist who owns Ye Apothecary Shoppe. As mentioned, he is seldom at home before midnight, for he spends long hours working in his lab. While in the lab, he will seldom notice external disturbances (like noises in the alley). However, when at home, he sleeps lightly, and is watchful of potential danger.

- (aa) **HOME OF COLCHESTER TIBBITS** - Tibbits, a human mage, is a genial man and a pillar of this community. He has two live-in apprentices, Carmella (human female) and Verdian (half-elf male). Between the hours of 9pm-2am, there is only a 30% chance that he will be home (since he is a regular customer of Starkindler's); if home, however, there is a 70% chance that he will notice any peculiar activity around the shops on his block, and investigate. At other times of the day these chances are 60% and 30%. The apprentices can be found at Tibbits' home 80% of the time. If Tibbits is not home, there is only a 15% chance that they will note and investigate a local disturbance of the peace; if Tibbits is home and alerted, they will accompany him 80% of the time.

- (bb) **HOME OF ARTEMUS FARADAY** - Faraday, a human mage, is a recluse who virtually never leaves his house. He spends most of his time in his raised tower, working on experiments to grow strains of intelligent plant life. Faraday has a man-servant, Lukas, who runs errands, purchases supplies and keeps watch over the premises. Lukas is not interested in traffic along Magic Street unless someone trespasses directly on Faraday's property.

- (cc) **MISCELLANEOUS SHOPS** - A collection of small shops selling non-magical, essential goods. On this block, shops include a green-grocer, a blacksmith and carriage-maker, and a candle-maker.

- (dd) **PRIVATE RESIDENCES OF VARIOUS MAGES** - are a miscellaneous collection of 1-, 2-, and 3-story buildings of incredibly mixed architectural styles and periods.

THE MAGIC BOOKS & SCROLLS SHOP

PEOPLE

There are 15 employees of the Magic Books and Scrolls shop, who are usually there during business hours, 9am to 6pm. The owner, Alarkon, will sometimes accept orders from very important clients between 6pm and 8pm (15% chance). None of the junior scribes are allowed to remain after normal closing hours; on rare occasions, when a special order must be rapidly completed, one of the senior scribes may continue working until 11pm (3% chance). No employee is ever in the shop between 11pm and 9am.

Alarkon, a human, is the current owner. He served as Master Scribe under the previous owner, and purchased the shop after the latter's demise. He no longer performs inscription work himself, and spends much of his time cultivating contacts with the local nobility. His knowledge of the behind-the-scenes manipulations occurring in the corridors of power is surprisingly extensive, and it has been suspected by his competitors that he may be aware of the skeletons hiding in the closets of several high public officials (since he receives a regular flow of official and ceremonial inscription work). In the shop, he makes sure to personally attend to customers with special orders.

Two young humans, Joban and Mikal, assist Alarkon in the client area. They normally serve as clerks, taking common orders, keeping the supplies of parchment, pens and ink well-stocked, etc. Occasionally, they function as delivery boys, taking finished items to customers or receipts to the banking-house. Neither is particularly known for his perceptiveness.

Harrow, a half-elf, and Ingtaal, a dwarf, are the senior scribes of the firm, responsible for producing special orders and for maintaining discipline among the junior scribes. The two are fierce rivals, each seeking to curry Alarkon's favor. Both are quite proud (and perhaps justifiably so) of their abilities, and will undertake difficult translation and transcription tasks. Between the two, there is an 85% chance that they will recognize any written dialect, no matter how obscure. Because they usually push themselves to and over the limit

professionally, they are somewhat lax in enforcing order in the junior scribes' room, with discipline usually consisting of periodic bellows of "Pipe down", and an occasional tongue lashing to anyone who fails to complete an assignment on time.

A hobbit, Peregrine, is the Master Scribe who serves as the librarian for the shop. The waste basket next to his desk is filled with empty food wrappings, and the bottom drawers of his desk are crammed with a weeks supply of snack foods. Peregrine has charge of the supply room and library, and keeps both facilities in a neat well-organized state. He keeps a written key to the library contents in coded form in a ledger kept in the top left-hand drawer of his desk. Occasionally Peregrine is called upon to work on super-special custom ordered books, tomes, and scrolls. Otherwise, he spends his work hours between library requests trying to perfect an alchemical formula for turning water into puddings.



There are nine junior scribes who work in the shop:

Vero - human male
Astrid - elven female
Hankar - half-orc male
Pilar - human female
Lurin - human male
Krannok - human male
Blohr - half-elf male
Tremayn - human male
Ginzy - goblin female

These young journeyman scribes are responsible for making most of the standard scrolls and books. Vero has secretly stashed copies of 8 scrolls in a compartment under his desk, but has not yet figured a way to smuggle them out of the shop.

Hankar is shunned by the rest of the junior scribes, and is suspicious of most strangers he encounters. Blohr is a heavy drinker, a frequent inhabitant of the nearby pubs, who knows some details about the traps that are set in the main shop areas (though not about the traps set on the vault), and will brag about this knowledge if his tongue is well-oiled. Krannok and Pilar are conducting a covert affair outside the office, and hope to marry.

Alarkon, Harrow, Ingtaal, and Peregrine all wear amulets of onyx strung from a bronze chain that contain null-magic spells. Only Alarkon wears his outside the office; the others deposit their amulets in a drawer beneath the main service counter when they leave for the evening. Of the employees, only Ingtaal, Hankar, Lurin and Pilar have had training in weapons use. Ingtaal carries a hand-axe when he travels to and from work (HAC0 on 5, 1D6 damage). Hankar and Lurin know club (HAC0 on 8, 1D6 damage); there are cudgels kept in the sales room in

case customers get out of hand, but neither carries a weapon outside of work. Pilar, in her younger days, was quite an efficient cutpurse, and has considerable skill with both throwing knife (HAC0 on -3/3/7, 1D10 damage) and dagger (HAC0 on 6, 1D5 damage). For potential encounter purposes, treat all other employees as having racial average attributes and an IQ, TAL and MR of 14 each. Requisites for the four weapon trained employees are:

PERSON	STR	CO	REF	STM	MR	HTK
Ingtaal	13	11	13	16	17	34
Hankar	15	10	9	10	10	20
Lurin	10	13	13	13	13	22
Pilar	8	18	16	12	14	18

ROOM DESCRIPTIONS

In the descriptions of rooms and areas that follow, information is provided in the order:

- 1.- What the player sees,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any.

Furnishings in rooms and their arrangement seldom change, but the population of an area may change according to the hour, and is so noted.

A.) Entrance and Window Displays

1.- The front entrance to the shop consists of a single thick oaken door, with the name Magic Books and Scrolls emblazoned on a bronze placard in five languages (Common, Enochian, High Elvish, Khuzdul, and Goblin). Above the door, a heavy silver bell hangs. On both sides of the door, window displays show off some of the shop's finest craftsmanship, against a background of thick satin curtains of scarlet.

2.- During business hours, all traffic passes through this entrance, greeted only by a gentle clang of the bell. If the front door is opened while the shop is closed, a Tanglefield spell is activated in the 10' square area immediately behind the door (all entering must make a MR saving roll-4 or be immobilized for 10 melee rounds. Opening the door during off-hours also sets off the bell above the door, which peals a loudly clanging alarm.

3.- The left-hand display case contains an opened scroll, beautifully calligraphed on a fine vellum and laying alongside a gold scroll case inlaid with emeralds (together worth 1600 GP); and a thick tome on resurrection written in an obscure demonic dialect (worth 10,000 GP to the right buyer, however, only about 50 wizards in the entire world can read this text). In the right hand case, an open locket reveals a tiny slip of parchment containing three 4th Level spells, written in an extremely small but legible script (worth 5000 GP) and some restored fragments of text from an ancient and waterlogged manuscript (worth little in its current state, but potentially worth thousands if completed).

4.- There is a 20% chance that someone will be stopped in front of the shop, admiring the display, at any point between 9am and 7pm. Otherwise, no one will be in the area.

B.) Customer Service Area

1.- The front door opens into a 20' x 35' room. A pair of rough wooden benches are set against the southeast wall, while a large L-shaped counter occupies the left rear corner of the room. A door is visible that leads to a walled alcove within the service area, and a thick velvet curtain hangs behind the counter.

2.- In the main service area, customers bringing new business into the shop stand in line at the counter until they are served. The benches serve as a waiting area for those waiting to privately see Alarkon or to pick up previously contracted items.

3.- Behind the counter there are a number of shelves and a locked, two-drawer cabinet. The shelves contain a supply of small sheets of parchment (used for order forms and receipts), a half-dozen ink bottles, a dozen quill pens, and a cash box containing 200 GP in gold, silver, and copper coins. The top cabinet drawer has a Level 1 lock and the bottom drawer has a Level 3 lock installed; Alarkon and Peregrine have the only two keys to the cabinet. The top drawer contains the weekly cash receipts of the firm, if in the shop (there is a 15% chance that this is the day the receipts have been taken to the banking house; otherwise, receipts in the box equal a D6 x 2D20 x 50 GP). The bottom drawer, during off-hours, contains the three null-magic amulets worn during the daytime hours by Peregrine, Harrow, and Ingtaal.

4.- There is a 70% chance that Joban and/or Mikal will be behind the counter taking orders; if neither is present, Alarkon will be manning this station and in an agitated state. Otherwise, there is only a 10% chance that Alarkon will be in the main service area at any moment. There is an 80% chance that there will be 1D8 prospective buyers in the shop at any point during business hours; in addition, there is a 40% chance that 1D4 non-merchant magic users will be in the shop.

C.) Alarkon's Office

1.- This partially enclosed area contains a heavy mahogany desk set (desk, chair, and matching cabinet) and two upholstered chairs. Bookshelves are built into the eastern wall of the room, and they are crammed with volumes.

2.- During business hours, Alarkon will take special orders in this area. Only Alarkon and his clients are normally permitted in the area; staff enter here only when summoned, and Joban and Mikal never allow anyone within while Alarkon is not present. If entered during off-hours, the top of the desk is usually clear; during the business day, it is usually covered with papers.

3.- The four bookshelves contain these types of volumes:

- a.) business ledgers for the last ten years of operations,
- b.) more ledgers, plus technical tomes on ink- and papermaking, calligraphy, and bookkeeping (each of these tomes, if read completely, will provide the reader with a normal level of expertise, or mastery if already known, in the training field represented),
- c.) six heavy scholarly tomes on linguistics, and a number of older books written in ancient or unusual dialects (these older books will be nearly incomprehensible to non-scribes, and are not magical),
- d.) two books of magic spells, containing 7 and 4 spells respectively (see the spell roll-up chart listed at the end of this scenario).

Spell books are valued at the total of

100GP x level of spell squared thus a spell book containing a 6th, a 4th, and 3 3rd level spells would be worth 7900 GP (3600 + 1600 + [3 x 900]); the other books, while having some minor sentimental importance to Alarkon, have marginal market value (maximum 50 GP each, even to a scholar on the subjects covered). Alarkon's desktop will be cluttered with papers during the business day. If a player-character gains access to this room by posing as a client, he may have a chance to observe some items of value in the pile of papers. There is a 20% chance that he will glimpse a letter of credit among these papers and a 5% chance that he will notice a piece of

"politically highly sensitive" correspondence. At night, the papers are filed away in the three drawer cabinet behind the desk. The first two drawers have Level 2 locks, and the third a Level 3 lock; only Alarkon has copies of the keys. Contents are as follows:

Drawer 1

contains general correspondence received by the firm, in the form of compliments, complaints, requests for information, etc. (no value to players).

Drawer 2

contains financial instruments - promissory notes (total value 900 GP), bills from suppliers (total value 1200 GP), and letters of credit (total value 4600 GP). The letters of credit can be used by the players to obtain ready cash; however, there is a 50% chance that they will be challenged if they attempt to redeem the letters in the city of Haven, where Alarkon is well known, and a 15% chance they will be challenged if the letters are redeemed within 20 miles of the city limits.

Drawer 3

contains copies of personal correspondences made by members of the local aristocracy and other prominent civic figures. These "politically sensitive" letters reveal mistresses, conspiracies, or other equally damning secrets of six local citizens. These documents offer potentially lucrative blackmail opportunities that could be explored in a later adventure.

4.- There is a 50% chance that Alarkon will be present in this area during the hours of 9-12am and 4-6pm. During the hours of noon to 4pm, he is here 30% of the time; between 6-8pm he is here only 5% of the time. There is a 5% chance that Harrow or Ingtaal will be present, but only if Alarkon is in. Similarly, there are the following percentage chances that a client will be meeting with Alarkon: 9am to 4pm, 25%; 4-6pm, 50%; and 6-8pm, 100%. No one will ever be present in the room between 8pm and 9am.

D.) Passageway to Scribes' Workrooms and Library

1.- A thick red velvet curtain hangs behind the counter area. Through a slit down the center, a passageway is visible.

2.- This curtain separates the sales area from the rest of the shop, and muffles some of the background noise arising from the customers. Anyone passing through the curtain while the office is closed must make a MR saving roll-3 or be affected by a Sleep spell (sleep 2D6 hours if not revived by water or physical force - treat as 1D3 points of damage, armor does not absorb). On the north side of the curtain, another tanglefield is set off - players entering the area must make a MR saving roll-5 or be immobilized for 10 melee rounds. If anyone becomes trapped in the activated tanglefield, the front door alarm bell is set off.

3.- No contents in this area.

4.- There are normally no occupants in this area.

E.) Central Passageway

1.- The passageway before the players is 5' wide and leads to a rear door. There is one opening 5' down the hall on the left hand side of the corridor, and two closed doors 5 and 20' down the right hand wall of the corridor.

2.- Any player entering any of the four 5' x 5' shaded squares marked on the GM's map must make a MR saving roll-3 or be trapped in a tanglefield spell. Since each tanglefield spell was embedded by a different magic-user, a player walking the complete length of the corridor would have to make four separate MK saves to be unaffected by these traps. As in area D, the alarm bell is activated if anyone becomes trapped in a tanglefield; unlike area D, these traps remain set all day as well as all night.

3.- No contents in this area.

4.- No regular occupants in this area.

F.) Rear Entrance

1.- The rear door is made of thick oak, and opens out into the alleyway behind the shop.

2.- This door is virtually always locked; it serves principally as an entryway to the building for Harrow and Ingtaal (both of whom, along with Alarkon, have keys). Anyone passing through this doorway in either direction without magical

protection must make a MR saving roll-4 against an extremely potent Sleep spell (sleep 4D6 hours if save missed, must use double normal efforts to awaken a character affected by the spell).

3.- This is your average doorway. If I were you, I wouldn't bother to steal it, but...

4.- No occupants save an occasional termite.

G.) Junior Scribes' Office

1.- There are nine chairs and desks crowded around this 15' x 20' room. A long, low table in the center of the room serves as a repository for reference books.

2.- The junior scribes work here during normal business hours. Each desk contains writing materials and blank parchments; there will also be 1D6 unfinished 1st level magic scrolls on various desks. There is a 30% chance that an original copy of the spell being copied will also be present in the room (on the same desk, or on the long table). Each desk has a single unlocked drawer.

3.- Five of the desk drawers are empty; three (1, 2, and 3 on the GM's map) contain reference books on translation that would be worth 150 GP each to a scholar in linguistics or another scribe. Desk 3 also contains a packet of love letters signed with the initial K (for Krannok). The drawer in desk 4 appears empty, but has a false bottom (10% chance that this will be spotted during a rapid search, 40% during a careful search, otherwise players must cast a Detect Secret Doors spell or make a sense secret doors ability roll to discover). Beneath the false bottom are 8 completed magic scrolls - 2 Heal Light Damage (1D6 hits), 2 Hotshots (1D6 points damage each), 1 Read Magic, 1 Charm Humanoid, 1 Sleep, and 1 Shape Seeing spell.

4.- There is a 90% chance that any junior scribe will be present between 9 and 6. During these hours, there is also a 10% chance that Harrow and/or Ingtaal will be present, and a 5% chance that Peregrine will be in this room. Between 6pm and 9am, the room is never occupied.

M.) Senior Scribes' Office

1.- This is a 10' x 15' room containing two larger desk sets, a three drawer cabinet, and a long table. On the table there are a pair of large jade bookends with seven books between them.

2.- Harrow and Ingtaal, the senior scribes of the firm, work here. The south wall of the room has a permanent Magic Mirror spell placed on it, providing a continuous picture of the activities taking place in the junior scribes' office (it functions as a one-way looking glass). On any day, there is a 40% chance that each scribe is working on a magic book consisting of 1D12+1 spells. If not working on a book, there is a 60% chance that the scribe is attempting to translate a document written in a strange tongue. If a scribe is not performing either type of special assignment, he is working on a scroll containing a high level (7th-10th) spell. During the day, all copies and original texts will be visibly displayed in the room; during off-hours, these materials are stored in the cabinet drawers, which are protected by Level 3 locks (Exception - high level scrolls are returned to the vault in the library each evening). The books on the long table are linguistic reference books on the Dwarven, Elvish, Centaur, and Dragon tongues. At night, a Sleep spell set on the doorway is activated (MK saving roll-2 or sleep 2D6 hours). Also note that the northern wall is 3' thick stone. Those hoping to gain entry bypassing the rear door will likely be disappointed, since 50 points of damage must be inflicted at a single point in this wall before it is breached, and an additional 150 points inflicted before a hole large enough to crawl through is opened (this process would likely make enough noise to raise the dead, let alone the local watch).

3.- If a scribe is producing a spell book, roll percentile dice to determine the portion of the book that has been completed; then roll a D10 for each spell to determine its level (1-5 = 1st level, 6-8 = 2nd level, 9 = 4th level, 10 = 6th level). If the current job is a translation, there is only a 10% chance that the text is magical; otherwise it is a diary (30%), religious book (40%), or history (20%). Unless magical, the text will be of no monetary value to the thieves. The books on the long

table are worth 300 GP each to linguistic scholars or other scribes; the bookends themselves are worth 75 GP.

4.- During the hours of 9am-6pm, there is a 75% chance that Harrow and/or Ingtaal are present, and a 10% chance that Peregrine is in the room. On rare occasions (3%), the senior scribes may be called on to work late (until 11pm). No one occupies the room between 11pm-9am.

I.) The Library

1.- This 15' x 25' room contains a single desk, located to the immediate right of the doorway, and a series of long open cases, each with three shelves. The shelves are lined with rack after rack of parchments and thick books.

2.- The shop's library serves as the repository for the magic books and scrolls accumulated by Alarkon and his predecessor. The shelves contain some reference books and all 1st-6th level spells not currently being used for transcription. Copies of higher level spells are kept in the iron vault in the northwest corner of the room. This area is the personal preserve of Peregrine, the hobbit Master Scribe whose desk sits in the entryway; even Alarkon does not know how his stock of information is stored. During night hours, and whenever Peregrine is away from his desk, a button hidden under the desk is activated to set an invisible light beam in the doorway that, when broken by any object or person, will trigger the front door alarm. In addition, a potent Sleep spell (MK saving roll-6 or Sleep for 2D6 hours) is permanently set day and night on the portion of the library floor plan marked on the map key. The only way to avoid passing through the sleep spell is to vault or climb over the hobbit's desk.

3.- The principal contents of Peregrine's desk are identified in his personal description above. The coded key kept in his desk, if found, may be figured out by anyone who can roll 4D12 under his intelligence (3D12 if the player is a hobbit, for the entire race has a fondness and a natural aptitude for such puzzles). The key, if deciphered, would reveal that the stacks are cross-referenced by racial language and spell level as follows:

- a) The first case - contains scrolls and books written in the dwarven (Khuzdul) tongues. Shelf 1 (top) holds 4D12 1st level scrolls, 2D20 2nd level scrolls and 2D10 3rd level scrolls (see the spell roll-up table at the end of this scenario to determine the actual spells available). Shelf 2 holds 1D12 4th level scrolls, 1D8 5th level scrolls, and 1D4 linguistic guides to the various dwarven dialects. Shelf 3 holds 1D6 6th level spells and there is a 50% chance that 1D3 magical books (each with 1D12 spells inside) are also present.
- b) The second case - contains spells and other documents written in elvish. Shelf 1 holds 3D10 1st level scrolls, 2D12 2nd level scrolls, 2D8 3rd level scrolls, and 1D12 4th level scrolls. Shelf 2 holds 1D4 5th level and 1D8 6th level scrolls. There are also three reference documents on naming conventions and a scholarly tome on the peculiarities of pure high elvish speech (which none but the Mordor nobility are ever taught). Shelf 3 holds 2 spell books; one contains healing and clerical spells (1D8 + 2), while the other contains spells suitable for dealings with woodland creatures (2D3 spells).
- c) The third case - contains magical texts in two tongues: Kentaree (the language of the centaurs) and Enochian (the written language used by human mages). Shelf 1 holds 1D6 1st level, 1D8 2nd level and 1D6 4th level scrolls in Kentaree; there is also a 65% chance of 1D4 small books containing 2D3 spells each. Shelf 2 holds 2D12 1st level and 2D10 2nd and 3rd level scrolls in Enochian. Shelf 3 holds 1D12 5th level and 1D8 6th level Enochian scrolls, a reference volume on the variant dialect of the Island Peoples (worth 300 GP to a historian), and a volume on demonology (intermediate level, worth 1000 GP).
- d) The fourth case - contains only a few items, written in less common magical tongues (Dragon, Sea Tongue, Giant Speech). There is only a 10% chance that a thief will be able to read any of these languages. Shelf 1 holds items written in Dragon: 1D10 2nd level scrolls, 1D10 + 2 4th level scrolls, and 2D4 5th level spells. Shelf 2 holds scrolls

written in Giant Speech: 1D6 1st and 2nd level spells, 1D8 + 1 3rd level spells, and 2D6+2 6th level spells. Shelf 3 holds a matched pair of volumes on offensive and defensive magic (2D8 scrolls in each, plus discussions of tactical options, sample combat examples, etc.). The two texts are written in Sea Tongue, and are samples of the curriculum that was offered at the New Atlantean School for Wizards.

