

Thieves' Guild 4



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THE GUILDMASTER SPEAKS

Last issue, it was mentioned that we had started work on the original volume of the Thieves' Guild series one year previously. Now, with the release of TG4, we are officially one year old, since we debuted at Origins '80. Gamelords is growing, and we expect to provide many more products for your thieving (in the fantasy gaming context, of course) enjoyment.

It has been mentioned to us by one of our greatest supporters (thank the gods we're not athletes) that we should take complete advantage of the unique style we started with modular rules and looseleaf format, by numbering the pages in the rules sections so that new material, corrections, etc., can be inserted in the proper places. We agree. Behold! ... the renumbering scheme for the pages in the rules sections of TG1, TG2, and TG3 (henceforth, all our Thieves' Guild material will use the new numbering method - this issue is numbered for the new style).

THE GRAND THIEVES' GUILD RENUMBERING SCHEME

In Thieves' Guild I, pages 1-2 through 1-16 should be renumbered as 1-2 through 1-16; pages 1-17 through 1-28 should be renumbered as 2-1 through 2-12; pages 1-29 through 1-32 should be renumbered as 3-1 through 3-4; and pages 1-33 and 1-34 should become 4-1 and 4-2, respectively. In Thieves' Guild II, pages 1-35 through 1-46 should be renumbered as 5-1 through 5-12 (most of this was completely new material). In Thieves' Guild III, the erroneously numbered 1-43 and 1-44 should become 1-14a and 1-14b, and should be inserted between new pages 1-14 and 1-15 (old 1-14 and 1-15).

Some additional renumbering in the beginning of the scenarios section will make that a bit easier to read and follow. The first three pages of the section, unnumbered through 6-0, should be renumbered 6-ii, 6-iii, & 6-iv. The unnumbered pages from Thieves' Guild II should be numbered 6-v and 6-vi.

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There now, wasn't that easy? (Hope those poor people aren't as confused as I am. Confused? Whacha mean, confused? Why, that brilliant renumbering scheme is as clear as...as...well, it's diamond clear! Yeah, great - you ever tried to see through a diamond? Okay, okay - Hey, out there! If anyone has any better ideas, please let us know; we can use all the help we can get!)

As you may have noticed, there is a re-formatted Table of Contents, showing the renumbered Rules section. New rules and/or expansions (and the issues in which they appear) will still be noted as before. Also, inserted in this package, you'll find a little sheet with page numbers on it (use these to paste over the old numbers), and an order blank showing all our products.

The winner of the contest (on the questionnaire reply) was Mike Drews of Colorado Springs, CO. Mike wins a two year extension of his current subscription. The general tenor of the replies from the questionnaire was -

Don't change a thing!
Put anything not for fantasy thieves in special issues!
Have lots of special issues!
On lots of different classes!
And lots of different genres!

OK, already. We will. TG Special #1 has long been planned to be the special scenarios used in the 1st Annual Prince of Thieves competition being held this summer at Origins, GenconEast, and Gencon. TG Special #2 will be out around Thanksgiving, and will revolve around rogues in space, special rules for space and high technology, and a set of scenarios that will knock your eyes out! We're also including conversion instructions for the scenarios so they can be used with regular fantasy thieving parties. Also, as of the first of '82, issue #6, TG goes quarterly - now you get great thieving adventures 4 times a year instead of the previous just 3 (see Mike grin as he gets an extra issue he didn't expect!).

For those of you who have managed to plow through this pile of purple prose to get to this point - we are looking for submissions: if you have favorite (and good) scenarios or plot outlines, we'd like to look at them. We cannot guarantee publication (of course!), but if we do publish your material, you get your name in the front of the book (fame! and even a little fortune...), and we do pay royalties to our authors and commissions to our artists. Send your ideas and manuscripts to:

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thieves' guild IV

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INDEX OF KEY ABBREVIATIONS

Throughout the Free City of Haven and the Thieves' Guild series, certain abbreviations are commonly utilized. The meanings of these various abbreviations are summarized below.

AC - Armor Class: represents the protective value of armor, shielding, and skin
APP - Character's appearance rating
BT - Bit(s), a small iron coin; 10 BT = 1 CP
CDN, CO - Character's co-ordination rating
CP - Copper piece(s); 5 CP = 1 SP, or 50 CP = 1 GP
D (3D6, 1D8, etc.) - Number and type of dice to be thrown in the process of resolving a particular situation
DSC, DN - Character's discretion rating
EAC - Effective Armor Class: represents AC (armor class) plus the character's dodge ability
FRP - Fantasy Role-Playing
GM - GamesMaster: the referee or moderator of an FRP game
GP - Gold piece(s); 1 GP = approximately \$5 (1980's)
HACØ - Number that must be equaled or exceeded on the roll of a D20 in order to strike an unarmored foe successfully
HP - Hit Probability: the chances of successfully striking

HTK - Hits To Kill: the amount of damage a character can sustain before dying
IQ, INT - Character's intelligence rating
MA - Movement Allowance: number of hexes (normally 5') or squares that a character can move in one melee round
MAG, MG - Character's magnetism rating
MGR, MR - Character's magic resistance rating
mr - melee round: a 15 second time span used to regulate the flow of play
NPC - Non-Player Character: any character or being controlled by the GM rather than the players
PER - Perceptiveness: a measure of a character's general awareness; developed from DN and IQ
REF, RF - Character's reflexes rating
SP - Silver piece(s); 10 SP = 1 GP
SR - Saving Roll: an attempt to accomplish a feat extraordinary; usually 2D12 against a particular requisite rating
STM, SM - Character's stamina rating
STR, ST - Character's strength rating
TAL, TL - Character's talent (magical ability) rating

NEW ABILITIES FOR THIEVES

This section describes two new additions to the thief's arsenal of personal capabilities: Spot Hidden, and Sense Ambush. These abilities may also be used, at reduced capabilities, for non-thief characters.

SPOT HIDDEN

A thief may make a Spot Hidden roll if he wishes to perform any of the following actions:

- search a wall, floor, or corridor for secret doors;
- examine an object for secret compartments; or,
- search for a hidden or camouflaged object.

A player may choose to make either a Perfunctory or a Detailed search attempt.

A 1st level thief's base chance of successfully spotting a hidden or concealed object is equal to his Perceptiveness rating. Character Perceptiveness is derived from DSC and IQ, and is equal to DSC, + 1 point for each point of IQ greater than 12 and - 2 points for each point of IQ less than 8. (Thus a character with a DSC of 11 and an IQ of 16 would have a Perceptiveness rating of 15.)

Additional adjustments are made to the base rating for Spot Hidden:

- 1) Character Eyesight - if the character has Excellent eyesight, add +15% to success chances; add +10% for Very Good, +5% for Good, -5% for Poor, and -10% for Bad.
- 2) Character Race - if the character is elven, add +15% to success chances; kobolds add +10%, dwarves +5%, and pixies -20%.
- 3) Training Fields - if the character knows Architecture, add +15% to success chances when searching for secret doors; if the character is a Cooper, add +10% (+20% if a master) to success chances when attempting to locate secret panels on barrels, chests, boxes, etc.
- 4) Experience Level - for each level of experience attained, increase success chances by 2.5%, rounding up (or, more simply, add 3% for even levels - 2, 4, 6, etc. - and 2% for odd - 3, 5, 7, etc.).

A non-thief character may also attempt to Spot Hidden objects. Non-thief base chances are considered to be 5%. All bonuses for eyesight and race are halved (rounding up) when applied to non-thieves, and all penalties are doubled.

Non-thieves do not receive automatic increases in Spot Hidden abilities for experience level advancement; they may, however, receive an increase to their abilities for successful attempts. Whenever a non-thief successfully Spots Hidden on his first attempt (see below), he may make a saving roll against IQ on 2D12; if the saving roll is successful, the Spot Hidden chances of the non-thief character are increased by 1%.