4.- There is a 60% chance during business hours that Peregrine will be either at his desk or somewhere among the stacks. There is also a 5% chance that one of the junior or senior scribes is present, making a request for (or returning) a library document. Alarkon, if not busy with a client, enters at precisely 6pm and turns on the traps guarding the building. If Alarkon is otherwise occupied, Peregrine will activate the traps and wear his protective amulet home with him.

J.) Supply Room and Storage Area

1.- An opening in the south wall of the library leads into a 5' x 10' room. Two long tables occupy the center of the room; one contains equipment and tools for bookbinding, the other a variety of book covers and scroll cases. A medium-sized three drawer cabinet is centered along the south wall; in the northeast corner there is a neat pile of 1D10 scrolls and 1D4 books. All passing through the opening to this room must make a MR saving roll -2 versus a sleep spell.

2.- This area serves as a general storage area for materials and finished products. Peregrine works when necessary at a high stool set between the two tables, assembling the freshly copied pages of parchment into book form or rolling them and enclosing them in scroll cases. The covers and cases visible in the storeroom vary greatly in quality - about 80% are plain and functional (cloth, leather, wood, or brass) while the rest have some decorative features added (e.g., mother of pearl inlay, use of more precious materials like silver, gold, or velvet). The pile in the corner are completed products (books contain 1D8 spells each; roll up the spells contained from the table provided at the end of this scenario). On the western

wall, there is a secret panel that conceals the mechanisms for activating and deactivating the traps in the shop. The panel can only be located by a deliberate attempt to locate secret doors. If the panel is opened, six buttons are revealed; if pressed, they will deactivate these traps, respectively:

Front door - alarm
Front door - Tanglefield
Curtain area - Sleep spell
Curtain area - Tanglefield
Senior's Office - Sleep spell
Storage area - Sleep spell

A separate search for secret doors must be made to locate a small latch that reveals a seventh button, which, when pressed, deactivates the Noose of Flesh spell placed in the vault area. Only Alarkon is aware of the existence of this switch.

3.- The bookbinding equipment on the first table is worth 200 GP. The unadorned book and scroll coverings on the table are worth only a few silver pieces each, while the more ornamental pieces are worth 10 to 100 (1D10 x 10) GP each. There are 4D12 covers on the second table, 20% of which are decorative. In the first two cabinet drawers are a stockpile of inks, pens, and parchment; in the third, 1D6 elaborately adorned coverings (like the one shown in the left-hand display case in front of the shop) are stored. Each item is worth 1D20 x 150 GP. The finished goods in the corner can be identified in the following roll-up procedure:

- 1) Roll 1D10 for type of item - 75% scroll, 25% book.
- 2) Roll 1D10 for type of covering - 80% plain, 16% some minor ornamentation, 4% very extensively adorned.
- 3) If book, roll D8 to determine number of spells contained.
- 4) For each spell (scrolls and books), roll 1D10 to see general skill level (90% 1st - 6th level, 10% 7th - 15th).
- 5) Identify actual spells contained according to the appropriate chart from the end of this scenario.

4.- There is a 20% chance that Peregrine will be present in this room during normal business hours. Otherwise, the room is unoccupied.

K.) The Vault

1.- In the northwest corner of the library, a 5 foot square area has

been blocked off for a thick iron vault. The door handle is centered on the east side of the vault.

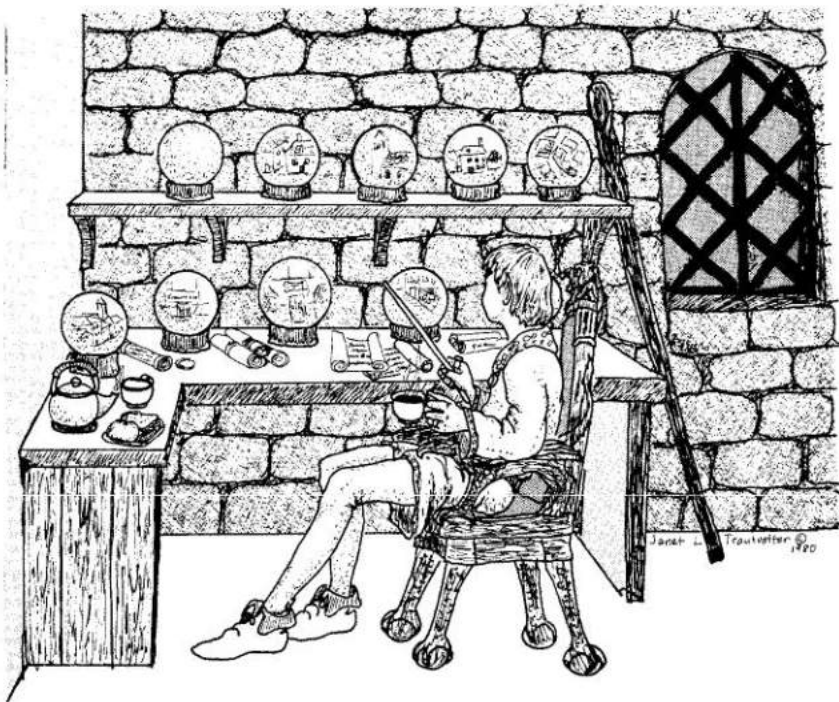
2.- The vault is the repository of the shop's most valuable magic texts (containing 7th to 15th level spells). The walls are over a foot thick, and are impervious to even repeated weapons assault. It is protected by a potent enchantment, a Noose of Flesh trap, that is activated whenever the door handle is touched. (Note: The null-magic amulets worn by the staff, including Alarkon, will not protect characters from this trap.) If activated, the Noose of Flesh appears in a 10 foot diameter area immediately before the vault, encircling all living beings in that vicinity (no REF saving throw). The trap devours the flesh of its victims, and even armor does not intercede - the trap does 6D6 hits of damage to each character in its range per melee round of activation (up to 10 melee rounds total). The trap deactivates when no life forms are detected in its area. The victim's bones and possessions will be left behind if that's any consolation.

3.- The vault contains 35 copies of high level scrolls (use advanced spell roll-up table at end of this scenario to determine exact types available). There is also a glass case containing a few fragments of a tattered scroll in an ancient script (no monetary value).

4.- No, there isn't an invisible stalker in here waiting to pounce. If your players have gotten this far, they deserve the reward. Of course, they still have to get back out, and they may no longer be alone...

GUARDIANS

The scheduled timetable for the local guard rounds was indicated earlier in this scenario. If the alarm bell rings or other signs of disturbance in the shop occur while the guards are on Magic Street, there is an 80% chance they will investigate. If more than three guards are in the patrol, they will split up and try to cover both exits from the shop with missile weapons; if successful, they will demand surrender. The guardsmen need never make morale checks during normal combat situations; however, if magic is used against them and inflicts damage, there is a 20% chance that they will panic and flee.



The watch-mage on duty normally (85%) waits in the audience room of the Mage's Guild building, monitoring activities along the street through a set of crystal balls endowed with Clairaudience; otherwise (15%) he is elsewhere on the street attending to other disturbances. The mage may become aware of the robbery in progress in two ways. If the alarm bell outside the shop is ever activated for 3 consecutive Mr or more, the mage will respond immediately to the alarm. Also, once the alarm bell has been activated, the shop becomes bathed in a blue aura invisible to the naked eye but visible in the magic crystals. The aura remains even after the alarm is turned off (until a Dispell Magic is cast on the building). It will take 1D12 + 4Mr for the watch-mage to notice the aura and respond.

The mage serving as guardian is provided with a number of artifacts to assist his efforts to keep the peace. The mage carries the following items:

- a wand of Paralyzation (containing 18 charges),
- a crystal containing Blaze of Noon, and
- a medallion of Shield, +6 (containing 24 charges, used 1 per Mr).

The mage will also possess a Sphere of Darkness spell, and a Fireball

spell capable of 4D10 damage (he has sufficient power to throw up to 3 of the latter spells, and can throw up to 6 Spheres of Darkness).

If he appears, the watch-mage will attempt to take the party alive. If his approach is unnoticed, he will begin by throwing a Sphere of Darkness within the shop, to generate fear in his foes. At first, he will remain outside the building, and try to paralyze any that attempt to flee; if no one emerges, he will open the door, reveal the Blaze of Noon, and attack with the wand. The mage will not hurl a Fireball unless his life is endangered by direct assault (he is reasonably sensible of the property of others along the street he guards). MR saving rolls against Fireballs are made at -3; saves against the Paralyzation wand at -6. If the player-characters are wearing any of the null-magic amulets from the shop, they will block the effects of all spells and artifacts except the wand of Paralyzation, but only for the person wearing the amulet.

In addition to these normal guardians of Magic Street, there are a number of additional residents of the area who may become involved in the play of this scenario. These other characters are neighbors of the

MB&S shop, who may become aroused by the activities of the thieves.

Chiselwick the alchemist, as previously mentioned, will be generally oblivious to street noise while he is working in his laboratory (there is only a 10% chance that he will notice even a loud noise outside). While at home after midnight, however, there is a 50% chance he will notice any major disturbance. If so, his actions will be geared toward insuring the safety of his property. If the back alleyway appears empty, he will attempt to return to his shop, carrying a half dozen vials of various sedative potions (if he is surprised while carrying these items, he can throw them at a foe at a HACO of 11 - a hit will cause them to shatter, making the victim extremely drowsy, and reducing his fighting effectiveness by 1/2). If he sees that he cannot make it to his shop without confrontation, he will set off an alarm bell within his house to try and attract aid.

Tibbits, if alerted, will move quickly to investigate the source of any disturbance; he utilizes the combined effects of Fly and Shrink spells to transform himself into a form in which he can observe others unnoticed. He is not a violent man, and would prefer to subdue rather than vanquish foes; however, he also is a practical joker of some local repute. Consequently, his favorite tactic is to erect a Dimension Door in front of a moving opponent, to transport the latter to some unexpected spot - in this case, directly in front of the nearest Guard House. Characters do not receive a MR saving roll against the effects of a Dimension Door; rather, the spell is cast directly against a given 10' area (earth has a natural magic resistance of 9, wood an MR of 11). Dimension Door spells last for 10 melee rounds, and normally appear as shimmering, portal-sized shapes; Tibbits, however, will cast a Limited Invisibility spell on the door after the first melee round in which it is created, making it undetectable to the naked eye. If Tibbits is seen and becomes seriously threatened by the thieves, he will Shape Change into some sort of monstrous form (GM's choice) to carry out his defense. All saving rolls made against spells cast by Tibbits are at a -2 to normal MR.

Verdian and Carmella, Tibbits' apprentices, may accompany their master, or possibly investigate on their own. In either event, they

will remain outside the MB&S shop, cautiously observing. If the thieves are encountered, Verdian relies principally on a Charm Person spell; Carmella knows and uses Sleep as her primary offensive weapon. If threatened at close range, both apprentices can use Clumsiness or Shield spells against their attackers; however, there is a 40% chance that they will simply panic and try to run away.

Lukas will not make contact with the thieves unless they trespass on Faraday's grounds. In such an event, he will rush from the house, brandishing a huge club and demanding their swift departure. He will not give pursuit, but his bellowing is likely to increase the general watchfulness of others in the area.



CHARACTER DESCRIPTIONS FOR GUARDS AND MAGES

CHARACTER													
NAME	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Constable 1	VET DW FTR	14	12	12	14	13	12	2HMR	3	1D8		CHN 7	36
Constable 2-4	INT HU FTR	13	9	8	12	9	14	THROWN	4/8/15	1D4		LTH 4	25
								MACE	6	1D4			
Constable 5-6	INT /E FTR	8	12	14	11	10	8	SPEAR	6/9	1D8		LTH 5	17
								S BOW	3/7/11	1D6			
Watchmage 1	EL HU MAG	10	15	7	11	17	16	SHSWD	7	1D6			
Watchmage 2	EL EL MAG	11	11	11	13	13	19	SPILLS			(1)	CLO 10	32
								DGR	7	1D4			
								SPILLS			(2)	CLO 7	36
								DGR	6	1D4			
Chiselwick	VET HU ALC	8	15	13	12	14	12	POTION			(3)	NON 0	21
Tibbits	VET HU MAG	13	10	11	15	14	16	SPILLS			(4)	NON 0	29
Carmella	INT HU MAG	6	13	17	10	15	10	SPILLS			(5)	CLO 4	15
Verdian	INT /E MAG	8	12	10	8	12	15	SPILLS			(6)	CLO 2	16
Lukas	INT HU NON	16	8	8	10	7	13	CLUB	8	1D6		CLO 2	26

- (1) In addition to items and spells listed under the watchmage description, this mage knows the following spells (numbers refer to the Spell List below): 1, 2, 11, 13, 15, 30, 38, 45, 63, 67. All MR saving rolls made against these spells are at a -4.
- (2) In addition to items and spells listed under the watchmage description, this mage knows the following spells: 1, 2, 5, 6, 12, 28, 33, 40, 44, 47, 55, 65. All MR saving rolls made against these spells are at a -3.
- (3) Chiselwick has at his disposal inside the shop the following potion flasks that he will use if attacked: Acid (1D8 damage per vial, destroys all armor worn in that body area), Mists of Forgetfulness, Sleep, and Blast (2D10 hits damage per vial, used only as a last resort since it will damage the shop as well). All MR saving rolls at -2.
- (4) Tibbits knows the following spells: 1, 2, 5, 14, 16, 29, 32, 37, 48, 58, 64, and Fly. All MR saving rolls are at -2.
- (5) Carmella knows the following spells: 1, 2, 5, 7, 9, 12, 17, 20, 26, and Clumsiness. All MR saving rolls are at -1.
- (6) Verdian knows the following spells: 1, 2, 3, 5, 6, 11, 18, 25, 31, 34, and Clumsiness. All MR saving rolls are at -1.

SPELLS OF ALL LEVELS

<u>LEVEL 1 (D10)</u>	<u>LEVEL 2 (D8)</u>	<u>LEVEL 3 (D8)</u>	<u>HIGHER LEVEL SPELLS (2D12)</u>
(01) Read Magic (02) Detect Magic (03) Magic Missile (04) Moonlight (05) Shield (06) Voice Toss (07) Find Direction (08) Awaken (09) Read Languages (10) Detect Altitude	(01) Charm Humanoid (02) Detect Life (03) Hold Portal (04) Hot Shot (05) Listen (06) Noise (07) Sleep (08) Protection from Evil Influences	(01) Detect Enemies (02) Detect Evil (03) Detect Good (04) Detect Value (05) Daylight (06) Sense Hidden (07) Limited Invisibility (08) Charm Small Animals	(02) Moose of Flesh[15] (03) Null-Magic Shield[12] (04) Geas[11] (05) Stone to Flesh[11] (06) Hold Animals[10] (07) Heal Wounds[9] (08) Charm Monster[9] (09) Dimension Door[8] (10) Expand[8] (11) Shrink[8] (12) Camouflage[7] (13) See Invisible[7] (14) Uncurse[7] (15) Rapid Growth[7] (16) Shape Seeming[8] (17) Shape Change[8] (18) Summon Monster[9] (19) Timer[9] (20) Teleportation[10] (21) Zombies[10] (22) Transport Object[11] (23) Disintegration[12] (24) Plant Control[13]
<u>LEVEL 4 (D8)</u>	<u>LEVEL 5 (D8)</u>	<u>LEVEL 6 (D6)</u>	
(01) Detect Secret Doors (02) Discern Magic Spell (03) Sphere of Darkness (04) Knock (05) Levitate (06) Strengthen (07) Tanglefield (08) Detect Invisible Presence	(01) Blaze of Noon (02) Bash (03) Haste (04) Hold Person (05) Night Sight (06) Slow (07) Detect Small Traps (08) Locate Large Object	(01) Detect Poison (02) Dispell Magic (03) Full Invisibility (04) Lightning Bolt (05) Missile Repulsor (06) Silence	

SPELL DEFINITIONS AND DURATIONS

- [1] READ MAGIC - will enable the caster to understand magical writing if he can read the language used.
- [2] DETECT MAGIC - will detect the presence of magic in an object or a 10' by 10' area.
- [3] MAGIC MISSILE - fires a magic bolt as if a +4 arrow shot from a composite bow. Caster may fire (level+1)/2 rounded down bolts per spell cast, but may not direct them at separate targets until 11th level.
- [4] MOONLIGHT - will produce a glow equal to the light of a full moon. it will affect any creature affected by moonlight. Lasts 40 hr.
- [5] SHIELD - will raise the AC of the caster by 8 for 2 hr or 4 for 4 hr.
- [6] VOICE TOSS - allows caster to project his voice up to (90' + 10' per level) away, but not thru solid material.
- [7] FIND DIRECTION - will give compass direction in which caster is facing.
- [8] AWAKEN - will awaken any one sleeping being.
- [9] READ LANGUAGES - will enable the caster to understand the meaning of any written message except magical runes.
- [10] DETECT ALTITUDE - will determine height above sea level.
- [11] CHARM HUMANOID - will put any specified humanoid under the control of the caster. May be broken, check every period of time according IQ=3 - one month, IQ=18 - one day and make scale for the rest. Will break if suicide or extreme danger ordered.
- [12] DETECT LIFE - will determine if there is anything living in a specified 10' by 10' area.
- [13] HOLD PORTAL - will cause a door to be held as if barred by a 1' by 1' cross section of oaken beam.
- [14] HOT SHOT - is a small fireball causing 1D6 of damage.
- [15] LISTEN - raises hearing ability by 60% for 4 hr.
- [16] NOISE - will create a distracting noise at a distance of up to 300' from the caster.
- [17] SLEEP - will cause living beings to fall into a deep, natural slumber, from which they may be awakened by 2 hr worth of shaking. The spell affects 50 + (25 X caster's level) hit points, starting with the lowest hit point being in the spell area.
- [18] PROTECTION FROM EVIL INFLUENCE - will increase your saving throws against evil influences or spells cast by evil opponents by 4 or 1/3 your MR, whichever is greater. Lasts 4 hr.
- [19] DETECT ENEMIES - will determine if there are enemies present within a range of 100'.
- [20] DETECT EVIL - will determine if a specified being or object harbors evil influences.

- [21] DETECT GOOD -
will determine if a specified being or object harbors good influences.
- [22] DETECT VALUE -
will give the exact value of an object 75% of the time, +/-5-30% [5% x 1D6] 20% of the time, and a completely erroneous value (+/-10-1000% [10% x 1D100]) 5% of the time.
- [23] DAYLIGHT -
will produce light equivalent to the light in a shaded room during the day. Will not harm beings who are susceptible to the sun's rays. Lasts 40 mr.
- [24] SENSE HIDDEN -
will determine if anything has been hidden or concealed in a specified 10' by 10' by 10' volume. Does not reveal location or type.
- [25] LIMITED INVISIBILITY -
will render invisible any living being or object, human-sized or smaller. Does not allow movement or attack. Lasts 20 mr.
- [26] CHARM SMALL ANIMALS -
enables caster to charm 1D6 rabbit-sized or smaller animals. Complicated directions will break charm.
- [27] DETECT SECRET DOOR -
will determine if a secret or concealed door, panel, opening, etc. is present in a 10' by 10' by 10' area.
- [28] DISCERN MAGIC SPELL -
will determine what spells have been embedded in an object. First successful cast reveals number of discrete spells embedded in object. Will only reveal 1 spell per successful cast. Spells are revealed in order by level starting with the lowest.
- [29] SPHERE OF DARKNESS -
will cause a sphere of lightlessness to form about a specified point in line of sight up to 50' away. Sphere is 10' in radius and lasts 8 mr.
- [30] KNOCK -
will cause any locked door or object to open for 2 mr, then will close.
- [31] LEVITATE -
will raise the caster's center of gravity from the surface up to the rate of 20' per mr. Newton's Law will apply if free floating. Lasts 40 mr.
- [32] STRENGTHEN -
will add to the STR rating of beings: +1D8 to fighter classes, +1D6 to roguish classes, +1D4 to the other classes. Lasts 2 hours and receptor must rest for 1 hour afterwards.
- [33] TANGLE FIELD -
creates a volume 10' by 10' by 10' in which one moves as if in molasses. Any blows struck are at 1/8 speed and -8 HP. Any object entering the field is affected.
- [34] DETECT INVISIBLE PRESENCE -
will determine if something invisible is present within a 30' by 30' area. Will not see object or know what it is or know where it is in the area.
- [35] BLAZE OF NOON -
produces light equivalent to full noontime daylight. Beings who can be hurt by the sun's rays will be hurt by this spell. Lasts 40 mr.
- [36] BASH -
will deliver a blow equal to the blow of a battering ram to any specified door, object, or living being. To a living being it does 3D10 of damage, or nothing if MRST is made.
- [37] HASTE -
will speed up receptor by 1/2 current speed. Lasts 40mr.
- [38] HOLD PERSON -
will prevent 2D4 intelligent beings from approaching caster, or will function as a charm spell at -6 ST on 1 intelligent being.
- [39] NIGHT SIGHT -
allows the receptor to possess hypervision for 240 mr.
- [40] SLOW -
will slow receptor to one-half current speed. Lasts 40 mr.
- [41] DETECT SMALL TRAPS -
will determine if there is a small trap on an object or in an area 3' by 3'.
- [42] LOCATE LARGE OBJECT -
will reveal the direction and distance of a specified object, within a range of 250'. Object must be clearly pictured in the mind.
- [43] DETECT POISON -
will determine if poison or venom is present in a living being, object, or a volume 10' by 10' by 10'.
- [44] DISPELL MAGIC -
will dispell another's magic 80% of the time. There is a +/- 5% per level difference in trying to dispell a magic spell.
- [45] FULL INVISIBILITY -
will render invisible any living being or object that is human-sized or smaller. Receptor may move but any attack will render receptor visible again. Lasts 20 mr.
- [46] LIGHTNING BOLT -
sends a lightning bolt (3' diameter, 60' length) up to 300' away in direct line-of-sight. The bolt will travel a minimum of 120', even if it must rebound to do so. Bolt will do 4D10 points of damage to any being or object struck, half if MRST is made.
- [47] MISSILE REPULSOR -
will repulse up to 10 points worth of missiles per mr: spear is worth 4 points, bolt 2, and arrow 1. Lasts 4 mr.
- [48] SILENCE -
will create silence within a 15' radius of the receptor. Lasts 20 mr.
- [49] NOOSE OF FLESH -
creates a living circle of flesh up to 30' in diameter that is 4' wide. It contracts at the rate of 1' per mr until it meets and consumes itself. Will consume all organic matter within the circle.
- [50] NULL-MAGIC SHIELD -
projects a 6' diameter sphere which nullifies magic, both incoming and outgoing. Lasts 8 mr.
- [51] GEAS -
will cause a person to go on a quest, at caster's direction. Penalties for deviation range from cramps up to death, at caster's option.
- [52] STONE TO FLESH -
will return the statue of a victim of stoning to the flesh state.
- [53] HOLD ANIMALS -
will prevent 2D10 small animals, or 1D10 large animals, or 1D4 huge animals from approaching

- or 1d4 large, or 1 huge animal at ST-6.
- [54] HEAL WOUNDS -
will heal from 2D20 points of damage on a specified person.
- [55] CHARM "MONSTER" -
is the same as CHARM HUMANOID except any living being can be charmed.
- [56] DIMENSION DOOR -
creates a door thru anything up to 50' in any direction which allows up to 6 people to pass thru. Door lasts for 10 mr.
- [57] EXPAND -
will cause the receptor to double in size every 4 mr that the spell is in effect. Weight goes up proportionally.
- [58] SHRINK -
causes receptor to shrink to 1/2 size and 1/4 weight.
- [59] CAMOUFLAGE -
causes any non-living object to be disguised as any other object of the same size.
- [60] UNCURSE -
gives a % chance equal to ((IQ + TAL) x 2) of curse removal.
- [61] SEE INVISIBLE -
allows receptor to see any invisible objects or living beings within a volume 10' by 10' by 50' in a direct line of sight. Lasts 4 mr.
- [62] RAPID GROWTH -
will cause plants to grow wildly, and double the area that was covered. The volume of plants in the area will double every 6 mr. Will physically mature animals at the rate of 10% each 8 mr. Growth only occurs while caster is actively keeping the spell going.
- [63] SHAPE SEEING -
allows caster to assume the seeming shape of any living creature of approximately the same size.
- [64] SHAPE CHANGE -
allows receptor to be any living being of the same approximate size and weight. Shape chosen by the caster.
- [65] SUMMON MONSTER -
will call the nearest "monster" of about 16 hit dice. The monster will not be under the control of the caster.
- [66] TIMER -
will allow caster to specify a time delay for activation of a spell up to 1 year.
- [67] TELEPORTATION -
allows caster to teleport himself and what he is carrying to any destination. Chance of death according to knowledge of area: from 50% chance of death if caster has never been there, to 1% chance if caster has lived there for 2 years or more. Scale the percentages for the time spent in a area.
- [68] ZOMBIE -
will animate 1 dead humanoid body which is then under control of the caster. Zombies can absorb 25 + (1D6 x 5) points of damage.
- [69] TRANSPORT OBJECT -
enables caster to teleport objects to any destination. May transport up to 50 pounds.
- [70] DISINTERGRATION -
will totally disintegrate any living thing or object.
- [71] PLANT CONTROL -
allows caster to command 100 square feet of herbaceous living matter.

ARMED ROBBERY SCENARIOS

AND

PURSUIT ADVENTURES

A. WAYLAYING THE COURIERS

Ulysses Nicodemus Owen (known to his close friends and business associates as U.N.) is a well-respected jeweler who lives and works in the wealthy mercantile section of Haven. It is well-known that Owen supplements the income he receives from his personal, rather elite clientele by selling items on consignment to other shops in the city. Every seventh day, three couriers leave Owen's home with a cart of merchandise, returning later in the day with cash receipts from customers. It is rumored that these couriers are excellent fighters, and that both couriers and cargo are endowed with magical protection against potential thievery.

In this scenario, the player's objectives are:

- 1) to determine (through reconnaissance) the route taken by the couriers each week,
- 2) to select a point along that route where a successful armed robbery of the couriers can be committed, and
- 3) to execute that robbery.

The scenario is designed for 3-6 green or intermediate level thieves or 2-4 higher level thieves.

To the GamesMaster:

This scenario is designed to be carried out over a number of sessions. The random encounters identified in this scenario, coupled with the watchfulness of the couriers, should make it extremely improbable that the thieves will be able to track the complete route of the couriers in a single attempt. Indeed, this scenario is specifically designed to provide the players with a diverse assortment of situations in which reasoning, and not raw fighting or thieving prowess, will determine the outcome. The various streets and landmarks described in the course of this scenario can be used by the GM as sites for further adventures; the thieves may even decide to shift

their attention to another crime as a result of their information gathering efforts.

THE COURIERS

There are three couriers employed by Owen to make his weekly rounds. Flanagan, a veteran human archer, was a childhood companion of Owen, and is his most trusted associate. Homme and Onri, two veteran dwarven fighters, serve as the muscle of the team; although they are motivated primarily by hard cash rather than personal affection, Owen pays them enough to satisfy their mercenary instincts and maintain their loyalty. Requisite characteristics for this trio are provided below.

Flanagan transports the goods supplied by Owen on a two-wheeled handcart. The handcart is equipped with three shelves; a rectangular leather chest is strapped onto each shelf. The handle of the cart contains a push-button assembly; pushing the button raises and lowers a canopy over the cart (used during inclement weather). Two spells are embedded into the cart:

- a permanent Detect Invisible Presence spell
- a voice activated Impart Motion spell.

This latter spell may be activated only by Flanagan; if he speaks the words "Come unto me", the cart will attempt to return to the source of his voice. A foe holding the cart can keep it from making its return if he exerts all of his energy in holding it back; he can make no further forward progress with the cart, however, until Flanagan is either distracted or knocked senseless.

In addition to the spells embedded in the cart, each of the couriers is outfitted with some useful devices. Flanagan wears a leather helm that contains 20 charges of a Missile Repulsor spell (while activated, blocks up to 6 missile

weapons per melee round). He also wears boots of Haste, which can be activated to double his movement allowance for a period of 10 melee rounds. The dwarven helms each contain a Shield spell that adds +5 to their effective armor class whenever activated. The dwarves also carry non-magical battleaxes of superior sharpness (add +2 to normal hit probability).

Given their long years of experience at this job, all three couriers have a fairly keen awareness of their surroundings. Their percentage chances of sensing an approaching ambush are as follows: Flanagan 30%, Homme 45%, Onri 35%. The group also has a base 20% chance of noticing that it is being tailed (roll every 20 minutes); this probability should be modified by the GM to reflect the quality of the tracking job being done by the thieves. If an impending ambush or the "tail" is discovered, the couriers will absolutely not take chances by risking a confrontation with their foes; they will immediately attempt evasive action down a sidestreets or alleyway, or by leaving through the rear entrance of one of their stops. If the couriers do fall under attack (and, hopefully, this will eventually occur), the GM should remember that the group's primary allegiance is to Owen (and his cargo); consequently, if any of the three have an opportunity to seize the cart and escape, they will do so, even if this endangers the lives of the other couriers. All three couriers will activate their protective helms in the first melee round after they are attacked. If they appear to be evenly matched with their attackers, the dwarves will attempt to engage the thieves in close combat, while Flanagan activates his boots of Haste and moves the cargo a safe distance away. Thereafter, Flanagan will try to add assisting bow fire to the fray, if ongoing, or continue to run for it if the dwarves have been subdued.



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CHARACTER DESCRIPTIONS FOR THE COURIERS

NAME	CHARACTER	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
Flanagan		VET RU ARC	11	15	17	8	14	8	C-BOW	-3/1/4	1D6	(1)	CLD 5	27
Homme		VET DW FTR	16	16	9	12	11	11	SHSWDe	5	1D8			
									2BBAXe	-1	2D8	(2)	CHN 7	38
									HMR	3	2D4		(3)	
Onri		VET DW FTR	19	10	12	15	7	16	2BBAXe	0	2D12	(2)	CHN 7	48
									HMR	4	2D8		(3)	

- (1) Can fire two arrows per melee round (mr).
 (2) Sharpness of axe adds bonus of +2 to hit prob of wielder.
 (3) Effective Armor Class (AC) becomes 12 when Shield spell is activated.

THE COURIERS' ROUNDS

The weekly rounds made by the couriers include seven stops and involve travel along fourteen different streets. Consequently, it is to be expected that tracing the complete route of the couriers will likely be an exhaustive (and exhausting) enterprise, requiring several game weeks. Since the thieves must attempt to follow the

couriers at a respectful distance, there are plenty of opportunities to introduce random encounters with various NPC groups; some suggestions are provided later in this scenario.

The path of the couriers' route is outlined on a partial map of Haven provided in Section III, Maps and Diagrams, and is summarized below:

- 1) Couriers arrive at 10am at Owen's home, located on the corner of Northgate and Jewel Streets. They pick up their cargo and depart 5 - 15 minutes later traveling down Northgate to the Street of Caravans.
- 2) Turning right, they follow the main caravan route across the Dorian River, passing over the two Stone Bridges and through the

bazaars of Trade Island to the south side of Haven. At Gambol Street, they turn left and proceed to the Plaza of Troubadours.

- 3) Crossing through the Plaza, the couriers enter the Street of Silk Veils, stopping at Heligor's retail jewelry shop (a) for a pick-up and delivery. At the next intersection, Rouge Street, they turn right and follow Rouge until it intersects Cheshire Street.
- 4) At Cheshire, the couriers turn right and return to Caravan Street, turning left. After proceeding about one block, they enter the Silver Trumpet Tavern (b) for a lunch break.
- 5) Emerging from lunch, they continue left along Caravan for a short way, and then turn right onto Magic Street. On this street, they make two deliveries - at Enchantments, Ltd. (c) and the Magic Books and Scrolls shop (d).
- 6) The couriers proceed on up Magic Street to its other end, at Dwarrow Square in the center of the dwarven community. They cross through the Square to Iron Gate Street, travel one block and turn left onto the Street of Jewels (Gliss Street). Halfway up the Street, they stop at Malakki Master-Jewelsmith's (e) to pick-up cut gems.
- 7) Again, the couriers proceed up Gliss to its end at Southbank Street. The dwarves remain at this intersection while the human courier walks down to the waterfront area (called Trod Dhum, or Fool's Walk, in dwarvish), stopping at the warehouse of Gurodon, ship's chandler (f). The human makes a delivery, and then returns to Southbank Street, rejoining the dwarves.
- 8) From the corner of Gliss and Southbank, the couriers travel right along Southbank, passing through the elvish section of the city. Finally, they turn back onto Caravan Street, returning over the bridge to the north side. At Believer's Lane, they turn right and enter the Temple of the Emerald God, (g) where they make an offering in Owen's behalf.
- 9) Their stops completed, the couriers walk a short way further down the Lane, turn left at Worthy Street, and then left at Northgate. They return to Owen's house at about 3pm with the cut gems and cash received.

ALONG THE ROUTE

For the information of the GM and players, general descriptions of the traffic, surroundings, and prevailing atmosphere along the thoroughfares on the couriers' route are provided. This information should be made reasonably available to the players, who can use the information in selecting the spot where the actual robbery will be attempted, or in choosing tactics for making themselves inconspicuous while trailing the couriers. For the GM, the descriptions provide background that can be used in setting up NPC encounters. At the end of each street description, the probabilities that a random encounter will occur are indicated, and examples of logical NPC encounters are identified (numerically keyed to correspond to the list of 20 random encounters presented later in this scenario).

1. Northgate Street

Most of the buildings here are the residences of wealthy merchant families (although some also serve a dual function as business offices). There are few houses per block, and hedgerows often separate individual units. Area residents are rather suspicious of strangers encountered in the neighborhood. Patrols are infrequent, but the nearby 3rd Company of the City Guard will respond quickly if an alarm is raised.

ENCOUNTER CHANCES: 10%

(each 15 minutes)

LIKELY ENCOUNTERS: 3, 6, 7, 8, 11, 19

2. Street of Caravans

A very wide thoroughfare with a constant and heavy flow of traffic during the day, and a steady flow even at night. This is the major route taken by the caravans passing through the city; consequently, there are inns and taverns at regular intervals along the street. The toll bridges across the river are well guarded, and the entire street is regularly patrolled.

ENCOUNTER CHANCES: 60%

LIKELY ENCOUNTERS: ALL

3. Trade Island

24 hours a day, the island is a floating flea market where virtually anything can be bought and sold. The atmosphere here is hectic and bustling; passersby

will often be actively solicited by those with items to sell. The merchants on Trade Island are mostly transient and will not tend to notice or remember new faces in the crowd. However, this very fact tends to make the area a popular hangout for pickpockets and cutpurses. The bridges close at dusk, so that anyone on the island or on either side of the river must remain there until the bridges open again at dawn.

ENCOUNTER CHANCES: 40%

LIKELY ENCOUNTERS: 1, 2, 6, 8, 9, 12, 13, 16, 17, 20

4. Gambol Street

A fairly large, tree-lined byway in the Bohemian section of the city. The buildings on the street are mostly rowhouse residences, with ten or more units on each block. The major traffic flow along the street occurs in the evening, as people travel to and from the entertainment district of Haven. The residents of the neighborhood share strong feelings of community; they can often be found gathered together on someone's front steps, singing, playing instruments, or engaged in idle conversation. The residents maintain a generally curious and tolerant attitude toward the activities of strangers.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 3, 5, 9, 10, 11, 15, 17, 18, 20



5. Plaza of Troubadours

The plaza is a popular gathering place for musicians and actors; it is a regular site of impromptu shows. The atmosphere is carnival-like and very informal; people are content to let everyone "do their own thing". Because of the Plaza's popularity with visitors to Haven, the area is a

prime location for pickpockets and cutpurses; members of the City Guard are frequently in the plaza, and on the lookout for suspicious-looking characters.

ENCOUNTER CHANCES: 40%

LIKELY ENCOUNTERS: 1, 2, 5, 7, 9, 12, 13, 16, 17, 18, 19, 20

6. Street of Silk Veils

This street is the center of prostitution activities in the city. It is a heavily trafficked thoroughfare during the afternoon and evening; although its proximity to the thieves' quarter makes travel upon it somewhat dangerous after nightfall. This street is described more fully in the Cat Burglary scenario presented elsewhere in this volume.

ENCOUNTER CHANCES: 25%

LIKELY ENCOUNTERS: 1, 4, 8, 17, 18

7. Rouge Street

A narrow, residential side street with many alleyways. Little traffic passes this way during day or night, and the area is not regularly patrolled.

ENCOUNTER CHANCES: 10%

LIKELY ENCOUNTERS: 3, 4, 11, 14, 15, 20

8. Magic Street

During the daytime, this street is a busy thoroughfare where buyers and sellers of magical items congregate and trade. The reactions of local magic-users to strangers are somewhat unpredictable, given the eccentricity that characterizes many in the wizardly profession. Although the street is regularly patrolled by the City Guard, the magic-users also have their own system of protection and punishment against crime in the neighborhood. The buildings on Magic Street are mainly shops, interspersed with a few residences. The street is described more fully in the Cat Burglary scenario presented elsewhere in this volume.

ENCOUNTER CHANCES: 30%

LIKELY ENCOUNTERS: 2, 6, 9, 10, 13, 16

9. Dwarrow Square

Serves as a central gathering place for the dwarven community of Haven. The base of the square is set completely in stone; in the square there are many stone monuments to dwarven heroes of

legend, former community leaders, etc. The atmosphere here is staid and rather formal; non-dwarven traffic is viewed with some suspicion, although most dwarves recognize the wisdom of doing business with outsiders.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 2, 6, 7, 10, 11, 12, 19

10. Gliss Street

(Street of Jewels)

The area is mostly residential with a few shops relating to the jewelry trade interspersed. Gliss lies in the middle of the dwarven community, and dwarves comprise the dominant part of local traffic; other races are viewed with some suspicion when they appear. Patrols enter this area very irregularly; indeed, the total flow of traffic on the street is usually light. The houses on this street are fairly large, and many are surrounded by stone walls or iron gates; consequently, there are a number of secluded alleyways along this street.

ENCOUNTER CHANCES: 10%

LIKELY ENCOUNTERS: 3, 6, 9, 13, 15, 18



11. Southbank Street

(including Fool's Walk)

The lower end of Southbank Street, near the loading docks, is a rather rough neighborhood, consisting of warehouses, and homes and taverns for the

lower-class workmen who toil there. This is not the main port area of Haven, so few non-residents ever have reason to pass through the neighborhood. Strangers seen "hanging around" with no apparent purpose may find themselves challenged by hostile (and sturdily-built) locals. Above the docks, Southbank Street passes through the elven section of Haven. In this neighborhood, homes overlooking the river are highly valued commodities. The riverfront is well-travelled by picnickers, young lovers, and those seeking a restful spot for a moment's contemplation. Strangers will be treated amiably, unless they raise a disturbance or are seen defacing the area.

ENCOUNTER CHANCES: 15%

LIKELY ENCOUNTERS: 1, 2, 4, 5, 11, 14, 15, 16, 18, 20

12. Believers Lane

Most of the major temples to various deities are located on this street. The size of a cult's temple is the surest measure of the size (or the wealth) of its following. Near the temple of the Emerald God, the buildings are large and often surrounded by gardens for outdoor services and meditations; to the west, there is a "low-rent district" where the houses of worship are one-room shacks and the priests dress in rags out of necessity rather than piety. Most temples offer daily services for their more devout followers; at any hour, the street is full of eager penitents seeking salvation. Visitors on the street who are not wearing an emblem of some sect are likely to be besieged by a multitude of proselytizing acolytes.

ENCOUNTER CHANCES: 25%

LIKELY ENCOUNTERS: 1, 2, 9, 12, 17, 20

13. Worthy Street

Like Northgate, this is a wealthy residential neighborhood; here, the residents are priests with successful followings. Traffic is light and the neighborhood is quiet. The street passes directly in front of one of the barracks of the City Guard, and is considered a safe area as a result.

ENCOUNTER CHANCES: 10%

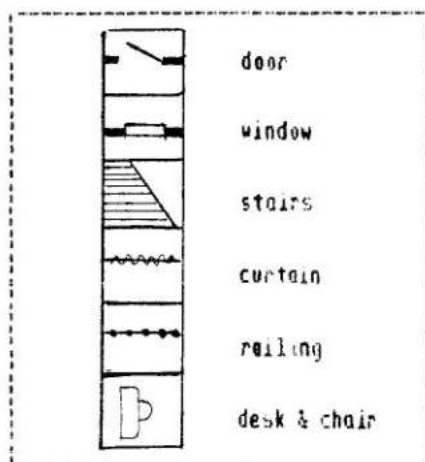
LIKELY ENCOUNTERS: 7, 10, 11, 14, 17, 19

STOPS ON THE COURIERS' ROUTE

The player-characters involved in this robbery attempt may choose to enter some of the buildings where the couriers make stops, either to determine the types of transactions taking place, to establish a closer "tail" on the couriers, or even to "case" the sites as possible locations for the robbery attempt. The following descriptions may be used by the GM in such an event. All maps to be used with these descriptions can be found at the end of this scenario; character descriptions are provided below.

A small diagram of the areas of each stop likely to be visited by the thieves during their tailing and surveillance is included with the description of each of the seven stops. The scale used is 1/4" = 5'; the location of some of the major furnishings is included.

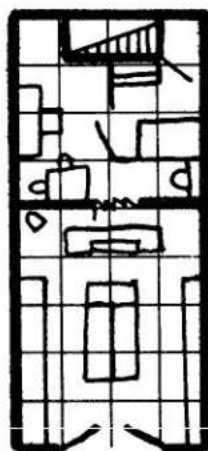
KEY TO MAP SYMBOLS



a.) Heligor's

Complete room descriptions for Heligor's shop are presented in the Cat Burglary scenario; only the main sales area and Heligor's office are likely to come into play during this adventure. The couriers enter by the front door; the two dwarves remain in the main sales area, while Flanagan goes back to Heligor's desk to conduct the exchange of goods. The courier leaves 204 jewelry items from the list of 20 provided in Heligor's Cat Burglary scenario. Make similar rolls to determine the number and type of items delivered last week, and this will represent the receipts taken in by Heligor for Owen's merchandise. 60% of this

total will be remitted to Flanagan in exchange for the new shipment; the rest is Heligor's profit margin.



In addition to the dwarves, Heligor's assistant, Fergus, will be in the main sales area; there is a 25% chance that the other assistant, Halley, will also be present. If players try to enter the back room from the sales area, Fergus and the dwarves will attempt to refuse them access. There is a 10% chance that 104 customers will be in the shop. Roll a D100 to see if they are members of any special character class (01-15 fighter, 16-20 wizard, 21-25 thief, 26-35 bard, 36-50 trader, all others common citizens with no special talents). If an adventurer type is present there is a 50% chance that he will join any argument that breaks out in the shop; in the case of a thief, there is a 50% chance he will join in on the side of the thieves.

b.) The Silver Trumpet

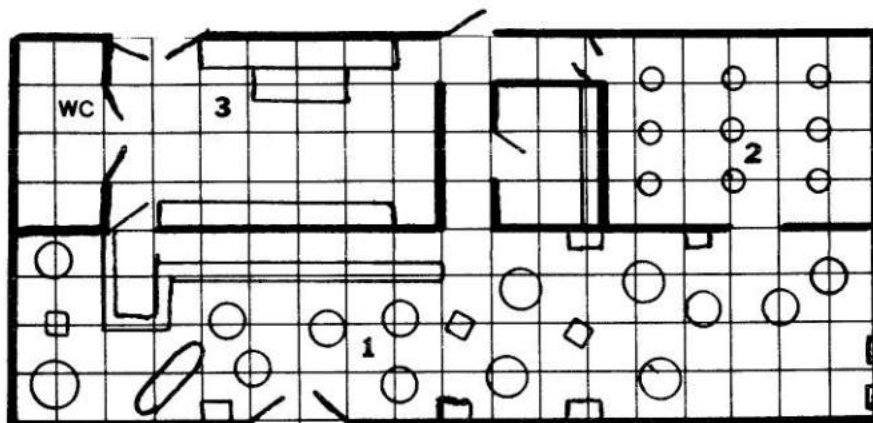
The tavern portion of the Silver Trumpet consists of three principal rooms:

1) Main bar area.