All chances described so far represent the character's chance of locating a desired object through Perfunctory search, a rapid examination of the area or object in question. Both thieves and non-thieves may increase their chances of Spotting Hidden by undertaking a more Detailed search. If a player

declares that he is making a Detailed search, multiply his normal success chances by 1.5 (rounding up); multiply the time required for a Perfunctory search by 4. To give the GM some guidelines for time requirements for searching, some examples are provided (the times are given in the number of 15 second melee rounds required):

Object	Perfunctory	Detailed
5'Sq section of wall, floor	1mr	4mr
Drawer in desk or bureau	2-3mr	10mr
Small chest, coffer, or chair	2mr	8mr
Large chest	4mr	16mr
Entire desk or bureau	10mr	40mr
Door	1-2mr	6mr

A player may attempt only one Perfunctory search of any area for hidden objects; he can, however, continue to make Detailed searches of an area for as long as he wishes. Remember that, for a non-thief character, the experience roll is made only if the character is successful on his 1st search attempt of an area, whether it be Perfunctory or Detailed.

If the first search attempt of an area made by a character is in Detailed mode, he may not later make a Perfunctory search of the same area.

The GM may elect to allow the "Hey, you just noticed something!" roll for his players. This roll functions at one-half (Perceptiveness plus racial and eyesight bonuses only), and can handle the situations of glancing into rooms, down halls, etc., or just wandering along (effectively, the player's luck was in that time).

SENSE AMBUSH

Thieves and fighters both have an ability to sense the presence of other beings who have hidden themselves in the vicinity of the characters. A player may elect to make a Sense Ambush roll if:

- 1) he wishes to determine whether the area around him is currently inhabited by beings other than his own party; or,
- 2) he is attempting to locate another individual who is believed to be Hiding in Cover.

For both thieves and fighters, the base chances of Sensing an Ambush are equal to the character's Perceptiveness rating (DSC + the IQ bonuses and penalties outlined under the Spot Hidden ability). The following adjustments are made to the base ability, if relevant:

- 1) Character Hearing - Characters may receive bonuses for their hearing abilities if the concealed party of ambushers contains functionally active individuals who are of Green or Intermediate levels (if the concealed group is comprised of monsters, monsters of up to 8 hit dice - 1 to a maximum of 56 HTK - are considered equivalent to Green, and those of up to 16 hit dice - a maximum of 112 HTK - equivalent to Intermediate). If the character attempting to Sense Ambush has Excellent hearing, add +5% to his chances of Sensing if there are Intermediates in the concealed group; add +2% if his hearing is Good. If the concealed group contains Green level beings, double these bonuses. These bonuses are given only if the Green or Intermediate level beings are active in the current situation; a group comprised primarily of Veterans

does not get scored for having a Green level if they have a Level 2 confederate watching the horses 400 yards away from the proposed ambush. The GM may wish to adjust these bonuses upward or downward to reflect the role-playing initiatives actually taken by the Sensing and/or Ambushing parties.

2) Character Sense of Smell - Characters may receive bonuses to their Ambush Sensing if they have an above average sense of smell, and the wind is blowing the scent of the concealed group toward the sensing player(s). To determine wind direction, roll a D10, using the table below:

- | | |
|--|-------------------|
| 1) North (N) | 5) South (S) |
| 2) Northeast (NE) | 6) Southwest (SW) |
| 3) East (E) | 7) West (W) |
| 4) Southeast (SE) | 8) Northwest (NW) |
| 9-10) Winds are too light to carry a scent in any direction. | |

If the sensing player is downwind of his hidden opponent(s), add +15% if he has an Excellent sense of smell, +10% if Very Good, and +5% if his sense of smell is Good.

3) Requisites - Thieves and fighters attempting to Sense an Ambush receive bonuses if they possess above average TAL ratings. These are awarded at: 12-13, +3%; 14, +5%; 15, +8%; 16, +12%; 17, +16%; 18, +20%; 19 and above, +25%. These bonuses reflect the character's innate ability to "sense" that something is wrong.

4) Distance - To operate at full effectiveness, a character who is attempting to Sense Ambush must be within 120' of a foe waiting in ambush (60' if indoors or underground), or within 60' of an opponent who is Hidden in Cover (30' if indoors). If a character attempts to Sense an Ambush beyond these maximum distances, reduce his success chances by -5% for each additional 10' of distance (5' if indoors) between the sensing character and his nearest target.

5) Training Fields - If the Sensing character has been trained in Tracking, add +15% to his Sense Ambush chances. If he has been trained in Trapping (and the ambushing party is using traps or snares), add +15%.

6) Paranoia - Players who wish to have their characters act with extreme caution in potential encounter situations may improve their Ambush Sensing capabilities by choosing to exhibit paranoid sensibilities. A paranoid character may add +20% to his normal success chances for Sensing Ambush; however, on any successful Sensing roll, he will always be positive that impending danger is nearby, whether or not a foe is actually present in the area.



CHARACTER SENSORY ABILITIES

In Thieves' Guild I, players were provided with brief descriptions of the possible uses of, and limitations on, a character's basic sensory abilities (Sight, Hearing, Smell, and Taste). In this section, those rules are expanded to identify further sense-related skills, and a set of tables are provided to be used in generating an individual character's sensory talents.

1) DAYTIME SIGHT.

In TGI, base Sight identification chances are stated categorically to be 90% if the player is within 50' of his target, 60% between 50' and 150', and 30% beyond 150'. In actual practice, Sight identification chances and ranges cover a broad spectrum (pun intended), depending on the type and size of the object being scrutinized. If the sighted object or person is humanoid-sized or larger, chances of general identification (measuring the total number of objects in a group, distinguishing men from dwarves, or griffons from eagles, etc.) are 90% within 150', 60% between 150' and 300', and 30% between 300' and 500'.

If more exact identification is sought (distinguishing man from orc or elf, determining whether a party is in battle dress, robes, or peasant garb, etc.), the range maximums from TGI (50', 150', and a maximum of 300' for the 30% sighting range) should be used. These same ranges and percentages of success can be used if a character is attempting to generally identify a clearly visible object of at least the size of the famous bread-box or larger (for those who have never seen a bread-box - and there should be a plethora of you - it's about 1' by 1.5' by 1.5', or 2.25 cu') - examples might be a chest, an openly displayed weapon, or a 100' coil of rope.

To identify somewhat smaller items, or to obtain a still more complete picture of an approaching figure's attire (identifying the insignia on a guard's shield or uniform, locating the telltale bulge of a purse beneath a man's garments, etc.), success chances are considered to be 90% within 30', 50% between 30' and 80', and 20' from 80' to 150'. Finally, at the most minute level of detail (reading an engraved inscription - assuming one can read, determining the general type and/or number of gems set into a piece of jewelry, etc.), success chances are 90% within 15', 50% between 15' and 50', and 10% from 50' to 100'.

A GM should award pluses to stated identification chances if a player is in extremely familiar surroundings (like his own home), or if he is looking for a person or thing known to be in the area. In the wilderness, add +10% to Sight identification chances if the player has been trained in either Tracking or Trapping. If the object being sought has been deliberately camouflaged, a character must make a successful Spot Hidden roll in order to "see" the object (see Thievery Skills, page 1-14a, for details of this ability). If the character is attempting to locate a person who is Hiding in Cover, a Sense Ambush roll rather than a Sight roll should be made.

To determine an individual character's Sense of Sight, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE SIGHT IDENTIFICATION CHANCES on the row corresponding to the character's racial background.

2) HEARING.

Player-characters have a base 10% chance of Hearing, and perhaps identifying, nearby sounds (within

60' indoors and 250' outdoors). Thieves will receive an automatic 10% bonus to Hearing chances at 1st level; their Hearing abilities also increase by 10% for each 3 levels of experience gained - these bonuses are gained at 4th, 7th, 10th, 13th levels, etc.

If a character is listening at a door, or is otherwise personally concealed while attempting to make a Hearing roll, add +5% per being to his base success chances if there are more than 2 beings in the group within listening range. If a character is making a Hearing roll while members of his own party are talking (this should include player discussions as well as conversations between player-characters), reduce his success chances by one-half (rounding up).

To determine an individual character's Sense of Hearing, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE HEARING CHANCES on the row corresponding to the character's racial background.

3) SMELL.

Player-characters have a 15% base chance to identify nearby smells and odors. A character receives a 20% bonus when attempting to identify an aroma s/he has successfully identified in the past. Chances of smell identification may be adjusted to reflect the nearness and intensity of the odors being analyzed (the smell of ten wolves, for example, would be more pronounced and correspondingly easier to recognize or identify than the odor of one).