The barkeep and owner of the tavern, Aintree, dispenses ale, beer, wine and brandy from the high wooden bar in the center of the room. The storage area for liquor is beneath a trap door behind the bar. Patrons may stand, or sit at one of several large tables. There is an area reserved for gaming and gambling in the left-hand corner of the room. Those wishing to eat must take a table in the dining area. Occupants: Aintree is a muscular human male who totally enjoys his work; his jocular laughter frequently resounds through the room. If a fight should break out in the bar, he is a willing combatant, using a large brassbound cudgel that is kept beneath the bar. He employs two female barmaids to help out in the main room; they are both quite comely. At the midday hour, there will 1D12 customers in the main bar area. Roll D100 to determine the class of each customer (01-10 fighter, 11-15 magic user, 16-23 thief, 24-30 bard, other = average citizen).

2) Dining area.

Those wishing to purchase a meal take seats at one of the four tables in this room. Food choices run the gamut from a thick meat and potato stew (1 SP) to broiled fowl served with fresh garden vegetables (5 GP); the quality of the food prepared here is good. On the north wall of this room, a portrait of Aintree and an enormous moose head hang side-by-side; many people have commented on the resemblance... Occupants: The couriers will of course be seated in this room. There is a 90% chance that 1D6



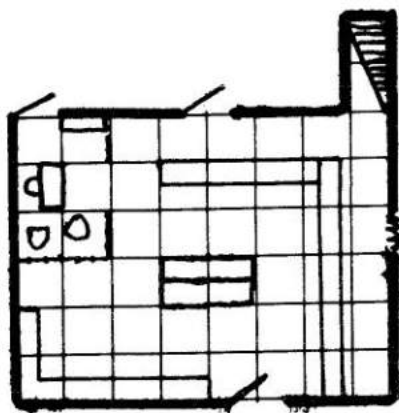
other tables in the room will be occupied by 1D4 customers each. If others are present, roll D100 to determine character type (01-15 fighter, 16-25 magic user, 26-30 thief, 31-50 trader, other = average citizen). Demko, a young human male, takes orders and serves food in this room. He is forgetful and somewhat accident prone, but well intentioned. Aintree is well aware of Demko's shortcomings, but feels sorry for the lad and keeps him on.

3) Kitchen area/Rear door.

A door from the main room opens onto a corridor that leads to a rear entrance. There is also a doorway to the kitchen off of this corridor. The hobbit chef, Buckminster, allows no one to enter the kitchen while he is cooking. He has the skill with thrown missiles (kitchen knives, pots, other utensils) to generally enforce this rule. Outside the back door, there is a large garbage heap, and a narrow alleyway leading to Cheshire Street.

c.) Enchantments, Ltd.

The first floor of Enchantments, Ltd. contains a large sales area where various items are displayed and two clerks and a supervisor are available to accept customer orders. This is the only room in the shop that the general public can enter. All doors and stairways leading from this room are trapped with potent magical protection; these special enchantments will be automatically activated whenever someone attempts to pass through these areas, unless the proper passwords are spoken. (GM's Note: These are meant to be truly impassable entryways; feel free to disregard any and all brilliant subterfuges devised by your players, and subject them to severe injury or death should they violate these traps.)



The couriers are escorted upstairs to the private office of Lady Rowena to conduct their business. On any given trip, they will deliver either 1D3 previously enchanted items (without spells embedded in them yet) that have been decoratively adorned by Owen, or 1D5 regular pieces of jewelry (to be enchanted upon delivery). The probabilities of each event are 60%/40%. Roll up the specific items from the Special Items chart; Lady Rowena will pay for the items in full with a letter of credit.

SPECIAL ITEMS

Pre-enchanted Items (roll D6, reroll duplicates)

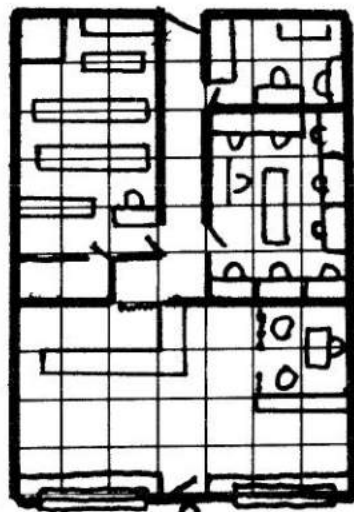
- 1) Silver dagger, gold hilt with ruby chips (1500 GP)
- 2) Ring with a sapphire gemstone (3500 GP)
- 3) Small gold statuette, jeweled filigree (2700 GP)
- 4) Pair of bronze sconces for candles (1500 GP)
- 5) Walking stick with diamond pommel (2000 GP)
- 6) Silver belt buckle (1000 GP)

Jewelry Items (roll D10, allow duplicates)

- 1-4 Necklace (1D20 x 500 GP)
- 5-6 Bracelet (1D10 x 100 GP)
- 7 Earrings (1D20 x 25 GP)
- 8 Anklet (1D10 x 50 GP)
- 9 Medallion (1D100 x 10 GP)
- 10 Tiara (1D20 x 250 GP)

d.) Magic Books and Scrolls

Complete room descriptions for this shop are presented in the Cat Burglary scenario; only the main service area comes into play.



The couriers wait in the main service area until Alarkon is available. They will then give the Master Scribe 1D2 extensively adorned spell coverings (book covers or scroll cases). Each item is worth 1D20 x 150 GP. Alarkon will pay the couriers 50% of the value of these items in cash from his cash box (the remainder to be paid upon sale of the completed magic text). There is a 40% chance that Alarkon will also be giving the couriers cash for 1D3 previously delivered covers.

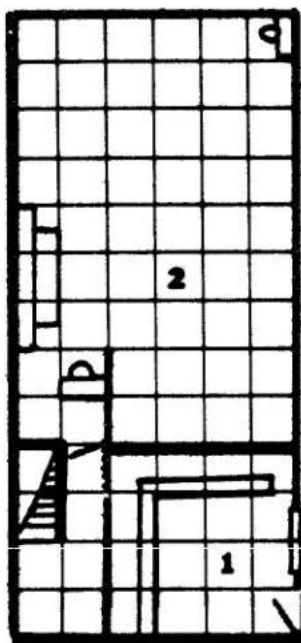
In addition to Alarkon and the couriers, there is a 70% chance that his clerks, Joban and/or Mikal will be in the service area. There is an 80% probability that 1D8 prospective buyers (non-magic users) will be in the shop; there is also a 40% chance that 1D4 magic-users will be in the shop. If mages are present, they will always try to thwart any robbery attempt made in the shop (to determine their tactical options in such an event, assume each mage has a 60% chance of knowing a 4D6 Fireball spell, a 70% chance of knowing a Sleep spell, 125 HTK, and a 30% chance of knowing an 8 point Repulse Missile spell.)

e.) Malakki Jewelsmith

Although Malakki's home and workplace actually takes up three floors, the thieves are only likely to see one (or at most two) of the rooms.

1) Sales area.

Immediately inside the front door, there is a small sales room. Malakki's assistant, Mischickin, stands behind an L-shaped counter, taking orders. Behind him is a heavy, woven curtain (done in earth colors and finely embroidered) that covers the entryway to the rest of the building. Mischickin is a shrewd businessman and a quick thinker; he does not willingly let unauthorized individuals past the sales area, and cannot be easily tricked. If threatened by force, he will dive below the counter and yell for the guards; he is not trained in weapons use himself. There is a 25% chance that a customer will be in the shop when the couriers arrive. Roll D100 to determine his character type (01-10 fighter, 11-25 thief, 26-55 trader, all other = average citizen). (Note: a down stairway behind the sales counter leads to a set of living quarters for the shop employees. A stairway from the living area leads to a storage vault; two guards are stationed here but will answer calls for help.)



2) Jewel cutting room.

Beyond the curtain is a large, open room where Malakki and four assistant jewel cutters (dwarves named Orin, Helderin, Ogoli, and Auric) perform their work. In addition to the work benches in this room, Malakki has a desk in the rear; it is cluttered with business correspondence. A male dwarven guard, Mvunik, stands at the entryway to the room to block unwanted visitors. If such visitors appear, Mvunik will first set off an alarm that alerts the guards stationed in the vault area; he then will attempt to hold the intruders at bay as long as he can.

The couriers pick up two small cases (6"x12"x3") of cut and faceted gemstones (each case worth 2500 GP); the cases are kept in a drawer in Malakki's desk. Flanagan will pay Malakki in cash for the gems; however, the two dwarves receive the cases and carry the gems somewhere on their person during the return trip to Owen's home.

f.) Gurodon, Chandler

Gurodon, a half-elfen trader, receives his principal income from the sale of ship supplies (cordage, barrels, wooden spars, canvas for sails, etc.) to merchant seamen who make port in Haven. As a sideline, he arranges for the shipment of certain valuable goods to more distant market areas; Owen is a steady customer of this service. There are three rooms inside Gurodon's large one-floor building:

1) Sales area.

This is a relatively small room with a sales counter, and several cubicles used by customers filling out or waiting for orders. A rather plain-looking female, Doreena, works behind the counter. She has a salty tongue, and a quick wit, and is well-liked by the customers. Flanagan (remember, the dwarves do not accompany him on this part of the route) enters and exits through the doorway here, and goes through to Gurodon's office. There is only a 20% chance that 1D3 other customers will be in the room when the courier enters. If customers are present, they will usually (75%) be experienced seamen with good fighting skills, who will join in a fray on Gurodon's side if the waylaying is attempted here.

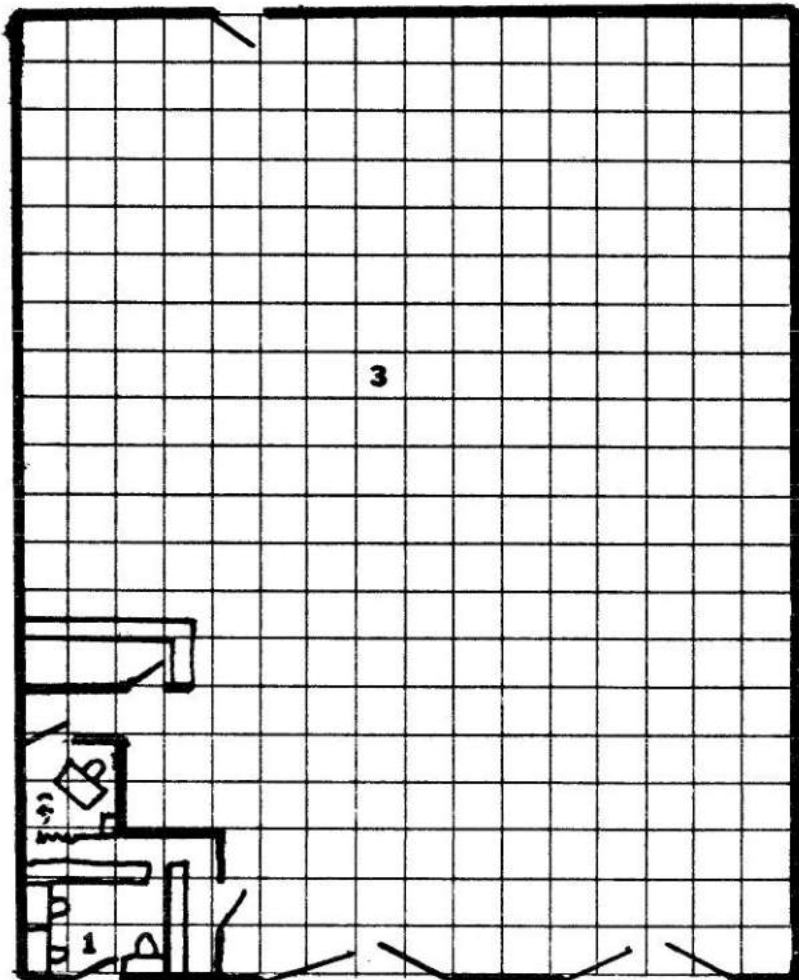
2) Gurodon's office.

Behind the sales area is a small room used by Gurodon for private business meetings and storage of

important property. Flanagan will deliver 1D6 jewelry items for shipment. Roll up the specific items delivered from the Special Items chart provided on the previous page in the Enchantments, Ltd., shop description; however, double the cash values rolled for these items (since the items shipped abroad represent Owen's highest quality product). Gurodon will place these items in the safe in his office (which is protected by a Level 4 lock). There is only a 20% chance that Gurodon will have payments to remit to the couriers; however, if he does, calculate the cash value of 2D8 jewelry items, rolled-up as outlined above. All payment made will be 50% cash and the rest in letters of credit.

3) Main warehouse.

The warehouse constitutes 90% of the area of this building. It is, of course, filled with heavily laden racks and shelves.



There are two pairs of large sliding doors across the front entrance, and a small door in the rear; all doors are usually (90%) unlocked during the day. A head warehouseman, Ferli, supervises the activities of three other human males - Banjor, Dominicos, and Crandall. There is an 80% likelihood that each man will be in the warehouse area at any given time; when not filling an order, they tend to sit by the front doors. They are not particularly observant about security at the warehouse; however, if they should chance to spot an intruder in the warehouse area, they will investigate and take a hostile attitude toward anyone they find.

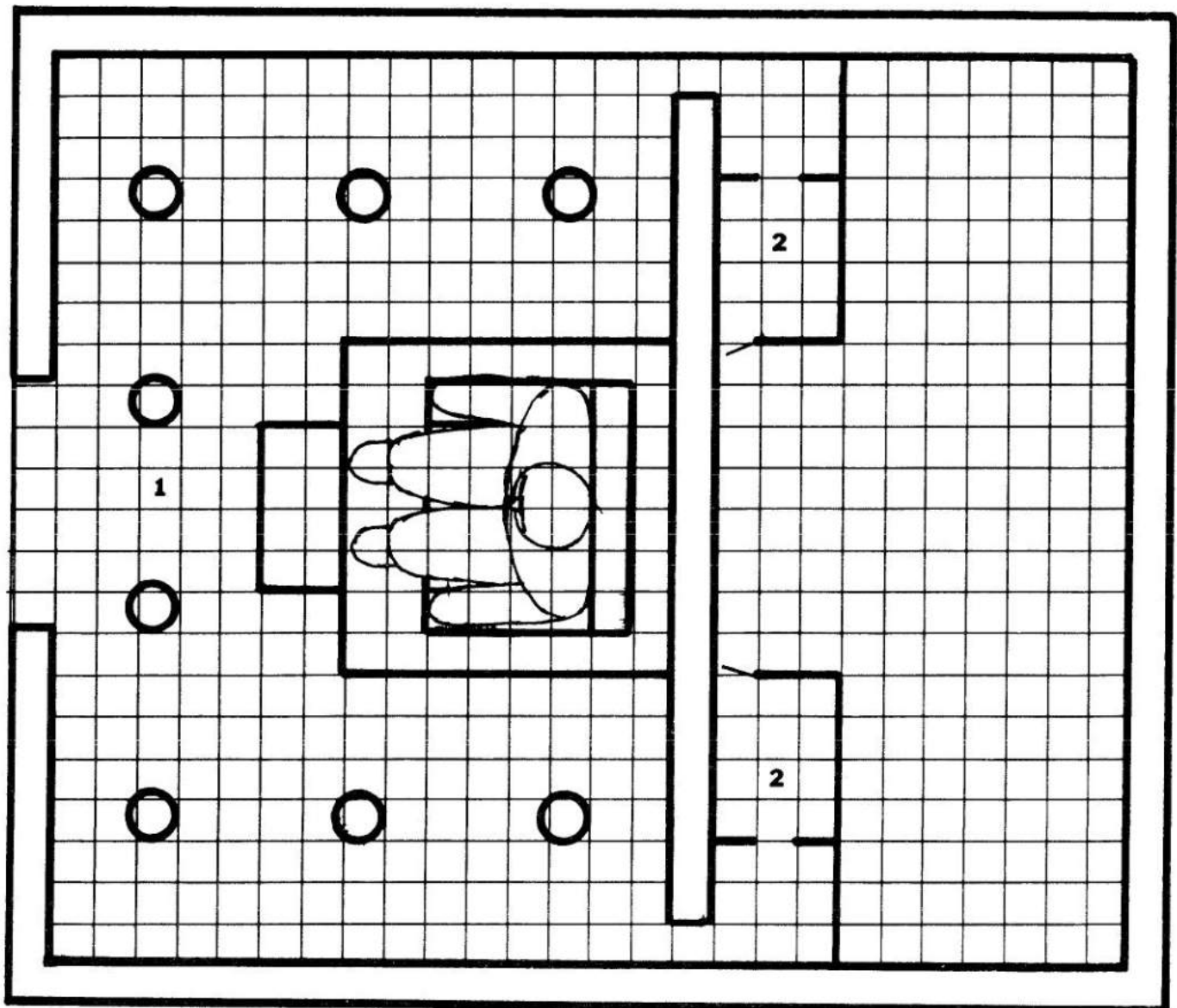
g.) Temple of the Emerald God

The temple currently owned by the cult of the Emerald God is one of the largest structures located on Believer's Lane. It is an immense marble structure, with the main floor of the temple at the top of a 100' long set of granite steps. Services are held here at sunrise and sunset, but worshippers enter throughout the day and evening to meditate, give tithes, or seek private consultation with the priests of the sect.

1) Main sanctuary.

The ceiling in this room is 60' high, supported by eight thick stone pillars. The floors are made of polished marble; along the walls are murals depicting various miracles performed by the Emerald God. The primary focus of attention in the room, however, is a massive statue of

the god, seated on a highbacked throne. The eyes of the statue are made of huge emeralds that seem to glow unnaturally in the flickering lamplight. At the foot of the throne, an open 10' deep stone vault is set into the floor of the temple, its top rim about two feet above floor level. The vault is nearly filled with coins, gems, and jewelry, given to the God as tithes. The couriers will drop 5% of the day's take into the vault, to honor Owen's pledge of fealty. While they are inside, there will also be 206 other citizens engaged in similar activities. There is a 60% chance that 103 priests of the cult will be in the room, monitoring the flow of worshippers. Should anyone try



CHARACTER DESCRIPTIONS FOR OCCUPANTS AT THE COURTIERS' STOPS

NAME	CHARACTER CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HAC0	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
A. Heligor's													
Heligor	VET HU TRD	10	11	8	13	16	12	MUG	12	1D2		NON 0	22
Feigus	INT HU TRD	14	11	11	9	12	12	CLUB	7	1D8		CLO 2	23
Holley	GR HU TRD	11	9	7	10	7	14	CLUB	8	1D6		NON 0	19
B. The Blue Harper													
Aintree	INT HU FTR	15	13	9	12	10	8	CUDGEL	5	1D6	(1)	CLO 2	29
Denko	GR HU NON	11	6	8	12	7	10	FISTS	10	1D3		NON 0	15
Buckminster	INT HO NON	7	17	16	11	9	13	DISHES	0/6/14	1D3		CLO 2	17
D. Magic Books and Scrolls													
Alarkon	EL HO SCR	6	15	10	8	15	6	FAINT	Yes	1D3	(2)	NON 0	20
Johan	GR HU TRD	10	9	8	14	8	12	DGR	11	1D4		NON 0	18
Mikal	GR HU TRD	8	12	12	12	9	8	DGR	11	1D4		NON 0	14
E. Malakki Jewelsmith													
Muunik	VET DW FTR	16	13	13	12	13	10	2BBAXe	4	2D8	(3)	CHN 6	28
								LXBOW	2/7/11	1D8			
Bayern	VET DW FTR	16	11	14	13	11	17	WHR	5	3D4		CHN 6	34
Furt	INT DW FTR	12	12	10	14	8	15	1BBAX	4	1D10		CHN 6	25
								S BOW	5/8/12	1D6			
Malakki	VET DW TRD	12	17	15	13	13	13	RAPR	4	1D12		NON 1	32
Cutters 1-4	INT DW NON	10	16	16	12	12	14	FISTS	8	1d6		NON 1	19
F. Gurodon, Chandler													
Gurodon	EL /E TRD	8	14	11	12	15	11	DGR	10	1D4		LTH 4	21
Forli	INT HU FTR	14	15	12	19	10	8	CTLSSe	3	1D8		LTH 4	29
Warehousemen 1-3	INT HU NON	16	10	10	16	8	9	CLUB	6	2D5		CLO 2	26
G. The Temple of the Emerald God													
Priests 1-3	INT MX PRI	8	6	12	14	10	8	MACE	9	1D4		CLO 2	17
Other Assorted Occupants													
Fighter 1	INT HU FTR	14	14	11	16	10	10	BDSWD	3	2D6		L/S 5	36
Fighter 2	VET EL ARC	11	17	15	9	12	11	L BOW	-1/4/7	1D6	(4)	CLO 5	24
Fighter 3	VET HU FTR	15	8	9	17	5	16	2HHMR	6	3D6	(5)	CHN 9	38
Fighter 4	EL DW FTR	10	11	12	10	9	15	GRSWDe	2	4D8		CHN12	42
Spellcaster 1	VET HU MAG	9	13	15	13	14	12	SPELLS			(6)	CLO 3	22
								DGR	8	1D5			
Spellcaster 2	VET KO MAG	13	10	11	11	16	11	SPELLS			(6)	NON 0	26
								DGR	8	1D5			
Thief 1	INT EL THF	5	12	9	10	7	6	DGR	9	1D4		NON 0	12
Thief 2	EL HO THF	9	16	18	9	13	9	SHSWDe	6	1D8		CLO 4	21
Bard 1	INT HU BRD	7	13	13	11	15	15	MUSIC			(7)	LTH 4	18
								RAPR	6	1D10			
Bard 2	VET /E BRD	10	11	12	7	13	6	MUSIC			(7)	NON 0	22
								S BOWe	2/6/10	1D6			

- (1) Aintree swings twice each melee round (mr) with cudgel, whether he connects or not.
- (2) The only damage done is to Alarkon, when he hits the floor.
- (3) Will receive backswing (second strike) in each mr, only if first strike misses; backswing is at penalty of -2 to hit prob.
- (4) Fires twice in each odd mr (1,3,5,etc.), three times in each even mr (2,4,6,etc.); needs only 8 above necessary to critical.
- (5) On any connecting blow, victim must save against STR or be knocked from feet; it requires 1D4 mr to arise.
- (6) There is a 60% chance the mage knows Fireball (4D8 average damage), and another 70% chance for Sleep (up to 200 HTK total); these spells are the preferred form of combat.
- (7) There is a 70% chance a bard will play a song of Peace, if he senses trouble ahead, and another 50% chance he will play Sleep (save against DSC for bardic songs); there is another 40% chance a bard will know the spell Charm Humanoid, and a further 35% chance for Sleep (up to 100 HTK total).

to remove an item from the vault, powerful greenish white beams of light will emanate from the statue's eyes, doing 2D10 points of damage per melee round to anyone standing or kneeling in front of the vault area. The beams deactivate only when no life can be detected in that part of the room. Activation of the beams will hastily bring 1D6 additional priests into the worship area, armed to protect their sanctuary with quarterstaves, and wands of Sleep.

2) Other areas.

On both sides of the rear wall of the sanctuary room, there are small openings that lead to the rear of the temple. They lead first into matching vestibules which priests use to don their ceremonial robes; doors from these areas in turn lead to various priestly apartments. These other areas are not significant to the play of this adventure.

RANDOM ENCOUNTERS ON THE STREETS OF HAVEN

In the process of following the couriers, the player thieves may become involved (often involuntarily) in events taking place around them. These events may hamper their ability to maintain the "tail" on the couriers, or may represent dangers to the party requiring their full attention. The chance of random encounters will vary according to the street being traveled, as indicated in the street descriptions. As previously noted, this scenario is designed so that the GM can introduce NPCs and situations from his own campaign. To supplement the GM's stock, we have identified some potential encounters that can be utilized in the course of this adventure.

(01) A pair of human male pickpockets (intermediate level) attempt to filch the purse of one of the members of the thieves' party. One of the men, Davos, is reasonably well-dressed and acts as a distraction (asking for directions, etc.), while his compatriot, Lattimore, attempts the "lift" (his base chance of success in Picking Pockets is 55%). Both will try to make a run for it if the theft is discovered in progress.

(02) A religious procession of 2D6 priests and 5D20 followers, setting out on a pilgrimage. The group moves slowly and solemnly along; they can effectively block an intersection for 2-5 minutes while crossing (long enough for the thieves to almost certainly lose sight of the couriers if they are on opposite sides of the intersection). Attempts to push through their ranks are very likely to provoke resistance; the priests carry quarterstaves, and 10% of their followers will be intermediate level fighters, armed with blunt weapons. If not disturbed, they will pay no attention to others on the streets.

(03) A shrewish, middle-aged housekeeper opens a second story window and empties a chamberpot on the head of one of the thieves. If challenged, she responds with sharp insults about their carelessness; however, the front door to the home she is in is locked.

(04) A press gang, looking for able-bodied men to serve (by choice or force) as crew on a freighter preparing to leave port. The gang is comprised of a bosun (carrying a broadsword) and 12 seamen (armed with truncheons). They will try to approach any male or female they encounter with a STR > 13 and a CO rating > 11; if the person approached does not accept the job willingly, the gang will try to forcibly subdue the candidate if there are not too many witnesses present. If a party member is captured, the thieves have until the following dawn to locate and rescue their companion, for the ship leaves port at that time.

(05) A crowd gathers on a street corner to watch the antics of an old man playing a squeezebox and his pet dancing bear. A group of young toughs are among the crowd, heckling the old man; several of the lads carry sharpened sticks and are threatening violence. There is a 30% chance that this situation will erupt into a brawl while the couriers or the thieves are passing by; if so they will be unavoidably caught in the middle of a free-for-all.

(GM's Note: Actions taken by the player-characters may increase the volatility of the situation, and increase the base chance that a fight will occur.)

(06) A large package falls off a heavily laden delivery cart into the street. The package has an address label across the top:

```

: : : : :
: :                               : :
: :   Lady Rowena Geronde       : :
: :   c/o Enchantments, Ltd.    : :
: :   Magic Street               : :
: :   Haven                     : :
: :                               : :
: : : : :

```

If opened, the box is found to contain the broken pieces of a defective Broom of Flying. If returned, the thieves will probably receive a small reward; if played very intelligently, this might give them a rare opportunity to learn something about the "magically protected" areas of the Enchantments, Ltd. shop.

(07) A group of seven constables on a man-hunt, move rapidly along the street, aggressively questioning everyone in sight. If they remain on the street, there is an 80% chance that the thieves will be questioned; the constables will become suspicious of anyone giving evasive answers, and may haul that individual off to the Guard House for further interrogation (and possible arrest).

(08) A foppish dandy, a green fighter named Cavendish, walks out of a shop without looking around and crashes into one of the characters, dropping and breaking a crystal vase worth 200 GP. He demands repayment for his loss from the player; if denied, he draws his rapier and challenges the player to a duel. If the character attempts to ignore him and walk away, the dandy will make himself a nuisance difficult to ignore. On his person, he carries a purse containing 500 GP in coins and gems, and wears a gaudy pinky ring (worth 750 GP to someone with equally poor taste).

(09) A large crowd stands watching a troupe of actors performing a miracle play. The couriers pass right through the midst of the crowd; if the thieves are trailing more than 50' behind the couriers, there is a 60% chance the thieves will lose sight of their prey.

(10) There is an explosion in a building down the street. A large gaseous cloud emerges from the broken windows of the building and floats along the street, about 4' above ground level. All those who remain in its path must make a MR saving roll or suffer the effects of a Feeblemind spell for the next 24 hours.

(11) A chain gang is working on a construction site, excavating an area where a new building is to be erected. Suddenly, one of the men, hands still manacled, leaps up from the ditch and attempts to escape. A foreman gives pursuit, yelling for assistance. The escapee will run down the first sidestreet he encounters; if he has passed by the couriers during his flight, there is a 20% chance that the couriers will join the pursuit.

(12) A sedan chair, carried by four burly black males, halts near the thieves. A stunted, gnomelike human with an elongated cranium sits in the chair and addresses the thieves. "I am Yok, the Seer. I know what you wish to accomplish. For a fee, I can help you attain your objective." He then motions for them to follow him. He is, unfortunately, a fraud; however, his black aides are very competent muggers who will attempt to ply their trade at the first opportunity.

(13) A woman approaches the thieves surreptitiously, offering them the opportunity to purchase a "magical" sword that she carries in a leather scabbard. She claims the broadsword adds +3 to a character's hit probability and a damage bonus of 1D10 to each successful attack; she initially offers the item for 4000 GP, but can be haggled down to 3000 GP. The item completely fulfills all of her advertised specifications; it also has been embedded with a permanent Detect Magic spell, which causes it to glow whenever it is within 50' of active magic use.

(14) An overturned milk wagon is being looted by a group of ragged urchins. A middle-aged farmer and his beautiful daughter are trying to drive the looters away, without notable success. Their calls for help have thus far gone unanswered, even by the couriers (who evidently don't drink milk).



(15) A pack of six large (albeit friendly) wild dogs attach themselves to the thieves' party. The dogs are of a size and strength sufficient to knock down an average man (STR < 10) through their playful leaps. Unless the thieves have food handy to distract the dogs, the animals will be about as easy to get rid of as Montezuma's Revenge.

(16) Up ahead, one of Haven's numerous village idiots falls to the ground in a screaming fit. A small crowd gathers to gape at the sight, making the area impassable for a few minutes.

(17) A soapbox preacher, collection plate at his feet, regales a small crowd. As the thieves pass, the preacher directs his remarks towards them, warning that they face "eternal damnation" if they do not repent of their sins. The preacher is undoubtedly correct, but....

(18) A huge barroom brawl floods out into the street, engulfing the couriers (and the thieves, if following less than 100' behind) in a wild free-for-all. All those involved in the melee must make two separate STM saving rolls or take 1D8 points of damage from assorted bruises, scratches, gouged eyes, etc. If the thieves are also caught in the riot, there is an 80% chance they will lose sight of the couriers; if they manage to remain outside the conflict,

there is only a 40% chance of such failure.

(19) A high ranking Thieves Guild official, accompanied by two muscular enforcers, carefully watches the activities of the thieves. If the thieves are not Guild members, the official will call them aside, and deliver a stiff warning (falling just short of violence) about freelancing within the city limits of Haven. He will strongly suggest that the thieves apply for memberships immediately, or suffer the rather unpleasant consequences. If the thieves are Guild members, their services will be demanded for the next 24 hours for a "vital Guild" job that turns out to be a routine surveillance of a wealthy noble's home. If the thieves should refuse to accept the assignment, they certainly risk those unpleasant consequences listed above, if not worse....



(20) A young female street urchin, who has been watching the thieves for several blocks and has decided that their furtive skulking looks like fun, brashly walks up and asks if she can join them. If they accept, her presence will increase their chances of being spotted by the couriers by a modest 5%; however, the thieves realistically will not be able to actually commit or discuss the planned crime with such a prominent witness around. If they refuse, the girl will continue to follow them, hurling sticks, rocks and other debris into their midst with a distressing accuracy. This situation, if allowed to continue for any period of time, would increase the thieves' chances of being spotted by 25%, due to the high numbers of crashes, thuds, and screams of pain likely to result.

CHARACTER DESCRIPTIONS FOR SUGGESTED RANDOM ENCOUNTERS

NAME	CHARACTER	CLASS	ST	CO	RF	SM	IQ	MR	WEAPON	HAC0	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK
1. Daves		INT HU THF	9	13	11	14		7	BOWKN	9	1D8		LTH 4	18
Lattimore(1)		VET HU THF	7	16	12	12		9	DGR	6	1D4		CLO 4	23
2. Priests		INT MX PRI	9	11	14	10		12	QSTF	10	1D6		CLO 2	19
Fighters		INT MX FTR	14	11	12	14		10	MACE	5	2D4		LTH 5	24
4. Bos'n		VET HU THF	9	14	15	11		15	BDSWDe	5	2D8		CLO 5	24
Seamen 1-4		INT MX FTR	15	12	10	16		8	CLUB	5	1D6		CLO 2	28
Seamen 5-12		GR MX FTR	13	11	11	12		10	CLUB	8	1D6		CLO 2	17
5. Toughs 1-4		GR HU FTR	11	9	11	12		10	CLUB	8	1D6		NON 0	18
Toughs 5-8		GR HU FTR	8	11	9	10		12	FISTS	6	1D4		NON 0	16
Bear			20	10	15	22	3	19	PAW	3	1D8		ANH 4	80
									BITE	5	1D6			
									HUG		2D6	(2)		
7. Constables 1-3		VET MX FTR	10	13	9	11		14	1BBAX	3	1D10	(3)	CHN 6	31
Constables 4-7		INT MX FTR	12	10	12	13		10	L BOWe	-1/4/7	1D6		C/S 7	34
									BDSWD	4	2D6			
8. Cavendish		GR HU FTR	11	14	16	8		8	RAPR	6	1D12		LTH 5	23
11. Escapee		INT HU THF	17	13	10	11		10	FISTS	7	2D4		NON 0	26
Foreman		INT HU FTR	11	10	7	9		12	WHIP	12	1D8	(4)	L/S 5	20
									SHSWD	7	1D6	(5)		
12. Yok		VET HU THF	4	12	10	8		11	BLWGNe	4	1D2		NON 0	14
Porters 1-4		INT HU THF	16	9	9	10		12	CUDGEL	6	2D4		NON 1	29
13. Adrena		INT EL THF	9	14	13	13		10	BDSWD*	-1	2D12	(6)	LTH 4	26
									RAPRe	2	2D6			
									KNIFE	7	1D5			
15. Dogs 1-6			16	13	15	12	3	11	BITE	3	1D6	(7)	ANH 3	35
19. Doralak		EL HU THF	11	19	16	9		15	RAPRe	-2	2D8	(8)	LTH 7	26
									MNGCHe	-1	1D6			
Thonnk		VET HU FTR	17	16	17	15		10	GRSWDe	-1	3D10		LTH 6	42
Annik		VET HU FTR	19	10	12	12		13	2BBAXe	2	2D12		LTH 5	39
20. Girl		GR HU THF	8	18	16	8		8	ROCKS	3/8/13	1D4		NON 0	13

(1) Lattimore has a 55% chance of Picking Pockets, and a 60% chance of Moving Silently.

(2) If bear hits a single victim with both paw attacks on the same melee round (mr), he will also hug for additional damage automatically.

(3) Constables' battleaxes have sharpness giving a bonus of +1 to the wielder's hit prob.

(4) Whip can be used to try and tangle the legs of a foe; if successful, foe will be tripped and on the ground for 1D6 mr. Any fumble by the foreman will result in his own legs being tangled.

(5) When faced with serious problem, foreman will drop whip, unsling shield, and draw shortsword.

(6) Magical weapon described in Encounter 13.

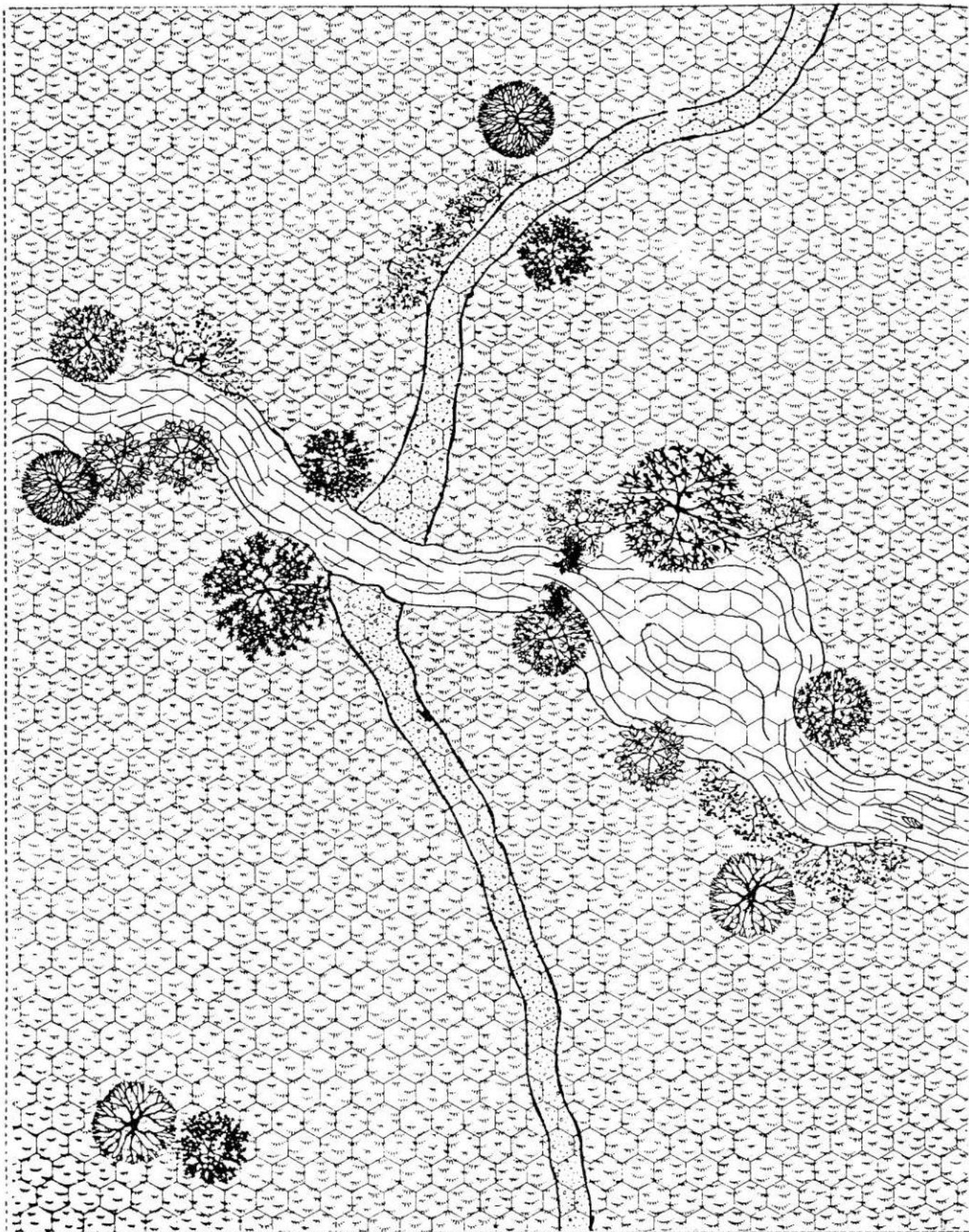
(7) Each dog bites a single foe 1D3 times in each mr. Dogs will attack only in self-defense.

(8) Doralak is a master of two-weapon technique; he may strike with both weapons in a single mr with no penalty to hit prob of either weapon.