In outdoor encounters, smell identification chances will also be highly affected by the positions of the character and the producer of the odor; if the character is downwind of the smelly object or being, he may be able to notice the aroma, while there is little chance he will even be aware of it if he is upwind. If one is to the side, the presence of the smell will be affected by the wind speed, with more pheromones being available to tickle one's nostrils in calmer conditions. Wind direction may be established by rolling a D10 on the chart below:

- | | |
|--|-------------------|
| 1) North (N) | 5) South (S) |
| 2) Northeast (NE) | 6) Southwest (SW) |
| 3) East (E) | 7) West (W) |
| 4) Southeast (SE) | 8) Northwest (NW) |
| 9-10) Winds are too light to carry a scent in any direction. | |

Wind speed may be simulated a 100 point scale, with 01 being a hurricane, and 00 being dead calm. Initial speed for the day may be generated by rolling a D20, adding whatever amount the GM feels reflects the prevailing wind velocity in that particular area, and then subtracting from 100. Wind speed has a 35% chance of changing (about every 10 minutes in encounter situations), but will seldom rise or fall more than a 10% increment. Roll a D10 and a D6; if the D6 shows 1, 2, or 3, add the result of the D10 to the current wind speed, reflecting an increase in velocity; if the D6 shows 4, 5, or 6, subtract the result of the D10, reflecting a fall in velocity. For situations when a character is to the side of the odor-producer, the GM may elect to allow success chances to be to the nearest 10% of the character's base skill (rounding up), using the wind speed as the percentage.

To determine an individual character's Sense of Smell, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE SMELL IDENTIFICATION CHANCES on the row corresponding to the character's racial background.

If one or more characters in a party have an Excellent or Very Good sense of smell, GMs should award these individuals a saving roll to detect the presence of dangerous odors (poison gas, smoke, etc.) in sufficient time to organize defensive action. Conversely, characters with Excellent senses of smell may have to make saving rolls against Stamina (STM) when assaulted by powerful foul odors (decomposing flesh, a sulfurous stench, etc.) in order to retain the ability to function at normal physical levels.

Add +10% to the character's base chances of smell identification if s/he has been trained in Dyeing (fabrics); add +25% if the character has been trained in Perfumery.

4) TASTE.

Player-characters have a base 15% chance of identifying an edible or liquid substance through taste analysis. A character receives a 20% bonus when testing a previously tasted substance (this bonus may be increased to as high as 60% for extremely common substances like beer or wine). Chances of successful taste analysis will deteriorate rapidly if a character attempts to sample several different substances in a single sitting (if these substances happen to be alcoholic, just about everything about the character in terms of requisites may deteriorate rapidly).

Player thieves who regularly use poisons as part of their modus operandi (on weapon tips, as a murder method, etc.) will have some chance to identify poisons through taste analysis. A thief who has experience with poisons is assumed to have a base chance of 25% of identifying a substance as a common poison by taste testing (this assumes veerrry tiny sips, of course - any poison is dangerous, and can kill quickly with a minor overdose); success chances improve by 5% for each level of experience the thief has attained (using poisons - a 10th level thief does not have a 70% chance of identifying poison by taste unless he has been using poisons for the time involved in acquiring those 10 levels). If the poison is exotic (e.g., curare, caymanite), the same thief would receive a 5% base chance of identification by taste, and +2% for each level of experience attained.

Add +15% bonus to taste identification if the character has been trained in Cooking, and +10% if s/he is a Brewer.

To determine an individual character's Sense of Smell, roll D1000, and cross-reference the result in the chart for ADJUSTMENTS TO BASE TASTE IDENTIFICATION CHANCES on the row corresponding to the character's racial background.

ADJUSTMENTS TO BASE SIGHT IDENTIFICATION CHANCES

Race	Blind -60%	Nearsighted -40%	Bad -20%	Poor -10%	Fair 0%	Good +10%	Very Good +20%	Excellent +40%
Humanity	001-002	003-035	026-090	091-180	181-780	781-890	891-970	971-000
Hobbits, Orcs, Half-orcs	001-002	003-015	016-060	061-130	131-870	871-930	931-980	981-000
Elves, Half-elves	001	002-005	006-025	026-075	076-200	201-800	801-950	951-000
Centaurs	-	001-002	003-015	016-060	061-175	176-300	301-900	901-000
Dwarves	001-003	004-040	041-100	101-300	301-850	851-925	926-990	991-000
Kobolds, Goblins, Pixies	001-005	006-075	076-525	526-800	801-940	941-980	981-998	999-000
Uruk-hai	001	002-010	011-075	076-160	161-760	761-920	921-975	976-000

ADJUSTMENTS TO BASE HEARING CHANCES

Race	Deaf -60%	Say What? -40%	Bad -20%	Poor -10%	Fair 0%	Good +10%	Very Good +20%	Excellent +40%
Humanity	001-003	004-015	016-090	091-220	221-765	766-900	901-985	986-000
Elves, Half-elves, Dwarves, Goblins	001-002	003-020	021-085	086-170	171-810	811-915	916-980	981-000
Orcs, Half-orcs	001-003	004-020	021-100	101-225	226-850	851-930	931-990	991-000
Pixies, Uruk-hai	001	002-010	011-085	086-180	181-800	801-900	901-980	981-000
Hobbits, Centaurs	001	002-010	011-060	061-120	121-280	281-790	791-950	951-000
Kobolds	001	002-005	006-040	041-100	101-230	231-400	401-900	901-000

ADJUSTMENTS TO BASE SMELL IDENTIFICATION CHANCES

Race	None -30%	Poor -10%	Fair 0%	Good +10%	Very Good +30%	Excellent +50%
Humanity	001-008	009-100	101-855	856-915	916-965	966-000
Elves, Half-elves, Orcs, Half-orcs, Uruk-hai	001-005	006-070	071-910	911-950	951-980	981-000
Centaurs, Dwarves, Hobbits, Goblins	001-003	004-040	041-340	341-880	881-955	956-000
Pixies, Kobolds	001	002-025	026-175	176-500	501-820	821-000

ADJUSTMENTS TO BASE TASTE IDENTIFICATION CHANCES

Race	Bad -40%	Poor -10%	Fair 0%	Good +10%	Very Good +20%	Excellent +30%
Humanity	001-005	006-065	066-930	931-965	966-985	986-000
Elves, Half-elves, Centaurs, Goblins	001-002	003-035	036-960	961-980	981-995	996-000
Hobbits, Pixies	001	002-015	016-460	461-940	941-975	976-000
Orcs, Half-orcs, Uruk-hai Dwarves, Kobolds	001-010	011-520	521-965	966-990	991-998	999-000

TAILING, STAKING, MAKING, & BREAKING

In the course of a thief's underworld activities, he will occasionally be called upon to follow another person in order to find out where the latter is going, the activities he intends to engage in, or the others with whom he is associating. Conversely, the thief may find himself the quarry, being trailed by a person or group. This section attempts to provide some guidelines which the GM can use to moderate tailing situations (such as those presented in the pursuit adventures from Thieves' Guild volumes I & IV).

Terminology in trailing is relatively simple. The target (the one being trailed or followed) is the "quarry"; the person doing the following or trailing is referred to as the "tail". When a tail is first set up or established, the watch for the proposed quarry is referred to as "staking the tail". If the quarry spots the tail, it is called "making the tail" - the quarry has identified or "made" the person following him. If the quarry succeeds (purposefully or accidentally) in evading the scrutiny of the person following him, he "breaks the tail". (Yes, the terms rhyme, but that's accidental, not purposeful.)

In the tailing operation, the GM should encourage (require, if necessary) the players to role-play as much as possible, with careful descriptions of the actions they are using or contemplating to keep the quarry in sight, or, if one of them is the quarry, what actions they consider important in "breaking the tail". As the quarry and tail wind through the streets of a city, or the corridors of an underground complex, or even the trees of some great forest, many opportunities for good role-playing will present themselves (ducking behind a tree or a building to avoid the eyes of a suspicious quarry, the quarry enters a tavern, or disappears into some crevice - what does the tail do now, etc.); the GM should make use of all of these situations.

Normal distances for tailing are 25' indoors, or 60' outdoors (read yards for feet if in a wilderness, rather than an urban, environment). At these distances, the base chances for spotting the tail are 8% and 5%, respectively (these reflect the "rising of the hairs on the back of the neck" that some people get when under surveillance). The chances are modified to reflect a number of different circumstances: perceptiveness of the quarry and the tail, distance, density of crowds, lighting conditions, the quarry's personal knowledge of his tail, the number of people in the parties of both tail and quarry, cover availability for both body and sound, and the relative experience levels.