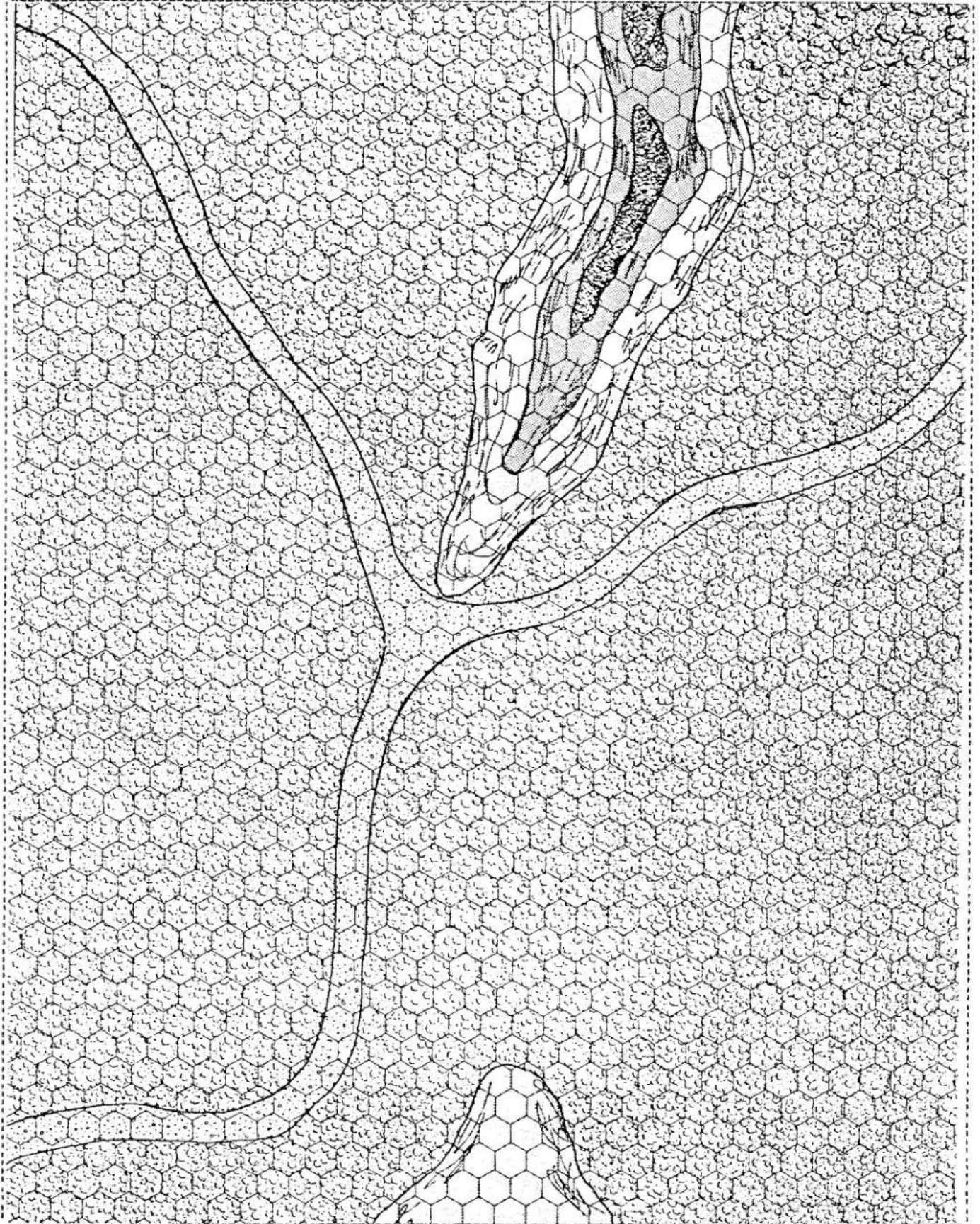
SECTION III

Maps, Charts, and Diagrams

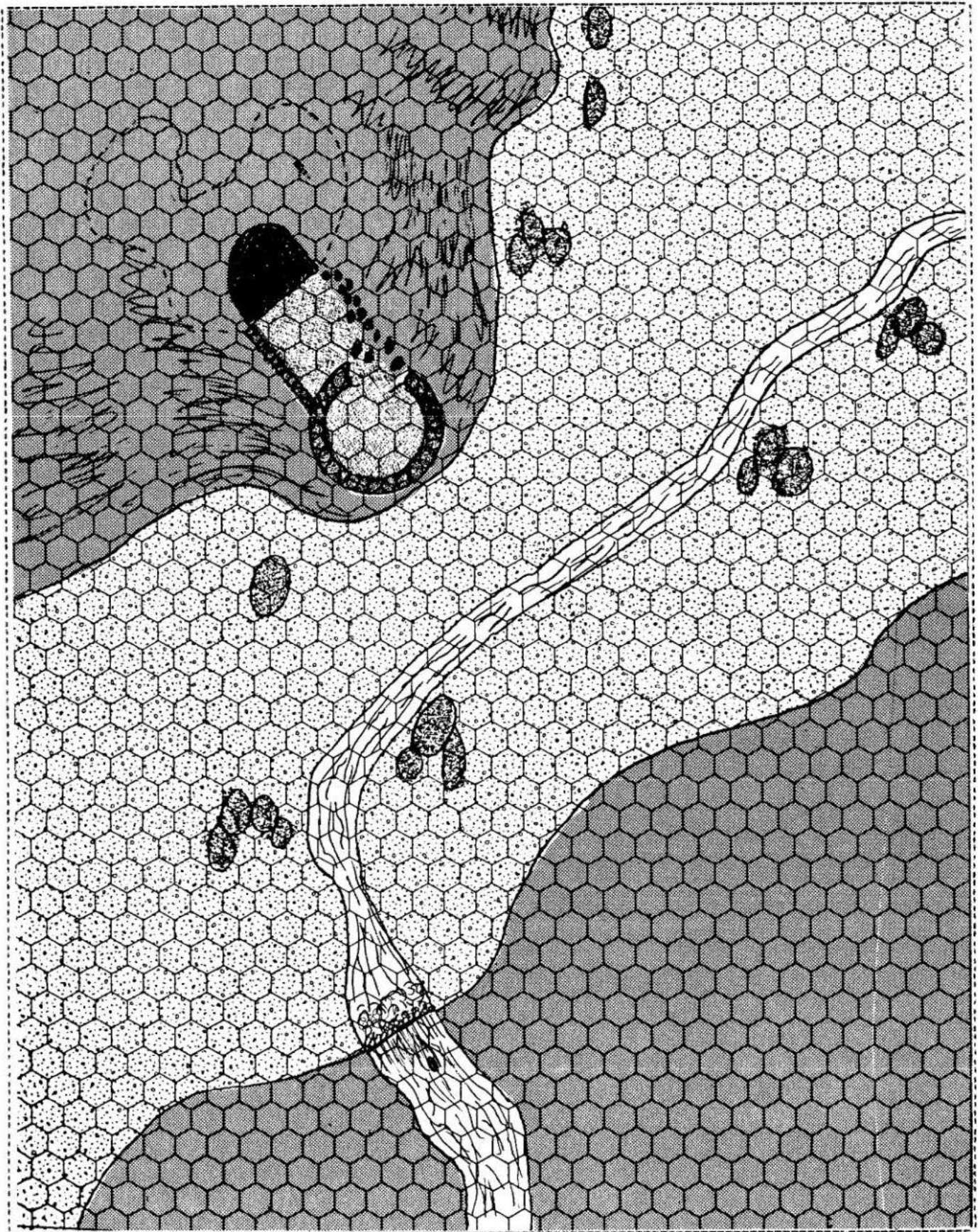
PLAYERS' MAP - TERRAIN: CLEAR



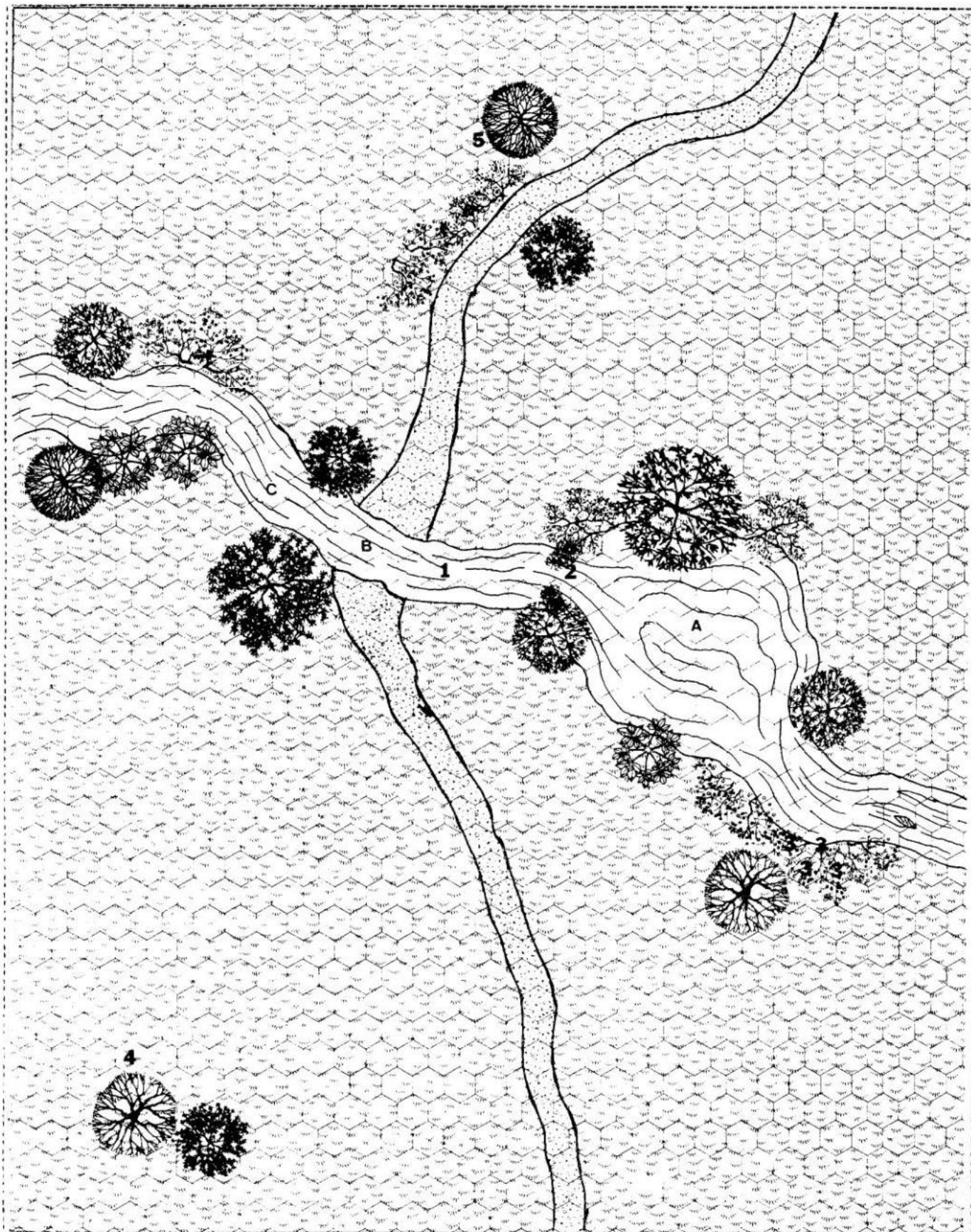
PLAYERS' MAP - TERRAIN: FOREST



PLAYERS' MAP - TERRAIN: MOUNTAIN



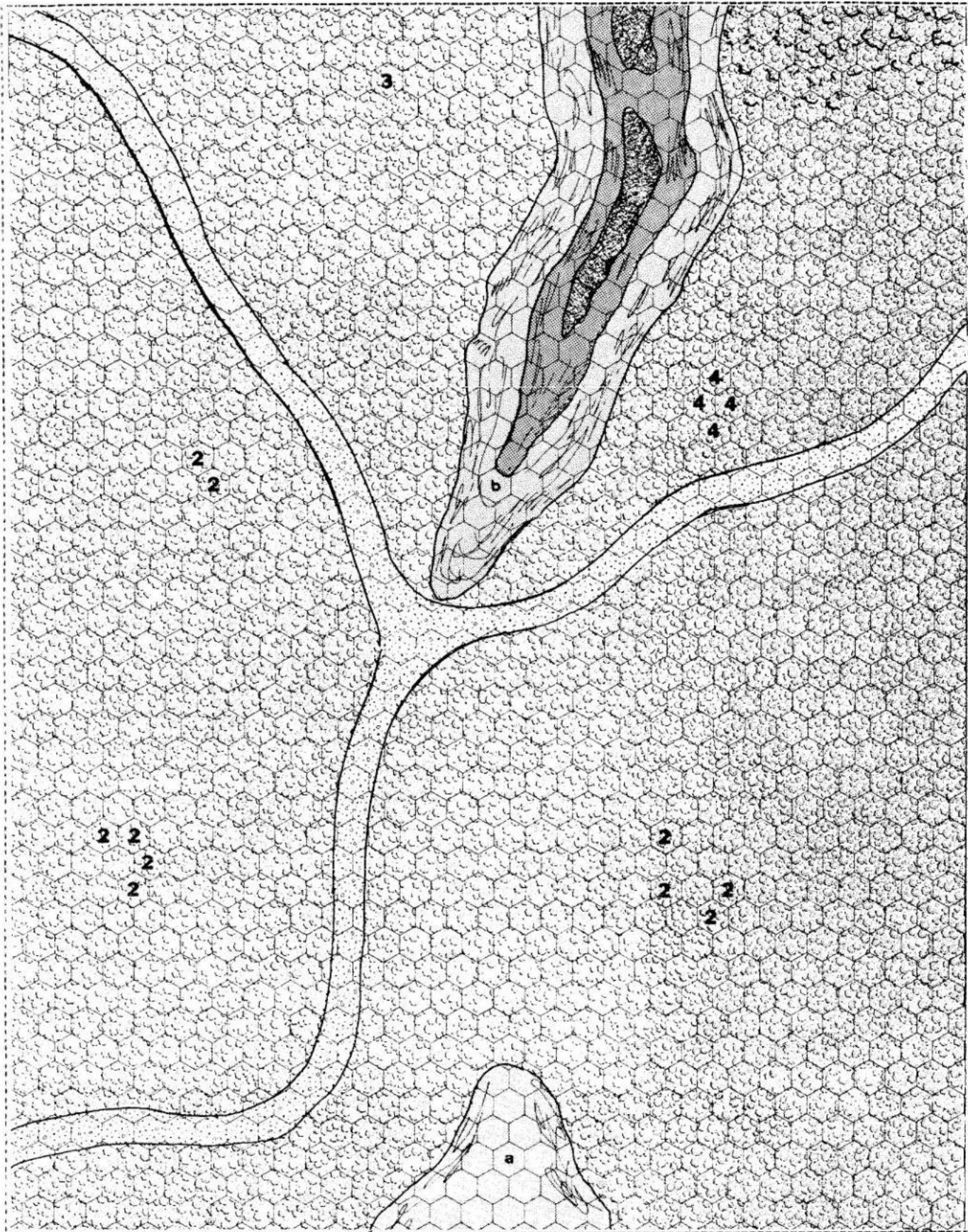
GAMESMASTER'S MAP - TERRAIN: CLEAR



GM NOTES FOR TERRAIN: CLEAR

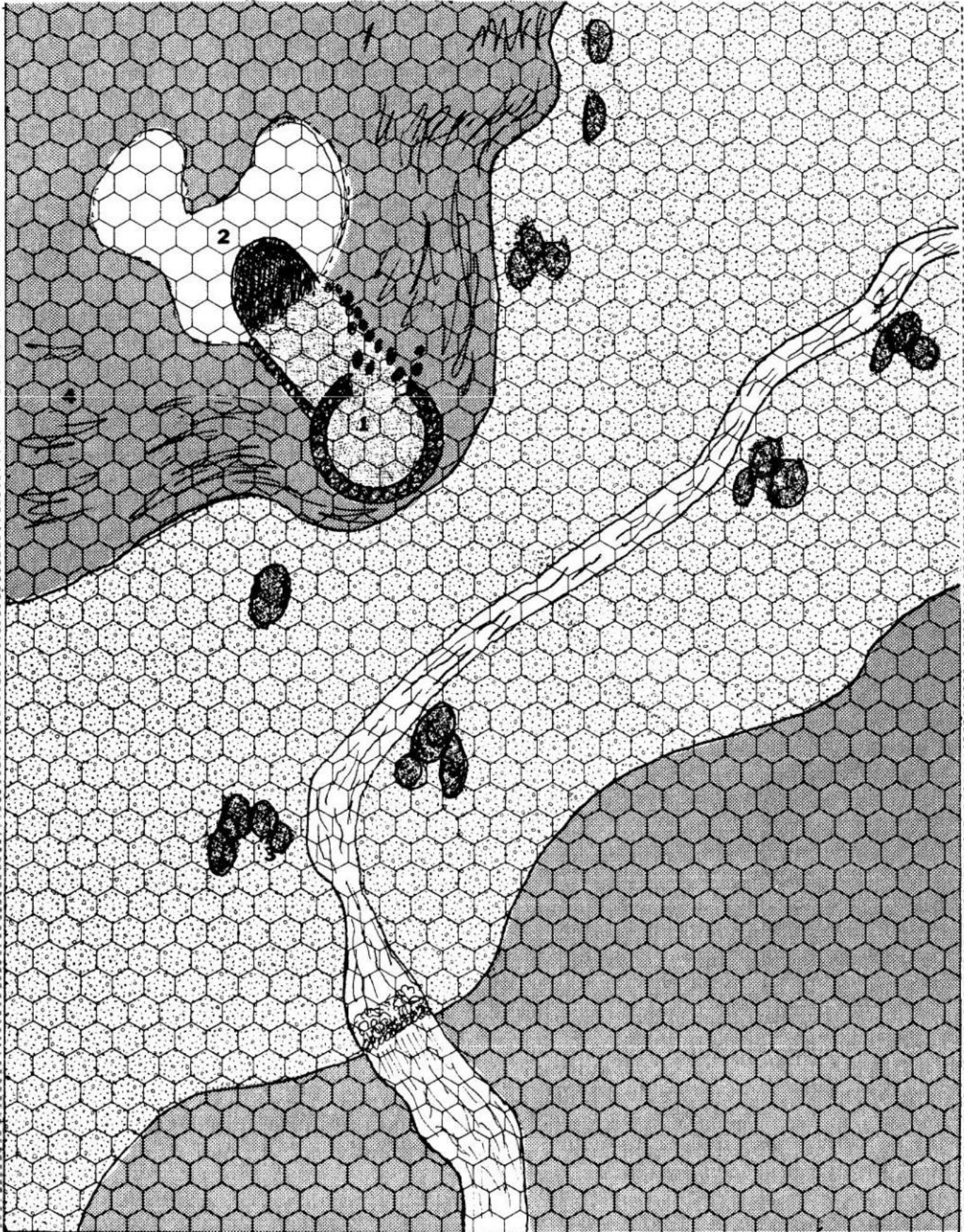
- 1) Generally speaking, the section of stream presented on this terrain map is about 2 1/2 to 5 feet deep; the currents are relatively calm here, and the bottom is fairly level. Near point A, there is a steep drop-off; the depth of the water exceeds 10' in this immediate area. At the ford (point B), the water is quite shallow (6" to 2'), permitting travelers and wagons to pass through at 1/4 normal speed. If characters become engaged in combat while in the water, they fight at a -3 to their usual hit probability. After the first pair of trees south of the ford (point C), the ground slopes downward, causing the current to pick up speed. If characters enter this portion of the river moving rapidly, they must make a REF saving roll to keep their balance. If players at either point A or C are thrown underwater, and do not know how to swim, they will take 1D6 of water inhalation damage per melee round (armor does not absorb) until they are rescued or reach a shallow area. Points B and C are readily noticeable to anyone who walks the length of the stream bed on this map (90% identification), while the deepening of the pool is difficult to observe from land (15% chance, 90% if someone swims through the area).
- 2) At this point along the stream, the players can see the remains of a beaver dam (sticks, mud, and assorted refuse). Several poisonous water snakes now make their home in this mire. If this area is somehow disturbed by the thieves or the caravan members, there is a 40% chance that 1D4 snakes will investigate. Snakes have 20 HTK and an EAC of 5; they bite twice per melee round, HACO = 7, doing 1D4 damage. They also inject a Level 6 poison on each successful strike (make STM saving roll to take 1/2 damage). There is a 20% chance that this feature will be noticed by the thieves if they spend a substantial amount of time in this area of the map.
- 3) The bushes in this area contain golden flowering berries that have known medicinal value. There are enough berries to brew 12 portions of a herb tea; each use will cure 1D6 hits. A Master of First Aid has a 60% chance of recognizing the value of the berries, and a character with normal training in first aid has a 25% chance; all other characters have only a 10% chance of identifying their use.
- 4) This tree contains a large hollow area in the base that can be used as a storage place for small items of collected booty. This landmark is readily noticeable to any group making an organized search of the area (75% chance).
- 5) Here, a simple stone marker (uninscribed) sits atop some obviously recent spade work. It is a gravestone, covering the decaying skeletons of two human-sized creatures, and nothing more. There is a 50% chance that a character walking nearby will notice the gravesite.

GAMESMASTER'S MAP - TERRAIN: FOREST



GM NOTES FOR TERRAIN: FOREST

- 1) General notes on visibility in this terrain: For the most part, this segment of the map should be treated as heavily forested. A character at ground level in a hex away from the road will only be able to see about 5 hexes in any direction; visibility is doubled if the character is up in a tree or alongside the road. A character also receives a 25% bonus to his normal Hide in Shadows chances while in these deeper woods. A character standing on the south ridge of the map (a) can see the entire southern fork of the road, and part way up the other two forks. A character on the lower level of the north ridge (b) can see the entire roadway along that side of the ridge; at higher levels, they can observe the entire map area. However, movement along the upper levels of the ridge is made at Mountainous Terrain rates (see Chapter 2). These restrictions on line of sight should be described to the players whenever they enter a different category of terrain; until they experience it, however, they will have only a vague idea of their limitations.
- 2) These areas are filled with dense, uneven underbrush, brambles, and jagged rock. Movement in these areas is cut to 1/3 regular rates (rounded down); if characters should run into these areas, they must make a CDN saving roll to maintain their speed and balance. If they fail, they take 1D3 of damage. Characters hiding in these sections receive an additional 15% to their chances of Hiding in Cover. If the characters reconnoiter these areas there is a 70% chance they will take note of these features.
- 3) There is a reasonably well-concealed hole in the ground here, covered by loose branches and other debris. The hole was a cache of stolen goods left by another group of thieves that used to frequent this area (now doing time in the local jail). There are a number of small items still concealed here - a rosewood music box in a velvet case (worth 1000 GP), a purse filled with gems (700 GP), and a good set of crockery (16 place settings, worth 1600 GP total). There is a 20% chance that the latter items have been partially destroyed. Characters have only a 5% chance of noticing this hiding place during a general search of the surrounding area.
- 4) A relatively open patch of ground, filled with low vegetation covered with blue and silver bell-shaped flowers. These are Hell's Bells - moving through them will set off a loud clamor of ringing, that will alert almost anyone in the vicinity to the presence of the offender. Characters with outdoor skills (tracking, trapping) will have a 30% chance of recognizing these little nuisances; all other characters will have only a 5% chance.

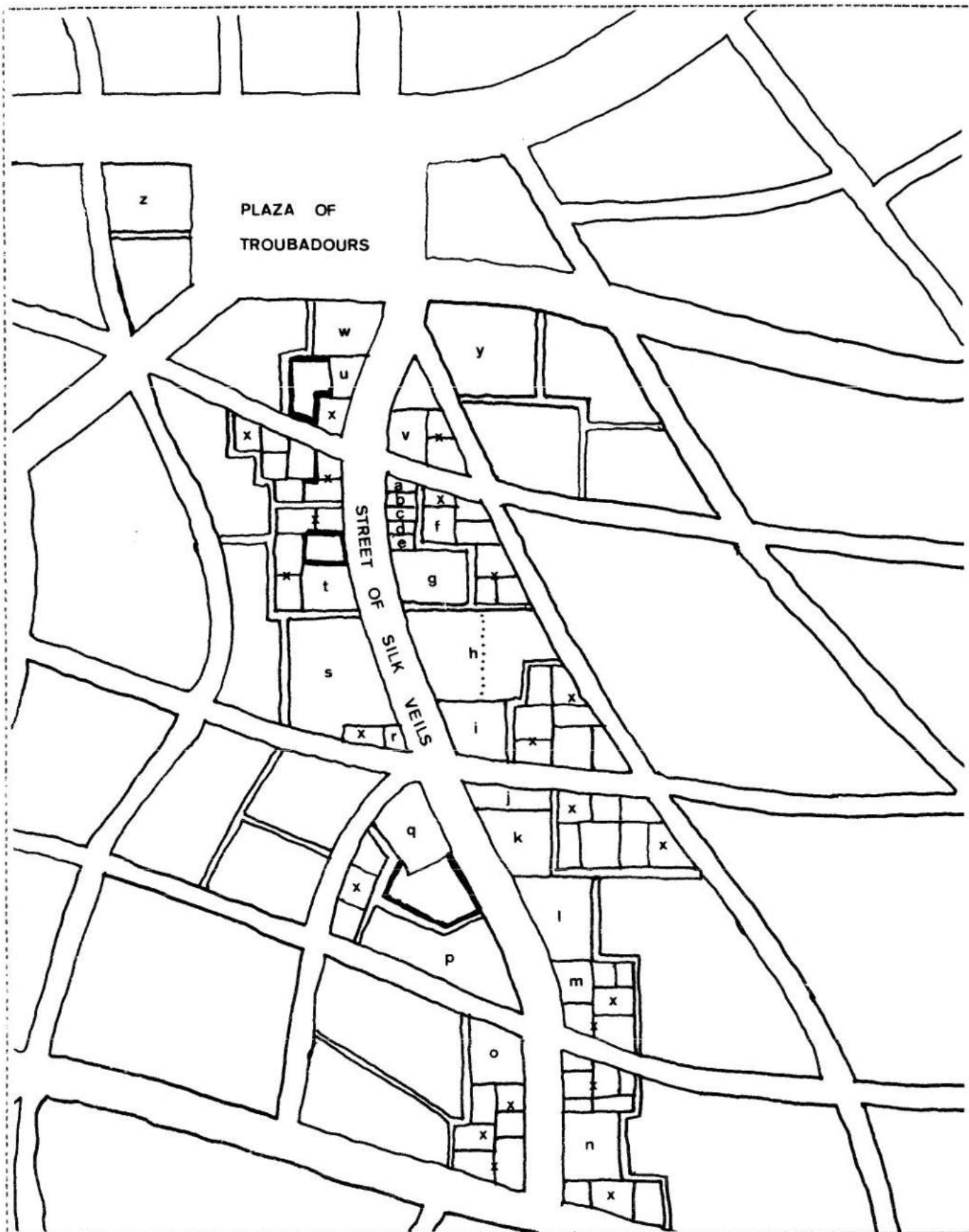


GM NOTES FOR TERRAIN: MOUNTAIN

General Terrain Description: There is no real road on this map - just a somewhat traveled expanse of open area between two cliffsides. The cliff at the western end of the map is a virtually sheer drop of over 500'; the waterfall at the top comes at the end of a swiftly flowing rivulet. The northeastern face is a more gradual incline; treat as normal mountain terrain for movement purposes. Part of the way up the mountainside stands the ruins of an ancient tower.