If the player is acting in the position of tail, the GM should set up the situation, and allow the player to begin his operation at the outset (the quarry's home, notorious haunts, etc.), using the options and modifications in Staking the Tail. The GM should also make checks for the quarry spotting the tail, once the tail has been established; this should average each 2 minutes in an underground or other indoor situation, each 5 minutes in an urban (outdoor) situation, and each 15 minutes in the wilderness; he may wish to use the modifications in Making the Tail. If the quarry does spot the tail, the player (or the GM) may wish to exercise the options in Breaking the Tail; the check for losing the tail should also be made whenever any random encounter affects the tail, or whenever the quarry leaves the immediate line-of-sight of the tail (if he rounds a corner, enters a doorway, etc.). The possibility of losing the quarry can also

depend on the actions of the tailing player; "a clever and witty plan staveth off the wrath of the GM."

Staking the Tail

When the quarry's present whereabouts have been determined, the tail may stake out the area near this location so he can pick him up easily when the quarry leaves. This may require considerable hanging around or loitering. There is a 35% chance someone will become suspicious of the tail, depending on how circumspect the actions of the player have been (GM's discretion). Such suspicions can lead to questioning of the tail, a warning being given to the proposed quarry, or even a descent on the poor tail in force, culminating in a severe beating and a warning not to return. The player should have a ready story or excuse to explain his presence if such a crisis should develop; disguises are also possible (even recommended), and the GM should adjust the chances of suspicious reaction according to the player's handling of the situation. If the quarry should appear (apparently totally unaware of the presence of a follower), the chase is on!

Making the Tail

There is always a small chance that the quarry will happenstance spot his tail; this is a base 8% indoors, and a base 5% outdoors. If the quarry is suspicious, and is searching for a possible tail, the chances rise to 20% and 30%, respectively. All chances of making the tail are subject to various and sundry modifications:

Perceptiveness: add the result of quarry's rating minus tail's rating to the base chance (i.e., the result is subtracted if the tail's rating is higher than that of the quarry).

Distraction: If the tail has provided himself with a reasonable cover, or a distraction which will draw the quarry's attention away from the tail (window shopping, another tail with whom to play at being lovers walking hand-in-hand, accomplices willing to make some sort of disturbance, etc.), the GM should subtract 1% to 20% from the spotting chances depending on the efficacy of the distraction.

Distance: For each 5' of additional distance between quarry and tail indoors (10' or 10 yards outdoors), subtract 1% from the quarry's chances of spotting. For each 5' closer indoors (5' or 5 yards outdoors), add 3% to the spotting chances.

Density of Crowds: Subtract 5% to 20% (using an increment of 5%) from the spotting chances depending on the crowd density.

Light Conditions: Subtract 2% to 10% (increments of 2%) depending on the amount of light visible to the quarry.

Personal Knowledge: Add 15% to the spotting chances if the tail is personally known to the quarry.

Number in Party: Add 1% to the spotting chances if there are 2 in the tail, 3% if 3, 6% if 4, 10% if 5, 15% if 6, etc. (assuming the following party is not using one of the multi-person tails described in Special Tails, below).

Adequate Cover: If there is adequate cover and the tail can hide in cover while maintaining the tail, subtract 5% from the spotting chances; if he can, in addition, Move in Silence, subtract an extra 10%. If the tail can only Move in Silence (there is no cover for hiding, or the attempt fails), subtract 5% from the spotting chances. If the tail misses either roll in the upper 10% of his failure percentage (i.e., a 60% success chance leaves a 40% failure rate; the upper 10% is the top 4 - 97 to 00), add 40% to the spotting chances - it is assumed that the tail has managed to make himself particularly conspicuous.

Relative Experience: Add the result of quarry level minus tail level to the spotting chances.



The least chance of spotting the tail is 1%; this is to account for the Murphy Factor, since something can go wrong with even the most careful plans by the most skilled follower. Should the adjustments result in a negative or zero chance of spotting the tail, treat the final chance as 1%. Also, the chances of spotting can not exceed 99% (unless the tail makes it plain that he is being an "obvious" tail).

Breaking the Tail

If the quarry should spot the tail, the GM may wish to roll for the chance that the quarry eludes the tail. The base chance for an aware quarry to "shake his tail" is 15% outdoors, and 25% indoors (the base chance for a quarry unaware of the tail is 0%; only those options indicated by an asterisk [*] apply in this instance). Many of the modifications applying to this action are the same as those which apply to the chances of spotting the tail:

Perceptiveness: as for spotting chances.

Distraction*: If a random encounter occurs to the tail (for an unaware quarry), there is a 5% to 30% (using an increment of 5%) add to the chances of breaking (unless the encounter is sufficiently devastating to cause the immediate breaking of the tail) depending on the depth of the distraction. If an aware quarry has accomplices who can create a distraction, they may be able to shake the tail completely; in any case, add 35% to quarry's chances of breaking the tail if he can, in any way, take advantage of a random encounter, or create some distraction or disturbance.

Distance*: Add 2% for each 10' over 100' (10 yards over 100 yards) that the tail is behind the quarry outdoors. Add 3% for each 5' over 40' indoors.

Density of Crowds*: Add 5% to 25% to the chances of breaking the tail depending on the density of the local crowds.

Light Conditions*: Add 10% to the break chances if the chase is at night. Subtract 2% to 10% (in steps of 2%) depending on the light visible to the tail in the vicinity.

Personal Knowledge*: If the quarry and his habits are personally known to the tail, subtract 10% from the chances of breaking the tail. Personal knowledge means some form of intimate contact.

Number in Party*: as for spotting chances, but the number in the quarry's party determines the factor.

Adequate Cover*: If adequate cover is available, and the quarry is taking precautions by Hiding in Cover and/or Moving Silently, apply the same percentages as for spotting chances. The same penalties apply to the quarry as for the tail in the case of an extreme miss.

Relative Experience: as for spotting chances.

The chances of breaking the tail can never exceed 99%; there is always that lucky chance that the tail can manage (through some miracle) to maintain contact. In addition, the chances of losing the tail cannot fall below 1% (again the lucky, or unlucky, chance).

Arcane Bugging

It is possible that a thief doing a job tracking and tailing may have access to various small devices produced by some of the mages and enchanter of the local area. These devices allow a person to be trailed using such magical adjuncts as crystal balls or other skrying pieces. It requires a reverse pickpocketing job to plant the bug on the suspect; the usual chances are

halved, however, to reflect the difficulty of placing something on a person (it needs to be put in a secure place, or it will be easily lost). Use normal methods to determine success or failure; a critical miss means that the quarry is now aware that "something funny is going on", or that he has spotted the plant attempt and may take special precautions to avoid being followed.

Special Tails

There are some special methods of tailing which use multiple tails. One such is an exchange tail, which may use three or more people, who can drop off and be replaced by each other, as they feel the quarry may have spotted them; the exchanges are worked by hand signals, and the members of the tail are usually about half-a-block apart. This one is normally used on city streets, although the tail may function underground if the quarry does not expect the area to be deserted.

Another special tail is the "obvious" tail, in which one member of the tailing team makes himself very obvious to the quarry as a pursuer, eventually allowing himself to be shaken. The other member(s) of the team, meanwhile, keep up a normal exchange tail with frequent changes. This may lull the quarry into believing that he is safe, and may proceed to his destination with no further interference.

CAT-BURGLARY SCENARIOS

AND

SECOND STORY ADVENTURES

The cloaked and cowed leader of the Black Hand sat at the head of the table, surveying the quartet of thieves before him. All were attempting to look nonchalant. They were good men, he knew; but, as he scanned their curious, somewhat anxious faces in the flickering lamplight, he could not be sure if they were good ENOUGH...

"Gentlemen," the leader began, "tonight is a portentous evening for our brethren throughout the city! The Guild has again turned aside our most potent thrust at the last moment. Time after time, we have come so close to crushing their fading powers, only to be set back by cruel fate." The leader rose abruptly, and smashed his mail-encased fist against the oaken tabletop. "I will not be denied again!"