- 1) The Tower: The tower stands 50' feet high, even in its current state of disrepair. A set of winding steps (partially obscured by fallen rock) lead to the top, which has been outfitted with missile turrets. The steps, if cleared, are not dangerous; however, the flooring of the tower is weakened with age, and there is a 10% chance per person that the floor will collapse if the tower area is entered (thus if a ten person party ascended, the structure would certainly collapse around them. From the tower vantage, a player can track the approach of other travelers well beyond the boundaries of this map; bowmen stationed on the tower will receive a +5 bonus to their effective armor class for effective concealment of most of their bodies.
- 2) The Cave: At the base of the tower, there is a gaping hole that leads into the bowels of the mountain. The cave within is spacious, and could serve as a hideout for a substantial amount of heisted cargo. Indeed, many others have used the area for such purposes in the past, and there is much debris lying about (though nothing of real value). There are also an abundance of wild mushrooms growing in the cave; they are mildly poisonous if eaten (Level 2 of poison for each mushroom eaten, SM saving roll for 1/2 damage.)
- 3) Words have been carved into the face of this rock outcropping - "Watch out for Stober". This, while a useful sentiment, has no relevance to the play of this scenario.
- 4) In this area, rocks form a natural overhang concealing a 5' deep crevasse suitable as a storage area for booty or a temporary hiding place for a single individual. It takes 2 melee rounds to enter or exit this crevasse. There is a 20% chance that this area can be located during a general search of the hillside.

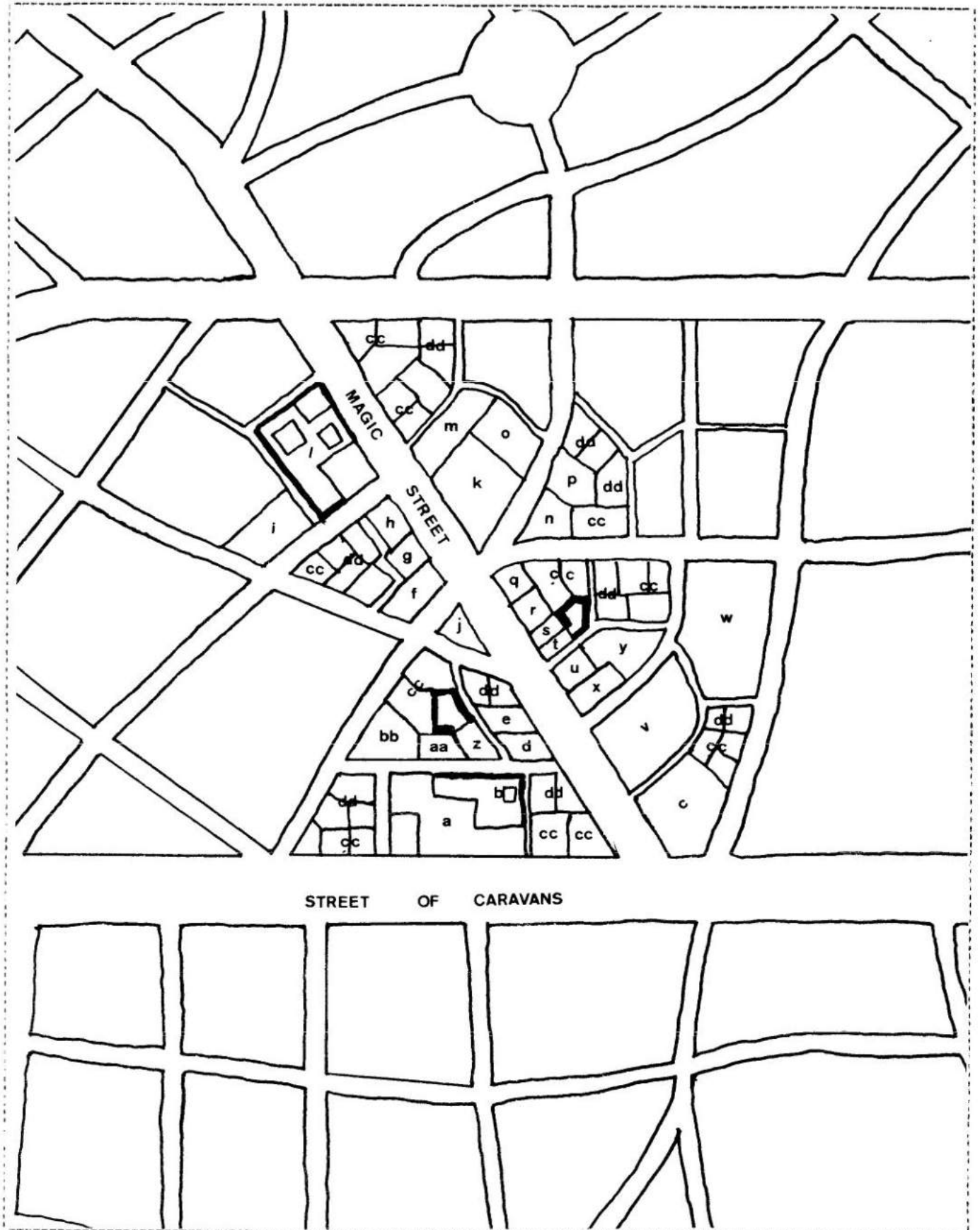
GAMESMASTER'S MAP - THE STREET OF SILK VEILS



LANDMARKS ON THE STREET OF SILK VEILS

- a) THE TROUBLED TROUBADOR
- b) KARKI'S SWEETS AND FLOWERS
- c) BURGALLO'S APOTHECARY
- d) HELIGOR'S
- e) BETTINA'S
- f) MAMA ROSA'S ROOMING HOUSE
- g) THE BLUE LANTERN
- h) ENOS' LIVERY AND SMITHY
- i) THE FOX AND GOOSE
- j) WENCHES' WALK
- k) THE RED ROOSTER
- l) HEAVEN'S GATE
- m) AVRODEL'S WINE SHOP
- n) THE BLACK WHIP
- o) THE MUSTARD AND FENNEL
- p) AMBROSIA
- q) THE PERFUMED GARDEN
- r) MADAME RUTH'S
- s) THE SILKEN CHAIN
- t) POTIPHAR'S HOUSE
- u) MORDECAI HEALER'S HOUSE AND SURGERY
- v) THE LOVER'S NOT
- w) THE VIRGIN'S FLUTE
- x) VARIOUS ROOMING HOUSES OF
LITTLE DIRECT CONSEQUENCE
- y) FROD'S THEATER
- z) THE BLUE HARPER

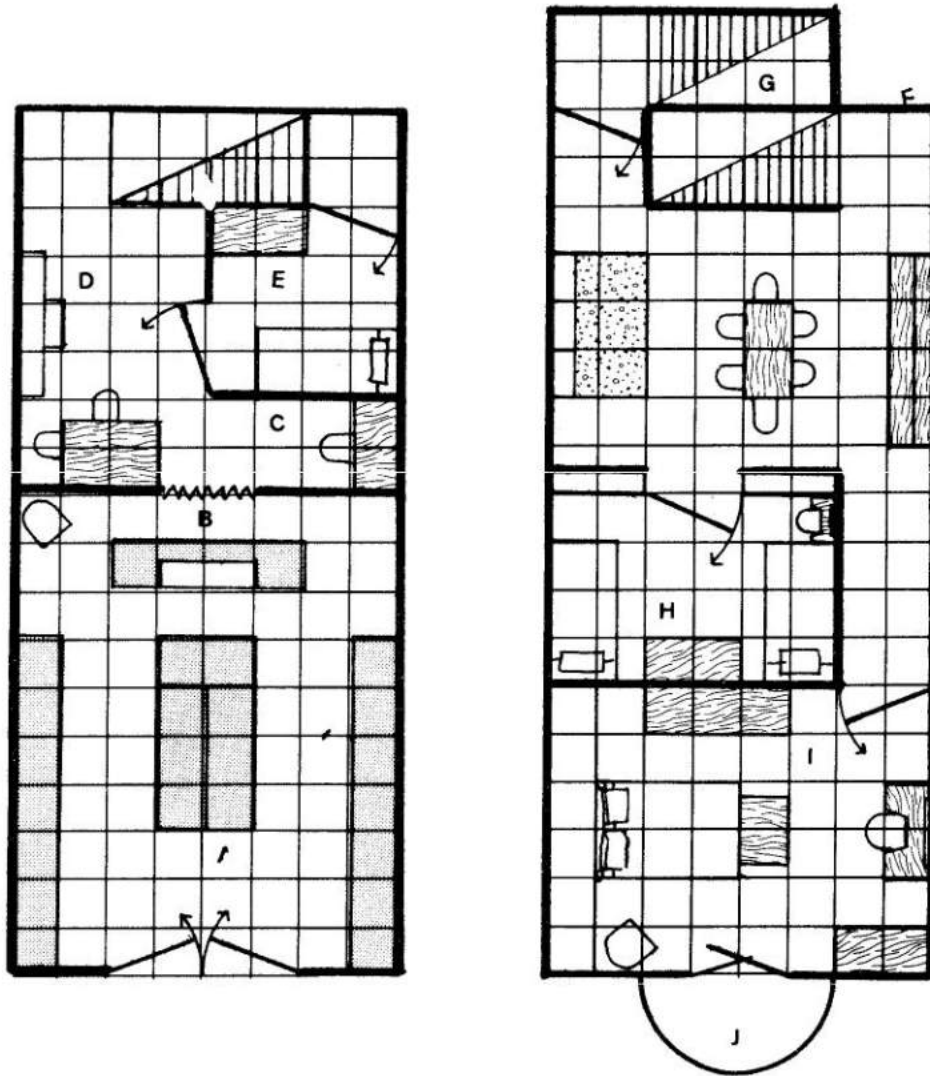
GAMESMASTER'S MAP - MAGIC STREET



LANDMARKS ON MAGIC STREET

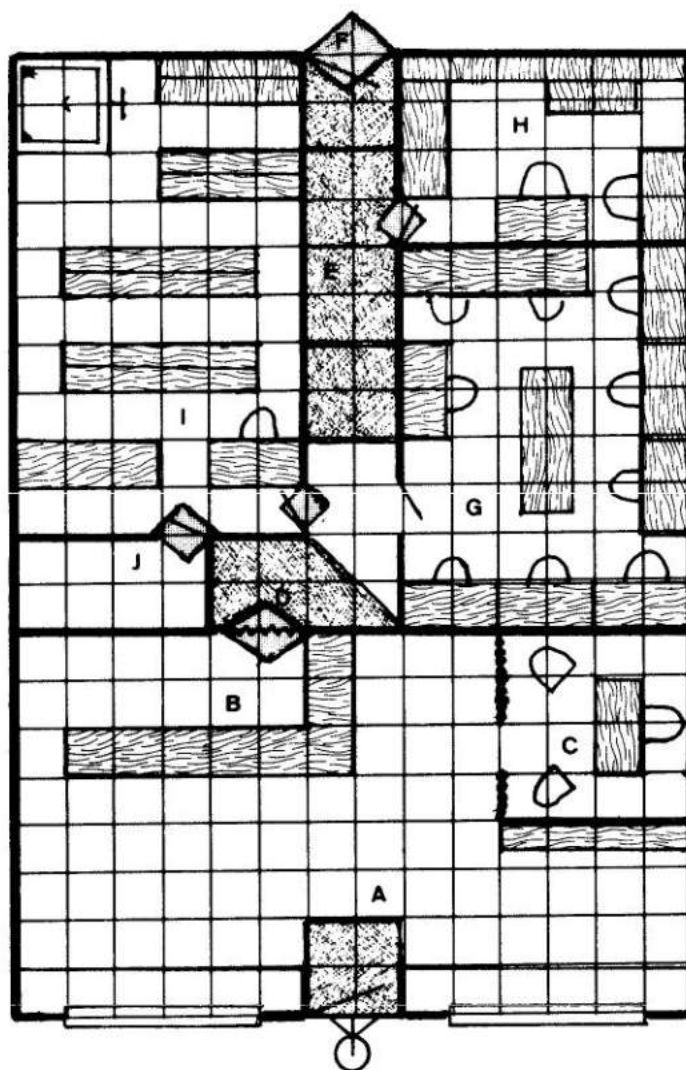
- a) MYSTIC VALLEY TAVERN AND INN
- b) GROUNDSKEEPER'S COTTAGE
- c) PUBLIC SQUARE
- d) YE APOTHECARY SHOPPE
- e) MAGIC BOOKS AND SCROLLS
- f) FARSPEAKER'S
- g) THE PENTACLE
- h) EYE OF NEWT
- i) STARKINDLER
- j) ILLUSIONISTS' PARK
- k) GUILD OF MAGES
- l) THE COLLEGE OF MYSTIC ARTS
- m) THE SCRIBES' GUILD
- n) THE INVISIBLE SHOP
- o) THE ENCHANTERS' GUILD
- p) R. THOR GOFREE
TALENT SCOUT
- q) PIPER'S
- r) THE HOUSE OF ILLUSIONS
- s) EMPTY SHOP (FERDINAND'S)
- t) UNUSUAL PETS
- u) HIRE-A-MAGE
- v) ENCHANTMENTS, LTD.
- w) THE HOUSE OF HEALING
- x) WEAVER'S PLUS
- y) HECATE'S CIRCLE
- z) HOUSE AND GARDEN OF
THADDEUS CHISELWICK
- aa) HOME OF COLCHESTER TIBBITS
- bb) HOME OF ARTEMUS FARADAY
- cc) MISCELLANEOUS SHOPS
- dd) PRIVATE RESIDENCES
OF VARIOUS MAGES

GAMESMASTER'S DIAGRAM - HELIGOR'S SHOP AND FLAT



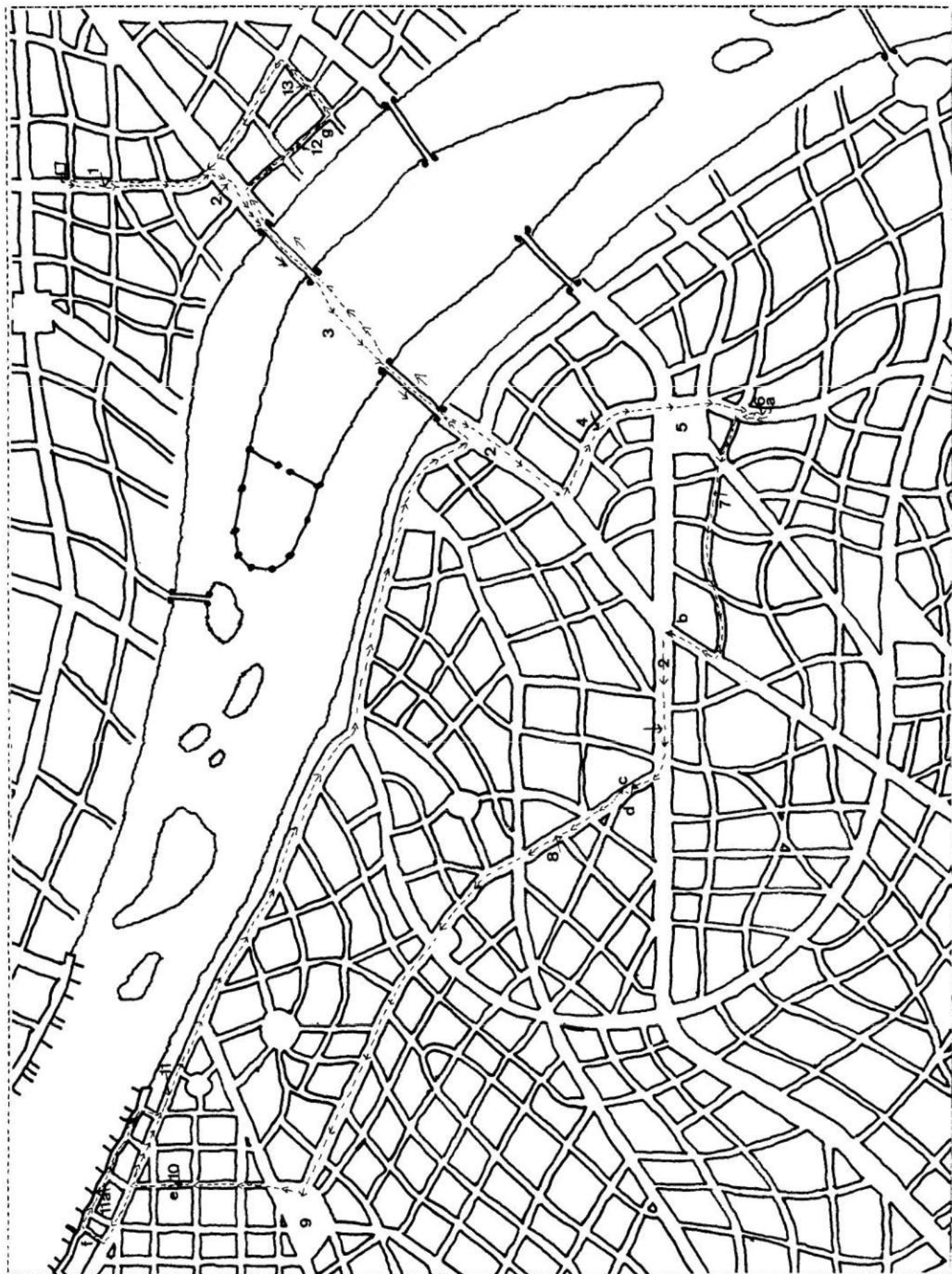
- A.) Entrance and Displays
- B.) Sales Counter and Displays of Valued Items
- C.) Heligor's "office"
- D.) Assistants' living area
- E.) Assistants' sleeping quarters
- F.) Family's living area
- G.) Back entrance and stairs
- H.) Bedroom for Marissa and her brother
- I.) Bedroom for Heligor and Marushka
- J.) Balcony

GAMESMASTER'S DIAGRAM - MAGIC BOOKS & SCROLLS



- A.) Entrance and Window Displays
- B.) Customer Service Area
- C.) Alarikon's Office
- D.) Passageway to Scribes' Workrooms and Library
- E.) Central Passageway
- F.) Rear Entrance
- G.) Junior Scribes' Office
- H.) Senior Scribes' Office
- I.) The Library
- J.) Supply Room and Storage Area
- K.) The Vault

GAMESMASTER'S MAP - THE CITY OF HAVEN
THE ROUTE OF THE COURIERS



STREETS TRAVELED BY THE COURIERS

- 1.) NORTHGATE STREET
- 2.) STREET OF CARAVANS
- 3.) TRADE ISLAND
- 4.) GAMBOL STREET
- 5.) PLAZA OF TROUBADORS
- 6.) STREET OF SILK VEILS
- 7.) ROUGE STREET
- 8.) MAGIC STREET
- 9.) DWARROW SQUARE
- 10.) GLISS STREET
- 11.) SOUTHBANK STREET
- 11a) TROD DHUM (FOOLS' WALK)
- 12.) BELIEVERS LANE
- 13.) WORTHY STREET

STOPS ON THE COURIERS' ROUTE

- a.) HELIGOR'S
- b.) THE SILVER TRUMPET
- c.) ENCHANTMENTS, LTD.
- d.) MAGIC BOOKS AND SCROLLS
- e.) MALAKKI JEWELSMITH
- f.) GURUDOM, CHANDLER
- g.) THE TEMPLE OF THE EMERALD GOD

THE ROUTE OF THE COURIERS

Start at NORTHGATE and Jewel STREETS
South on NORTHGATE STREET to STREET OF CARAVANS
Southwest on STREET OF CARAVANS
Cross bridge to TRADE ISLAND
Cross bridge along STREET OF CARAVANS
Southeast on GAMBOL STREET
Cross PLAZA OF TROUBADORS
South on STREET OF SILK VEILS
West on ROUGE STREET
(4 blocks to Junket)
Northeast to STREET OF CARAVANS
West to MAGIC STREET
Northwest to DWARROW SQUARE
Cross DWARROW SQUARE to GLISS STREET
North on GLISS STREET
Northwest and Southeast on SOUTHBANK STREET
Southeast on TROD DHUM
Southeast on SOUTHBANK STREET
Northeast on STREET OF CARAVANS
Cross bridge to TRADE ISLAND
Cross bridge along STREET OF CARAVANS
Southeast on BELIEVERS LANE
Northeast on WORTHY STREET
Northwest on NORTHGATE STREET to Jewel Street

APPENDIX CHARACTER CONVERSION TO FANTASY SYSTEM RULES FROM VARIOUS FRP SYSTEMS

Those players who have had experience using other fantasy role-playing systems may wish to adapt favorite characters from those systems for use with these scenarios. The following instructions identify two simple procedures which may be used to complete such a character conversion.

ESTABLISHING CONSISTENCY WITH CHARACTER REQUISITES

Table A-1 shows the player how to translate the requisite characteristics rolled in a number of other widely used FRP systems into the ten character requisites needed in the FANTASY SYSTEM in order to make saving rolls against character abilities.