A decanter half-full of wine, toppled from its perch by the force of his blow, fell to the floor, shattering, spraying glass fragments and wet red spots over the surrounding tiles. The four said nothing, merely eyed their shadowy master, who now paced back and forth before them, his dark eyes ablaze with hatred. Finally, after several moments, the tall, blond-haired thief called Jayonge broke the ominous silence. "And how may we serve your needs, Father Marco? We would all gladly give our lives to hasten the day of our accursed enemy's downfall."

"You may well do so!" the leader rasped, as the guttering Flame cast madly dancing shadows across his face. "The mission you will perform is but the first part of a plan to divide and demoralize the Guild from within. It is well known to all the Black Hand that the Guild leaders have no greater source of pride than their supposedly inviolable sanctuary, Rogues' Roost - and that this building houses the Guild's revered shrine to its past masters, Masters' Lounge, where the skulls and hands of these men and women are forever preserved and displayed. Forever, my brothers - until now!"

"You four are to find a way to gain entry into Rogues' Roost - to violate the inviolable. Once you are within, you are to locate and gain entrance to Masters' Lounge, where you will steal the skull and hands of the venerated First and Foremost, Del ur-Venite himself. In its place, you will leave the severed remains of Decla Monro, that bumbling oaf who was the last Guild lieutenant sent to . . . manage our holdings in the Commons. In this way, Master Azimuth (that simpering swine) and the rest of his men will know that the Black

Hand is responsible for this retribution - and that none of them can ever feel safe under the Guild's protection again!" He ended on a rising note of near hysteria.

"Surely you jest, Father, and make sport of your loyal supporters." The speaker was a short man of swarthy complexion, sitting to Father Marco's left. Now, instinctively, his right hand rested on the hilt of the ornate dagger hanging from his belt.

"I do not jest, Cugar - especially about a matter of this importance!"

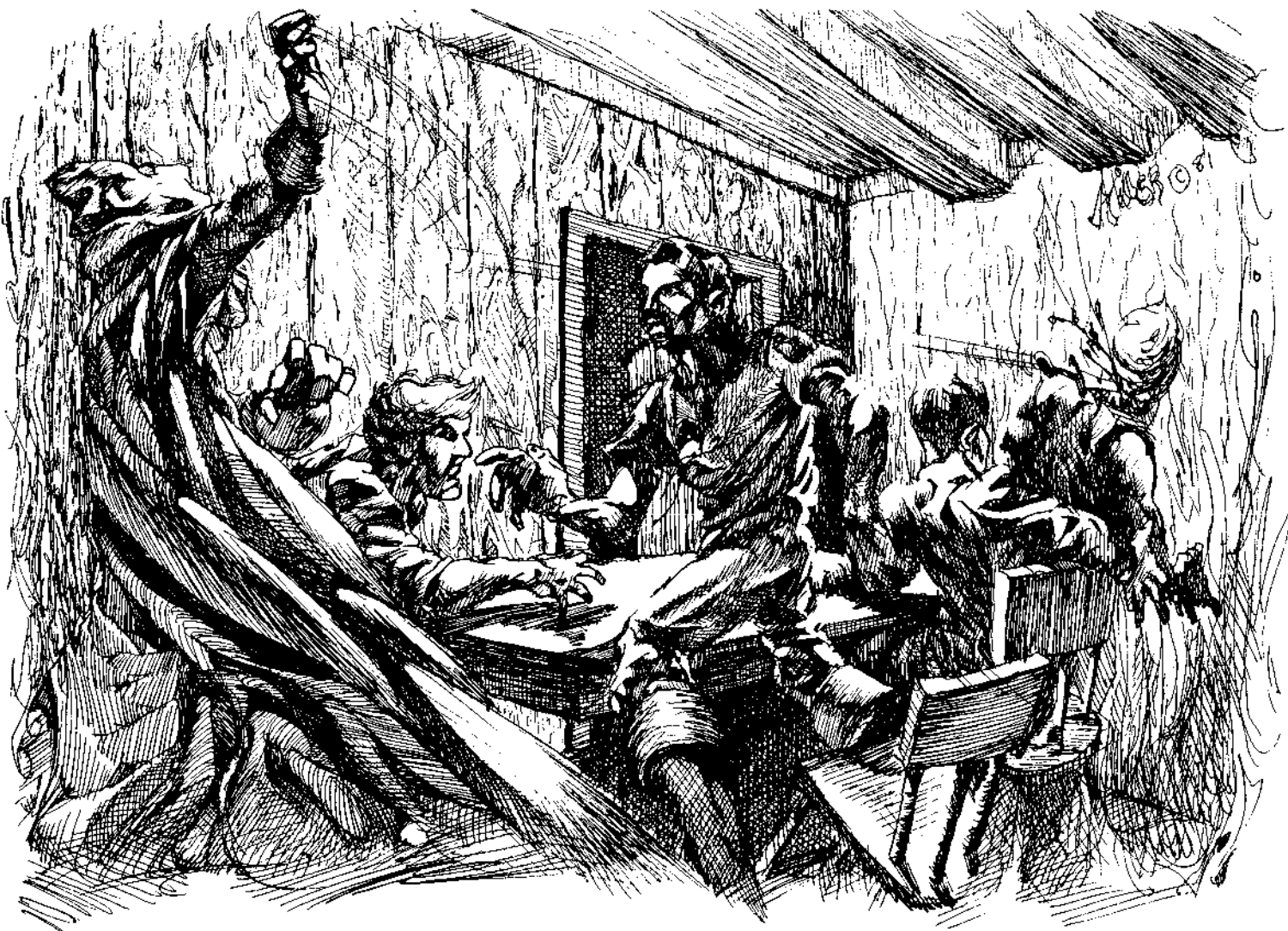
"Then you are mad!" Cugar shouted, leaping to his feet. "It would be bad enough if we had only to deal with the fact that we were outnumbered 20 to 1. But tis well known that the spirits of the thieves of old still prowl the corridors of the Roost, and will allow no harm to befall their own. We cannot hope to complete such a mission."

"That is just the sort of old wives' tale the Guild hopes we will believe..."

"Believe what you will, Father. I'll not risk my life challenging that legend, nor will anyone else once I've told them." Cugar turned and strode forcefully toward the door. Strode two steps, then crashed to the floor, blood gushing from a gaping, jagged wound in his throat. Marco retrieved the blade which had opened this flow, wiped it on the dead man's shirt, and returned it to the small sheath concealed within the folds of his cloak. He turned toward the three stunned witnesses to his ruthlessness, and eyed them accusingly.

"That was unfortunate - unfortunate but necessary," he said in level tones. "If this venture is to succeed, these plans must be kept secret from all without these four walls. If any of the rest of you prefer to refuse this mission," his voice was silky, dangerously sweet, "there'll be no knife - just a few days in a quiet isolated cell, until the job is finished."

For a few seconds, the tension made the silence in the room almost palpable. Finally, Jayonge spoke up. "I'm not afraid of idle rumors, Father." The tall, wiry man at Jayonge's left shoulder, Seveye Bureem, nodded agreement, slowly. Marco eyed them momentarily, then turned to the third survivor, a robust man with graying sandy hair.



"Well, Krannock? Have you nothing to say for yourself? Or are you afraid of ghosts?"

* * * * *

Krannock replied in a calm, almost singsong tone. "Yes, my lord. I am frightened. Only young men or fools are fearless in the face of danger - and I am neither. As to ghosts, I fear your confident words cannot reassure me; for you have been all too fallible these past several months." Marco stiffened, but did not speak. "Still, my lord, I think your idea is a good one - provided that the three of us are given access to the Hand's storeroom of magical accessories, and can equip ourselves in a manner that gives us a reasonable chance of succeeding at this task. It seems only fair, my lord, given our, ah, sudden reduction in numbers." A thin smile crept across Krannock's features, as he saw that his gambit had borne fruit. He decided to press his luck. "My lord, I, for myself, would like to know the rest of your plan, so that I might better understand the role we and our task are to play."

Marco's eyes glinted like flint on steel as he glared back at his bold questioner. "You will have the assistance you require to accomplish your mission, Krannock, though I thought you were of greater mettle. As for the information you seek, that too will be provided - if you return successfully with ur-Venite's skull. For now, my brothers, listen closely - and I will tell you what is known of Rogues' Roost..."

In this adventure, the players will attempt to execute the daring robbery just outlined by Father Marco. To do so, they must first conceive a strategy for gaining entry into the Guild's sanctum sanctorum. Once within the walls of the Roost, the agents of the Black Hand must quickly locate the object of their mission, all the while avoiding the guardians of the Guild's headquarters, and the clever snares for the unwary (and unauthorized) that the Guildmaster uses to protect his environs.

If the traditional scenario format is used, the GM will have the responsibility of playing the various Guild thieves and officers present at Rogues' Roost, as well as any NPCs encountered in the vicinity of the house. Alternatively, the scenario can be run with a second group of players portraying 3-4 members of the Guild who are actively engaged in the Roost's defense. These players will act in the roles of trusted underlings to the Guildmaster.

(GM's Note: If this scenario is played with Guild player-characters, the GM may find it necessary to adjust play balance by somewhat reducing the total number of guards and traps located around the Roost.)

THE BLACK HAND THIEVES

Although the GM may at his discretion allow the players assuming the roles of the Black Hand infiltrators to use their own characters, we recommend instead that they portray the pre-rolled thieves described below, and be allowed to transfer any experience points earned on this mission to their other characters (this trio of thieves has been designed to provide a mix of the skills most likely to prove useful on this mission, and drastic alterations of this line-up may greatly change the play balance of the scenario).

Jayonge - (6th Level Male Human Thief)

Sense Traps	30%
Opening Locks	50%
Locating Traps	25%
Disarming Traps	40%
Pocketpicking	70%
Silent Motion	35%
Hide in Cover	45%
Climb	92%
Hear Noise	30%
Sense Ambush	15%
Spot Hidden	20%

Jayonge is a fearless young second story burglar with great agility and quickness. He has a 92% chance of climbing 10' of vertical surface without falling, and a +5 Dodge Bonus (which when added to his cloth armor, gives him an effective armor class of 7). He is ambidextrous, a very accurate marksman with a throwing knife, and unafraid to take on a man in hand-to-hand combat if the going gets rough. On the negative side, Jayonge's

exuberant self-confidence sometimes goes too far, and leads him to act rashly (without thinking of the possible consequences). He also remains a product of a rather barbarian upbringing, and has trouble impersonating anyone of station. He has done very well for himself financially in his relatively few years as a criminal, but is fanatically loyal to the Black Hand cause and completely willing to lay his life on the line to see this mission successfully completed. He has survived some very close scrapes with death in the past, causing some to say that the gods smile on him (a not unreasonable conclusion; the GM should at least treat him as having considerably above average luck when interpreting the possible consequences of a set of actions).

Seveye Bureem (7th Level Male Orc Thief)

Sense Traps	35%
Opening Locks	75%
Locating Traps	45%
Disarming Traps	60%
Pocketpicking	90%
Silent Motion	40%
Hide in Cover	45%
Climb	87%
Hear Noise	40%
Sense Ambush	30%
Spot Hidden	27%

Seveye normally makes his living as a highway robber or mugger rather than as a second story man, for his greatest skill lies in his potent physical strength; however, he is also a highly trained picklock with a surprisingly delicate touch for a fellow of his physical bulk. Seveye keeps mainly to himself, and has few close comrades in the Hand; he is fairly even-tempered for an orc, but a dangerous enemy when angered (as two former tormentors, now

lying on the bottom of the River Dorian, could truly attest). Like many of his ancestral kindred, Seveye has a weakness for desecrating symbolic treasures that his foes hold dear; he will find it difficult to keep these emotions in check while in the halls of the despised enemy. As a trained locksmith, he has a 60% chance of disarming traps, and a 75% chance of picking locks; he is also a 90% pickpocket, and has basic First Aid skills. He says little, and is not very successful at disguise (unless he is portraying a beggar or physical laborer). Of the three, he is the most likely to try and save his own skin if the mission appears endangered.

Krannock (7th Level Male Human Thief)

Sense Traps	37%
Opening Locks	55%
Locating Traps	50%
Disarming Traps	40%
Pocketpicking	75%
Silent Motion	35%
Hide in Cover	35%
Climb	85%
Hear Noise	40%
Sense Ambush	53%
Spot Hidden	51%

Krannock, now in his forties, is no longer as nimble as he was in his youth, and wears spectacles on most occasions. The years have only added to his greatest assets, however - a very intelligent, inquisitive mind, and a crafty tongue. Krannock is incredibly well read on hundreds of subjects, from history to herpetology and religion to real estate. He is a master of disguise, able to impersonate men of all stations (Krannock is of Guild social

background himself) and, except for warriors, all walks of life (including priests and mages). He is an excellent mimic, who after one listening can duplicate most voices (80% chance); he also is a practiced ventriloquist, who can throw his voice up to 50 feet. He is an expert on the derivation and use of slow-acting contact poisons (all his weapons are coated with a substance that induces temporary catatonia within 5-10 minutes after its entry into the bloodstream). Krannock is a confidence man by trade, working his swindles throughout Haven under a dozen faces and aliases; he prefers this sort of crime, for he is not fond of killing, and believes his scams are a fair game of wits that the public is too stupid to win. Krannock is a cynical man, with a dim view of human nature and the intelligence of the average individual. He is disliked by many of the Hand's men (Jayonge among them) as standoffish and elitist, and is often quite blunt (as shown in the opening vignette) about the organization's flaws; nonetheless, he believes at bottom in doing a job well, and will not forsake this mission unless all hope is lost (despite his obvious self-protectiveness about life and limb). He prefers guile to force in all instances, and is not a particularly proficient fighter despite his experience level (for he makes use of these skills very infrequently). He has a weakness for women, and they are one of the subjects on which he does not act sensibly.

"The Insider"

There is a fourth Black Hand figure who may become a factor in the course of this scenario, a thief who has infiltrated the ranks of the Guild and become a highly placed official in that organization, with free access to all parts of the Roost. This person is described by Father Marco only as "the insider", and is to be contacted by Jayonge, Seveye and Krannock only if they can figure out no other way to gain entrance to the Roost. Marco (i.e., the GM) should emphasize strongly to the Hand players in setting up the mission that "the insider" represents a very, very valuable conduit of information about the Guild's activities, and that any active intervention by that party in this adventure could well jeopardize that person's position of influence (by placing him on the scene of the crime at the time of its commission, and subjecting him to continuing suspicion).

If the Black Hand players decide that they must use the insider, they are instructed to leave a message at Caddis Fly's Rooming House (room 2B), indicating their desire for a meeting. When the message is received (a process which may take several days), a coded reply will be left at Caddis' front desk (the code an agreed-upon one given to both parties by Marco); the reply will set up a meeting in a barroom several blocks away from the Roost, near the perimeter of the Labyrinth.

At that meeting, the insider will be revealed to be a female, although she will be hiding her true identity (wearing the garb she uses as Areesha, the common trollop who rents room 2B at Caddis Fly's). She can provide help of several types, ranging from providing the thieves with a relatively secret starting place for their assault (the insider has a working relationship with Karla, the kind hearted whore at Grubb's Meals and Massage, and the latter will agree to let "Areesha" use her upstairs bedroom at Grubb's for an evening), to entering the Roost and providing a point of entry (unlocking one of the balcony doors, for example), to actively producing a diversion within the Roost to cover the activities of the trio. Of course, the greater the insider's direct involvement becomes, the greater becomes the likelihood that she will be revealed as an infiltrator, so that she will fight vociferously to keep her participation to a minimum. (If the GM feels that the players are callously risking this major resource in order to insure that their mission is completed, he should feel free to reduce any EP awards the players receive at the end of the scenario, to reflect the hidden costs of their actions).

Special Resources of the Hand Thieves

It should be assumed that the trio of thieves making the assault on Rogues Roost have complete access to any sort of basic equipment they might wish to carry (ropes, grappling hooks, lock picks or cutting tools, etc.). The Black Hand players should, however, each identify the items they are carrying with them, so that the GM can determine whether a character's freedom of movement will be inhibited by the weight or bulkiness of his equipment. In addition to these basic items, the Hand thieves are also permitted to select a limited number of items from the organization's jealously guarded stockpile of magical gadgetry. We recommend that the Black Hand players be permitted to select 3-5 items from the list below (divided up between the individual characters in any way they see fit).