TABLE A-1

<u>Fantasy System</u>	<u>Other FRP Systems</u>			
	<u>C & S</u>	<u>Runequest</u>	<u>AD & D</u>	<u>T & T</u>
STP	STR	STR	STR	STR
CDN	DEX	DEX	DEX	DEX
RFF	DEX	DEX	DEX	DEX
STM	CON	CON	CON	CON
DSC	WIS	INT	WIS	INT
IQ	INT	INT	INT	INT
TAL	INT	POW	INT	INT
MP	CON	POW	CON	LK
MAG	CHA	CHA	CHA	CHA
APP	APP	CHA	CHA	CHA

TRANSLATING ACCRUED EXPERIENCE INTO FANTASY SYSTEM ADVANCEMENT

Most of the characters to be converted will have participated in previous adventures and gained some experience in fighting and thieving skills. This previously accrued experience can be translated into an equivalent level of advancement in the FANTASY SYSTEM rules.

ADVANCED DUNGEONS AND DRAGONS (AD & D)

CHIVALRY AND SORCERY (C & S)

Like the FANTASY SYSTEM, the sets of rules for Chivalry and Sorcery and Advanced Dungeons and Dragons measure gained experience in terms of experience points; both systems provide a distinct character class for thieves, with separate rules for earning experience. By comparing these EP rules with the FANTASY SYSTEM experience rules under a representative set of situations,

it was possible to construct an overall rule for transferring earned experience between systems, as follows:

1 EP earned in AD&D =
.7 EP under FANTASY SYSTEM rules

1 EP earned in C&S =
.6 EP under FANTASY SYSTEM rules

Table A-2 indicates the overall effects of these rules on the comparability of experience levels between the three systems.

TABLE A-2

<u>C & S</u> <u>Level</u> <u>Attained</u>	<u>Equivalent</u> <u>F S</u> <u>Level</u>	<u>AD & D</u> <u>Level</u> <u>Attained</u>	<u>Equivalent</u> <u>F S</u> <u>Level</u>
2nd	2nd	2nd	1st
3rd	3rd	3rd	2nd
4th	4th	4th	3rd
5th	5th	5th	4th
6th	6th	6th	5th
7th	7th	7th	6th
8th	7th	8th	7th
9th	8th	9th	7th
10th	8th	10th	8th
11th	9th	11th	8th
12th	9th	12th	10th
13th	10th	13th	11th
14th	11th	14th	13th

RUNEQUEST (R Q)

Runequest characters gain experience in an entirely different manner. Each time they successfully utilize a fighting, thieving or other ability during an adventure, they receive an opportunity to learn from this experience and improve their percentage chances of success. As player thieves advance levels in the FANTASY SYSTEM rules, they automatically are assumed to have achieved similar improvements in capabilities. Thus, a system was devised that numerically measures the progress of a Runequest character over time, and translates that value into an equivalent measure of FANTASY SYSTEM experience. The Runequest character receives the following awards for gained experience in various skill categories:

1 point for every 5% improvement to basic abilities in the eight thieving skill areas measured in the FANTASY SYSTEM:

Locate Trap
Disarm Trap
Pick Locks
Pick Pockets
Hide in Cover
Move Silently
Listen
Climb

1 point for every 10% improvement to basic abilities in other skills taught by the Thieves' Guild in the Runquest Rules:

Sense Ambush
Spot Hidden
Jumping
Taste Analysis
Camouflage

1 point for every 20% improvement to basic linguistic abilities in either one's own or any other languages.

1 point for every 20% improvement to basic weapon hit probability.

Sum up the point totals from these four categories, and find the equivalent FANTASY SYSTEM experience level:

TABLE A-3

Total R Q Experience Points Accrued	Equivalent F S Experience Level	Total R Q Experience Points Accrued	Equivalent F S Experience Level
1-6	1st	53-58	8th
7-13	2nd	59-66	9th
14-23	3rd	67-74	10th
24-29	4th	75-81	11th
30-37	5th	82-89	12th
38-45	6th	90-96	13th
46-52	7th	97-103	14th

In addition to satisfying this general conversion schema, Runquest characters have to satisfy certain basic conditions before they can attain certain experience levels:

Before attaining 4th level, a character must have improved its basic abilities with one weapon by at least 25%.

Before attaining 7th level, a character must have achieved hit probability of 70% with one weapon, and a 50% hit probability with another weapon.

Before attaining 11th level, a character must have achieved a hit probability of 90% with one weapon, and a 75% hit probability with another weapon.

If these additional conditions are not met, the character would be viewed as equivalent to a 3rd, 6th, or 10th level FANTASY SYSTEM thief, even if it has gained the experience points necessary for a higher level.

TUNNELS AND TROLLS (T & T)

The Tunnels and Trolls system, although it also uses acquired experience points as the measure of character advancement, has the least correspondence with the FANTASY SYSTEM structure. T&T has no Thief class; indeed, it makes no recognition of thieving abilities in its consideration of whether a character can find a secret door or open a locked box. Furthermore, as characters advance levels, they are given the opportunity to increase their initial requisite characteristics, which greatly increases their relative capabilities in a mixed-system universe. Finally, the actual number of experience points awarded for a successful combat or treasure-hunting expedition are much lower than the amounts that would be awarded under the FANTASY SYSTEM rules. Consequently, a mid-level T&T character actually has abilities consistent with those of a very high FANTASY SYSTEM character:

TABLE A-4

T & T Level Attained	Equivalent F S Experience Level
2nd	3rd
3rd	5th
4th	6th
5th	7th
6th	8th
7th	9th
8th	11th
9th	13th
10th	15th

However, the converted character must also subtract any additions to requisite characteristics he has made as a result of level advancements he has accomplished. The resulting character will be of a far different nature than the original; the player should carefully consider the effects of these changes on his game-playing style before making the conversion.

FAMILY BACKGROUND

Dice Roll	Family Social Level	Money Dice	GP /Pip	Weapon Trainings	Training Points	Automatic Trainings*
NOBILITY (E)						
991-999	High Nobility	2D6	100	6	10	1, 3, 19, 20(50%)
971-990	Nobility	2D6	50	6	16	1, 3, 19, 20(50%)
901-970	Aristocracy	2D10	25	6	20	1, 3, 19, 20(50%)
GUILD (D) (all guildsmen receive mastery of any 1 skill)						
881-900	Guildmaster	1D8	100	1	16	19, 20, 31, +1
851-880	Guildsman	1D10	25	1	12	19, 20, 31, +1
MERCANTILE (C)						
801-850	Merchant	2D10	50	2	20	19, 20(50%), 31, +1
701-800	Shopkeeper	1D10	20	2	12	19, 20(50%), 31, +1
YEOMANRY (B)						
501-700	Yeoman	2D6	20	3	8	26, 19(40%), 20(50%), 31(20%), +2
551-600	Landed Peasant	1D6	20	2	6	26, 19(20%), 20(50%), 31(10%), +2
151-550	Peasant	1D10	10	2	4	26, 19(10%), 20(50%), 31(10%), +2
RABBLE (A)						
131-150	Freedman	1D100	1	1	2	35, 19(20%), 20(50%), 31(8%), +2
121-130	Gypsy	1D10	5	2	0	41, 42, 31(40%), +2
001-120	Serf	1D6	5	1	0	35, +1

(* The numbers in this column correspond to the numbers assigned to each of the various training fields; percentages in parentheses indicate the chance of having the training; do not check for Writing [120] unless Reading [119] has been given or successfully rolled for; "+" indicates fields (not points) that may be freely chosen from the applicable social listings.)

BONUSES AND PENALTIES FOR REQUISITES

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

TRAINING OPPORTUNITIES

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

TRAINING FIELDS

NOBILITY SKILLS

Retiary
Oratory
Horsemanship

GUILD SKILLS

Complex Mechanics
Carpentry
Glassblowing
Jewellery
Cartography
Architecture
Fine Armory

MERCANTILE SKILLS

Dyeing
Tailoring
Perfumery
Calligraphy
Silversmithing
(Goldsmithing)
Captancy
Locksmithy
Bookkeeping

YEOMANRY SKILLS

Reading
Writing
Tanning
Blacksmithy
Armory
Tracking
Husbandry
Bowry
Fletching
Coopery
Magistracy

RABBLE SKILLS

Cyphering
Cooking
Netting
Weaving
Service
Trapping
Swimming
(Diving)
Mountaineering
Brewery
Entertaining
Music
First Aid
Teaching

EXPERIENCE POINT AWARDS

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

RACIAL ADJUSTMENTS

RACE	SEX	STR	CDN	REF	STM	DSC	INT	TAL	MGR	MAG	APP
Human	M										
	F	-4	+1	+1	+1	+1			-1		+2
Dwarf	M	+1	+1		+3	-2	-1		+2	-4	-3
	F	-2	+1	+1	+3				+2	-6	-5
Hobbit	M	-4	+2	+2	-1	+2		-4	+2	-2	+1
	F	-6	+3	+3		+3			+2	-3	+3
Elf, Sylvan	M	-1	+1	+1	-1	-1			+2	-1	+2
	F	-4	+1	+2		+1			+2	-1	+4
Elf, Sindar	M	-2	+1	+1	-1	-1		+1	+2	-1	+2
	F	-5	+1	+2				+1	+2	-1	+4
Elf, Noldor	M	-2	+1	+1	-2	-1		+3			+3
	F	-5	+1	+2	-2	-2		+3			+5
Half-Elf	M	-1									+1
	F	-4	+1	+1	+1	+1			-1		+3
Centaur	M	+3	+1	+2	+1	-3	-2		-1	-1	-1
	F	-1	+2	+3	+2	-2	-2		-2	-1	+3
Pixie	M	-5		+5	-6	-4	-2	+3	+6	-6	+3
	F	-6		+6	-5	-4	-2	+3	+6	-6	+3
Orc	M	-2	-1	-1	+2	-4	-2	-3	+1	-3	-5
	F	-5			+3	-3	-2	-3		-3	-5
Ork-Hai	M	+2	-1	-1	+2	-2	-2	-2	+1	-1	-4
	F	-1			+3	-1	-2	-2		-1	-4
Half-Orc	M	+1			+1	-1	-1	-1	+1	-2	-3
	F	-3		+1	+2	-1	-1	-1		-2	-1
Kobold	M	-3	+1	+1	-2	-6	-1	+1	+2	-3	-3
	F	-5	+2	+2	-1	-4	-1	+1	+1	-5	-2
Goblin	M	-2	+1	+1		+3	-2	-3	+4	-4	-2
	F	-4	+2	+2	+1	+3		+3	-2	-5	-1

RACIAL AND REQUISITE THIEVING BONUSES

Intelligent Race	Sense Traps	Pick Locks	Locate Traps	Disarm Traps	Pick Pocket	Silent Motion	Shadow Hide	Climb (10')	Hear Noise
Human									
Uruk Hai									
Half-Orc									
Dwarf	+30%	+5%	+10%	+15%		+5%	+5%		
Hobbit		+10%	+5%	+5%	+5%	+25%	+25%		+10%
Elven					+5%	+10%	+15%		
Half-Elf						+5%	+5%		
Orc			+5%		+10%		+10%		
Centaur			+10%		+5%	-10%	-20%	-98%	+10%
Kobold			+5%		+10%	+15%	+15%		+20%
Pixie	+10%	-20%	-35%	-20%	+15%	+15%	-40%	+20%	
			M+30%	M+15%					
Goblin	+10%	-10%	+5%	+10%	+10%	+15%	+15%	+5%	
Requisite	Talent	Coord	Coord	Disc	Coord	Coord	Reflex	Reflex	
3 or less		-30%	-45%	-30%	-35%	-40%	-40%	-20%	
4-5		-20%	-20%	-30%	-20%	-20%	-20%	-10%	
6-8		-10%	-10%	-15%	-10%	-10%	-10%	-5%	
9-12									
13-14	+2%		+5%			+5%	+5%	+1%	
15	+4%		+5%		+5%	+5%	+5%	+2%	
16	+5%		+10%	+5%	+5%	+5%	+5%	+3%	
17	+6%	+5%	+10%	+5%	+5%	+10%	+10%	+4%	
18	+8%	+5%	+15%	+5%	+10%	+10%	+10%	+5%	
19	+10%	+10%	+15%	+10%	+10%	+15%	+15%	+7%	
20	+12%	+10%	+20%	+10%	+15%	+15%	+15%	+9%	
21	+15%	+15%	+20%	+15%	+15%	+20%	+20%	+11%	
22	+18%	+15%	+25%	+15%	+20%	+25%	+25%	+13%	
23	+22%	+20%	+30%	+20%	+25%	+30%	+30%	+15%	
24	+27%	+25%	+40%	+25%	+30%	+35%	+35%	+20%	
25 or more	+35%	+30%	+50%	+30%	+35%	+40%	+40%	+25%	

THE STORE OF MANY BARGAINS

WEAPONS

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

WEAPONS ACCESSORIES

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

[1] If first attempt to hit misses, receives chance to hit on return swing in same melee round.

[2] If not brass-bound, club has 25% chance of shattering on each successful blow.

[3] Spikes add 1D3 to normal weapon damage.

[4] These special missiles do normal amounts of damage, but may be necessary to affect certain types of creatures (trolls, vampires, etc.)

[5] On a hit, firebomb does 1D8 of damage that melee round, and 2D8 of damage in the succeeding melee round.

ARMOR AND ACCESSORIES

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

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

MOUNTS

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

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

EQUIPMENT AND TRAINING

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

THE STORE (cont.)

EQUIPMENT

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

- [1] These items are not designed to be used as weapons; if they are so used in an emergency, apply a penalty of 4 to the normal HAC0 for that type of item.
- [2] One application will relieve 104 points of non-critical damage, including damage from burns.
- [3] Breakage chances: hempen rope - 3% per use, cumulative (on 10th use, chance is 30%), elven rope - 1% per use, cumulative, silken rope - 1% chance on any given use.
- [4] Apply additional costs (at GM's discretion) for locks, traps, binding, etc.
- [5] GM's discretion, depending on type desired (bagpipes should cost a small fortune).

CLOTHING

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

FOODSTUFFS

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

WEAPONS SPECIFICATIONS

Close Weapons

Weapon Type	Basic Hit Prob (HAC0)	Damage		Minimum Requirements			Notes
		Normal	Expert	STR	CO	REF	
Dagger	11	1D4	1D6	-	11	9	
Knife*	11	1D4	1D5	-	8	-	
Stiletto	10	1D3	1D4	-	11	-	a
Poiniard	10	1D5	1D8	-	9	-	
Bowie Blade*	8	1D8	1D10	6	13	11	b
Main Gauche	9	1D6	1D8	6	13	9	c
Shortsword	9	1D6	1D8	5	-	-	
Rapier	7	1D8	1D12	3	13	13	
Broadsword	8	1D10	2D6	7	9	-	
Hand Axe*	9	1D6	1D8	3	-	-	
Cudgel	8	1D3	1D4	-	-	-	
Mace	8	1D4	1D8	7	-	-	
Hammer*	9	1D4	1D8	7	-	-	

Ranged Weapons

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

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

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

HITS TO KILL

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

SPECIALS FOR ROLLED 18'S

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

MOVEMENT RATES

ENCOUNTER SCALE MOVEMENT FACTORS (in hexes per turn)*

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

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

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

* (For fractional EMFs, use the specified pattern, and repeat each set of turns:

5/2	Move 3, then 2;
5/3	Move 2,1,2;
3/2	Move 2,1;
4/3	Move 1,2,1;
2/3	Move 1,0,1;
1/2	Move 1,0;
1/8	Move 0,0,0,0,1,0,0,0)

EFFECTS ON EMF RATES FOR:

TYPE OF TERRAIN	2-LEGGED	4-LEGGED	FLYING
Rough (hilly, rocky)	1/2	3/4	NE
4+ TYPE OF TERRAIN	2-LEGGED	4-LEGGED	F
Heavily Wooded	NE	1/2	NA[2]
River (at ford)	1/2	3/4	NE
River (no ford)	1/4	1/4	NE

Key: 1/2, 3/4, etc. - fraction of normal EMF permitted.

NE - No Effect

NA - Movement thru this terrain not permitted.

[1] Burros are exempted from this restriction; may move 1 hex/turn.

[2] Pixies are exempted from this restriction; may move at 3/4 normal rate

CRITICAL HITS AND FUMBLES

CRITICAL HITS

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

FUMBLES

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

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

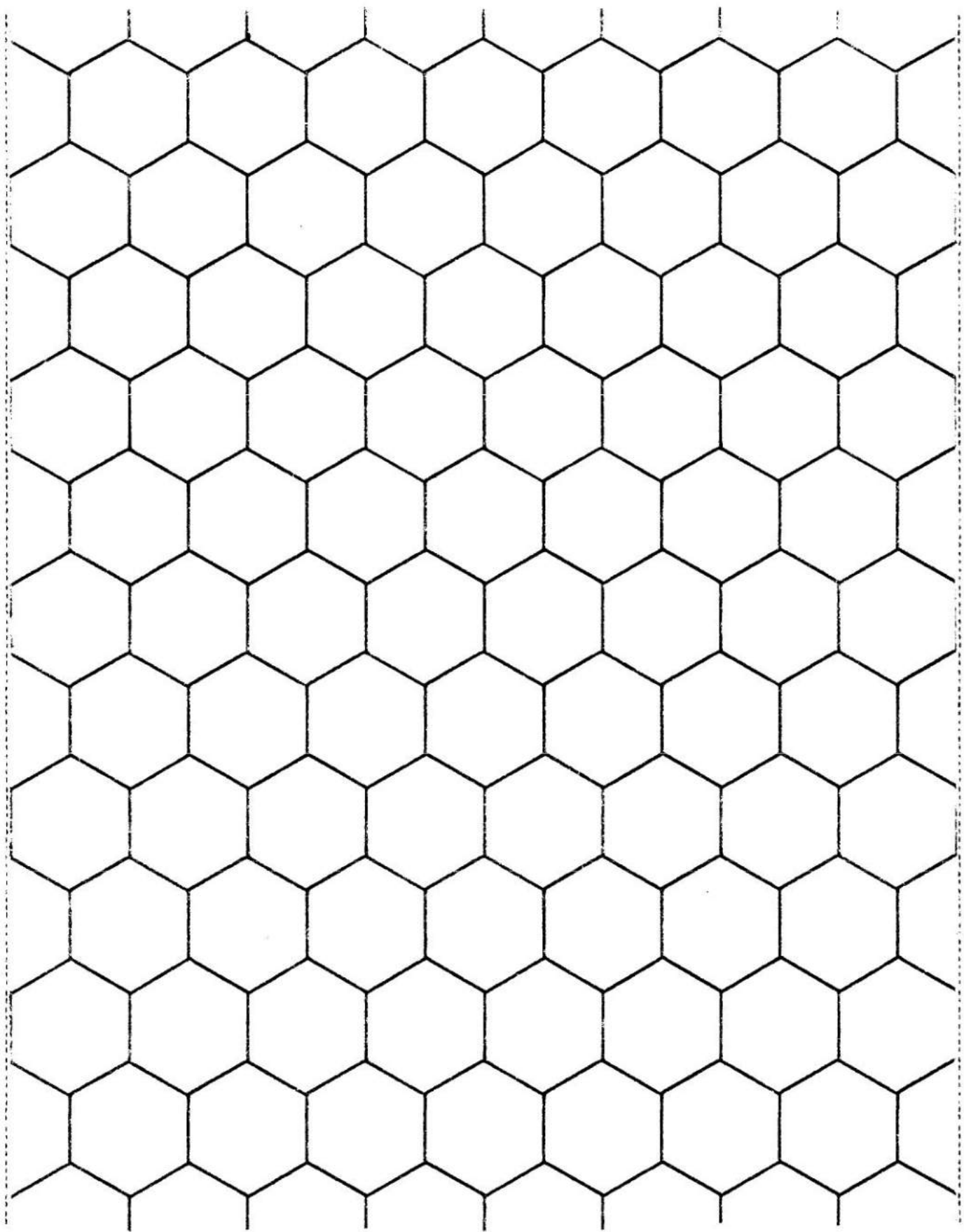
THIEVES' GUILD CHARACTER SHEET

Player: _____					
Class: <u>Thief</u>		Level: _____		EP (+/- %) _____	
Name: _____			Race: _____		M F Tribe: _____
Hits to Kill (____ sided die): _____			Social Status: _____		
Fortune: _____		GP, _____	SP, _____	CP, _____	Gems, worth _____
Requisite	Rolled (3D6)	Adjusted for Race	Effective (Armor)	Weapons Trained In	Basic Fields of Training
Strength	-	-			
Coordination	-	-			
Dexterity	-	-			
Stamina	-	-			
Discretion	-	-			
Intelligence	-	-			
Talent	-	-			
Magic Resistance	-	-			
Magnetism	-	-			
Appearance	-	-			

Hit Prob Bonus: _____		Armor: _____		Hits Per Blow: _____ to Maximum: _____	
Missiles Bonus: _____		Shield: _____		Helm: _____ Damage to Armor: _____	
Damage Bonus: +/- _____ D _____		[Armor] Class: _____			
Dodge Bonus: +/- _____ to AC (natural) +/- _____ to AC (effective)					

Weapon	HAC0	CHP	Damage	Ranges	Notes

Thieving Abilities	Racial	Requisite	Level	Total	Notes
Sensing Traps	_____ % +	_____ % +	_____ % =	_____ %	
Opening Locks	_____ % +	_____ % +	_____ % =	_____ %	
Locating Traps	_____ % +	_____ % +	_____ % =	_____ %	
Disarming Traps	_____ % +	_____ % +	_____ % =	_____ %	
Picking Pockets	_____ % +	_____ % +	_____ % =	_____ %	
Moving Silently	_____ % +	_____ % +	_____ % =	_____ %	
Hiding in Shadows or Cover	_____ % +	_____ % +	_____ % =	_____ %	
Climbing Surfaces	_____ % +	_____ % +	_____ % =	_____ %	
Hearing Noise	_____ % +	_____ % +	_____ % =	_____ %	



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