1) An emerald amulet containing three charges of a Sleep spell (MR saving roll -2 or sleep 106 hours, affects up to 100 HTK of individuals within its 30 degree spell cone)

2) A belt of Giant Strength (doubles the effective strength of the wearer for 10mr; 5 uses)

3) Climbing boots with a Glue spell within their soles; when activated, give the wearer 96% climbing skill for 10mr (2 uses)

4) A ring of Haste (doubles wearer's normal movement allowance for a time period equal to character STM + 2 mr; 1 use)

5) Spectacles of far vision that enable the wearer to see through any solid objects, up to a range of 50 feet (5 uses)

6) Small silver mirror that emits a Freeze ray (victim must make a MR saving roll or be rendered completely immobile for 3D20 minutes, duration cut in half if STM saving roll is made; 3 uses. (Note: If affected individual is struck a damaging blow while frozen, he receives another saving roll against STM to awaken)

7) A set of three glass balls (red, yellow and black in color) - when shattered, they release the following magical energies: Red - sheet of flame, 10' cubic area (any person or object caught within its boundaries takes 2D6 damage per mr until extinguished). Yellow - Blaze of Noon spell; all looking in its direction make STM saving roll -4 or blinded 2D6 melee rounds (kobolds, dwarves, and other predominantly underground dwelling races make their STM saving roll at -8). Black - Hurls surrounding area (50' diameter, 10' high) into total darkness; infravision functions at half normal ability.

8) Small tablets which, when swallowed, will temporarily Shrink the swallower (and everything he holds) to 1/10 his normal height - effect lasts 8+1D8mr. While in shrunken state, character retains his normal strength, but not his normal mass (4 tablets)

9) Cloak of Stealth - While worn, always adds 20% to wearers ability to Hide in Shadows; a spell embedded in the neck clasp can also be activated to almost completely (95% chance) silence the movement of the wearer (Note: the spell does not muffle the voice of the wearer, or the sounds made by any objects he comes into contact with - like the falling vase he just knocked over). Duration - 10mr; 3 uses

10) Dust of Befuddlement - A pouch contains three small vials filled with a fine powder; the powder may either be ingested, or used as a thrown weapon with short/medium/long range limits of 10/30/60 feet, base HACD of 3/8/13 (defender receives no adjustment for armor, but does receive any Dodge bonus he possesses if not surprised). If struck, victim must make MR saving roll -5, or become confused for 1D20 minutes; while confused, victim will believe and do almost anything (including taking orders from his assailant), provided the statement or action does not directly jeopardize his personal well-being (in cases where the individual is extremely loyal to a cause or another person, this restriction would extend to actions harming those third parties as well).

11) Pair of matched throwing knives - If thrown simultaneously, the blades will act as a unit, striking or missing the target at exactly the same spot (thus only one die roll is made for the 2 attacks) - on a successful hit, they will each do double damage (2D4), and there is a 40% chance of a critical hit. If thrown by a character who is not ambidextrous, subtract 4 from the player's normal hit probability, to reflect his unfamiliarity with 2 weapon attacks.

12) Headband with a Missile Repulsor spell -will deflect up to 8 "points" of thrown objects per mr (arrow, rock, bolo = 1 pt, quarrel, thrown axe or hammer = 2 pts, spear or javelin = 4 pts). Spell lasts 1mr; 7 uses

13) Glass container filled with oil of slipperiness - if broken, will render the 10' area surrounding it virtually impassable on foot (anyone running across this area has a 90% chance of falling; walking 60% chance; once fallen, there is only a 25% chance per mr of regaining one's feet). Duration of slipperiness is 1D20 minutes

14) Ring of Levitation - When activated, will raise the wearer off the ground at the rate of up to 20' per mr. Newton's Laws apply if the character is free-floating (5 uses)

15) Healing potion - Will heal 2D6 points of damage per draught taken (3 draughts in bottle). Cannot heal damage taken from critical wounds.

16) Bronze gauntlet containing Bash spell - will deliver a blow equivalent to the blow of a battering ram to any specified door, or object. If a living being is struck, the blow does 3D10 damage, or nothing if the victim makes a saving roll versus MR (5 uses)

17) Scrolls - The three Hand thieves may each use these scrolls to cast magic spells. Krannock has a base 0% chance of having a spell misfire, Jayonge has a base 10% chance of misfire, and Seveye Bureema a base 30% chance. Misfire chances may increase if the spell being read is very complex, as indicated below. The number in parentheses after the name of each spell represents the number of mr it takes to read (and hence activate) the scroll. If a spell backfires, it may either have no effect or produce a completely opposite effect (for example, a Detect Traps spell might set off any traps in the immediate vicinity).

a) Hold Portal (3) - Will cause a door or other barrier to be held as if barred by a 1'x1' cross-section of oaken beam. To break the spell, a

group of assailants must roll under their combined STR rating on 10D12 (normally, no more than 3 individuals can effectively participate in such an attack unless some sort of rain is being used). Lasts until broken.

b) Detect Traps (2) - Will reveal if there are any traps within a 10' radius of the caster.

c) Full Invisibility (5) - Will render the caster invisible; he may move normally, but any attack will render him visible again. Lasts 20mr. Increased chances of backfire - Jayonge +10%, Seveye +20%

d) Lightning Bolt (2) - Will fire a lightning bolt (3' diameter, 60' length) up to 300' away in direct line of sight. Does 4D10 damage to anything struck (1/2 damage if MR saving roll is made). Increased chances of backfire - Krannock +10%, Jayonge +30%, Seveye +40%

e) Silence (2) - Creates a mobile sphere of silence in the 15' radius around the caster. Lasts 8mr.

f) Heal Serious Wounds (6) - Can heal 2D20 points of damage sustained by a single person, including critical wound damage (reduces recovery time for sprained or broken limbs by 1/2). Increased chances of backfire - same as for Lightning Bolt (d)

g) Shape Seeming (4) - Allows caster to assume the shape of any living creature of approximately the same size, but does not change his actual physical abilities. Duration - 10+STM mr. Increased chances of backfire - same as for Full Invisibility (c)

THE SCENE OF THE CRIME

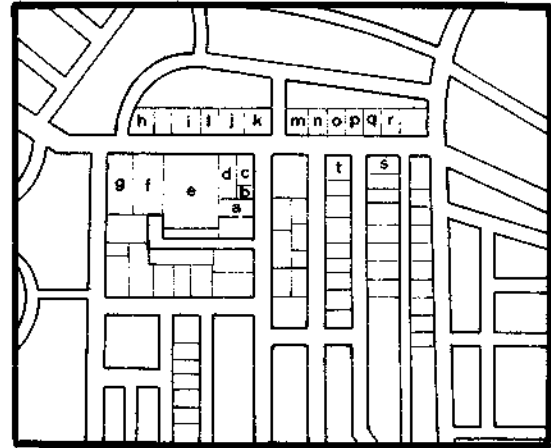
The Labyrinth

Rogues' Roost lies in the southern end of the city, in the midst of a maze of narrow streets and alleyways commonly known to Haveners as "the Labyrinth". Virtually all the buildings and roadways in this neighborhood are in a sorry state of disrepair; trash and refuse litter the streets. The inhabitants are little better than their surroundings, a rancid collection of ragged children, liquor-breathed derelicts, alleybashers, and cutthroats. The City Guard seldom traverse the perimeter of the Labyrinth (they tend to keep the inhabitants in, and advise outsiders to stay out). The only law that is obeyed within the quarter is the law of cold steel; the mere flash of gold in an outsider's purse is sufficient to arouse unwanted and unwelcome interest. The buildings in the area are an unsightly mix of tenement housing, second-hand shops (where the best goods in stock are stolen, and the rest are of dubious quality), and grimy taverns; nearly all the buildings are constructed of wood and brick. Because of the general lawlessness of the area, nearly all the commercial establishments in the Labyrinth close well before dusk, the only exceptions being the taverns. Traffic along the streets is rather sparse at all times, for not even the most adventurous tourist's guide to Haven would call the Labyrinth a place worth visiting.

The headquarters of the Thieves' Guild is housed in a nondescript four-story building that sits on Cust Way (in the secret argot of rogues known as Thieves' Cant, "cust" means the successful execution of a snatch-and-grab larceny, a purse-snatching), and its exterior appears as run down as any in the immediate vicinity. The buildings on either side of the Roost are two-story brick-and-wooden structures, with flat roofs; directly across the street is a row of small one-man shops, a long strip of frame rowhouses that have badly deteriorated. The area looks as villainous as any portion of the Labyrinth, and is, in a sense, both deadlier and safer than these other sections.

The Immediate Neighborhood

The various buildings that lie in the immediate vicinity, and hence might enter into the play of the scenario, are briefly described (along with any inhabitants of interest) and identified by letter code on the map below.



a) Brodamer's Apothecary - is run by a shabbily dressed quack physician named (appropriately) Brodamer. His potions, powders, and salves are as likely to hurt a patient (35% chance of 1D4 internal damage per day of ingesting a medication prepared by Brodamer) as to help him. The shop also carries a variety of miscellaneous notions (needles and thread, hair brushes, twine, etc.) of mediocre quality.

b) A small one-story home - usually inhabited by Somnor the Strangler, Lightfingered Likka, and Somnor's "lady love", Moreena. At present, Somnor is serving a one-year term in the Gray Halls, and Likka and Moreena are rumored to be getting very close.

c) Amber Gree's Rooming House - is a three-story flophouse of the lowest order, vermin infested and reeking with stench. There are two "rooms" (small areas partitioned off by thin boards) vacant here, one of which is on the third floor and has a window-opening which faces the side of the Roost.

d) Grubb's Meals and Massage - serves fast, reasonably edible meals on the first floor, while his stable of four rather washed-out middle-aged women serve up a variety of sexual services in the rooms upstairs. Karla, a kind-spirited, droopy-chested blonde, is somewhat of a local favorite; she is known to have helped out a number of men when they were down on their luck, and she appears willing to let a fellow she likes (saving roll against MAG) spend the night for free.

e) Rogues' Roost - is described in extensive detail below.

f) The home of Mr. Rasputin - occupied by the unofficial boss (first name unknown) of the Labyrinth; he is often called upon to settle disputes between residents. He owns and operates a cut-rate building supply store near the South Docks, and is said to be heavily involved in Haven's smuggling traffic. The house is in decidedly better upkeep than its neighbors, and Mr. Rasputin employs a squad of half-a-dozen bully boys as guards.

g) Crotofiran Mission - is one of several streetside missions maintained by the monks of Crotofiros (child carriers) in and around the Labyrinth. Here they offer food and shelter to the homeless children of the area (known as "street rats" by those with less reverence). The friars beg daily in the wealthier sections of the city for money to carry on their work. Most native Haveners (including the denizens of the Labyrinth) consider it extremely unlucky to hurt one of these monks, or to steal from them, even though the Crotofiros are totally pacifistic in their creed.

h) Emmettik, Greengrocer - has an open-air market which carries day-old bakery products, slightly overripe fruit, wilted produce, etc., all procured through the hustling enterprise of his two sons. The boys make daily rounds of the more illustrious marketplaces to retrieve (scavenge) these modest gems.

i) Tiropodus, Wheelwright - is a former pickpocket of moderate repute; he was forced to seek another profession when his last conviction in court led to the loss of his right hand. He makes only a modest amount from his small business in repairing hand- and pony-carts, and it is rumored that he earns most of his living fencing stolen gems (making use of his underworld contacts). Tiropodus is a frequent visitor to the Silver Penny (k), and is quite an unpleasant lout when drunk.

j) Caddis Fly's Rooming House - is an establishment which is a bare cut above Amber Gree's; it's not that there's less dirt - it's just been pushed under the beds and threadbare carpets more recently. There are no current vacancies - at least there won't be any until someone enters 4-C to investigate the aroma and discovers the deteriorating corpse of its former tenant, a victim of a murderous quarrel.

k) The Silver Penny - is a rowdy - and occasionally fatal - drinking establishment frequented by many of the Guild thieves. The proprietor, Varkin Jelas, has a rare malady afflicting his vision, and has not seen a single criminal act take place in his tavern for over thirty years; the dried bloodstains on the barroom floor and in the dark corridors which lead to the other rooms tell quite a different story. The Penny is the only business establishment on Cust Way which is open after dark; it remains open til 1:00am.

l) Cacodyl, the Potioner - operates a vile smelling shop, with many tables filled with laboratory apparatus in which steaming liquids bubble, belch, and fizz. Cacodyl is a master craftsman at synthetically producing poisons of many types and strengths; in the practice of his art, he has inhaled so much of these substances that he is virtually immune to poison himself. He rents a room at Amber Gree's, but is frequently found sleeping on a cot at the back of the shop (particularly when he has a batch brewing).

m) Flicker's Pawn Shop - buys and sells a wide variety of items, from jewelry to weapons to musical instruments. Flicker takes the time to carefully examine each new acquisition, and he seldom (10%) misses noticing when an item possesses concealed properties (magical enhancement, secret compartments, etc.) - the better items are taken to Thieves' Market, and there sold (after unenhanced duplicates have been fabricated to serve as replacements). His living quarters are behind the shop; Flicker is a very light sleeper, and will arise to investigate any noise he hears inside or outside the shop.

n) Roah the Tailor - mends and sells used clothing, and occasionally produces some new garments to order (his

stitchery and styling are above average, but he uses cheap and poorly dyed fabrics, so clothing made by him looks old after just a few wearings). Roah has been known to indulge in a bit of second-story work in his off hours, and is a member of the Thieves' Guild.

o) Madame Zanwig, Oracle - is, by day, one of the most over-theatrical astrologer/palm readers in all of Haven. By night, the lady is a rather fearsome contract killer (an expert at disguise); she is currently on assignment for the Guild. There is a 20% chance she will complete the mission on the night the Black Hand thieves make their assault; if so, she will enter Rogues' Roost to make a report.

p) The Bargain Barn - is a cornucopia of the unsightly and the barely functional. The shop's primary stock is furniture and "objets d'art", with a few trays of smaller items (mostly costume jewelry, old spectacles, and an interesting collection of old insigniae, medals, and awards). Koltrak Tanady, the shop's proprietor, has rescued the majority of his wares from various refuse piles around the city; in most cases, this retrieval is a bad idea.

q) The house of Shala-Beth val Prado - an unemployed alcoholic, is a ramshackle pile of unrepaired planks, which appears in imminent danger of complete collapse. The old man shares his home with two of the local street rats, who bring in sufficient coppers with their petty schemings and small larcenies to keep him besotted on cheap rotgut.

r) An empty house - whose windows are currently boarded up, has a handwritten "For Rent" sign hung upon the front door. Koltrak Tanady will rent the place out, though he does not actually own it (he did hang the sign, however); the owner has not been seen for over a year, and his whereabouts are unknown. There is a cache of stolen money (700 GP in gold coins) stashed in a concealed compartment at the back of the fireplace in the main room, but no one (other than the owner) knows about it.

s) Fandral's Weapon Shop - specializes in the types of weaponry favored by those of roguish bent - short (concealable) blades, blowguns, small throwing weapons, saps, garrutes, etc. None of the weaponry is magically enhanced, but the quality of Fandral's wares is surprisingly good, and his prices are reasonable (almost everything in the shop is "hot"; if the buyer does not indicate that he is carefully scrutinizing the item before completing purchase, there is a 20% chance that it will have some distinguishing feature which will make it recognizable to those familiar with the previous owner).

t) A glass- and trash-strewn vacant lot - has become the "hangout" for the street rats in this part of the Labyrinth. For a few coppers, the rats will volunteer to perform any number of helpful functions, including spying, message delivery, and supplying information. They are generally reliable and useful little scum, as long as one bears in mind two restrictions:

1) they will always exaggerate a story, and 50% of the information they pass along is either rumor or sheer fabrication; and,

2) there is a 60% chance they will not complete the task they've agreed to do if their "employer" has been foolish enough to pay them the entire sum agreed on, in advance.

Within these restrictions, the urchins will co-operate at least half-heartedly for whatever money they can get.



ROGUES' ROOST

EXTERIOR

As has been previously noted, the Roost is four stories tall, with a full attic floor and two basement levels. The ground floor is windowless, and can be accessed only by the large, heavily scarred but unadorned, oaken front door (it bears no identifying marks of any kind). There are abundant windows on the upper levels, spaced at about 8' to 12' intervals along the outside of the second, third, and fourth floors. All of these openings are barred, a not uncommon practice in a neighborhood where the most common professions are larcenous in nature (buildings g, i, l, m, & t are similarly protected); the bars on the Guild windows are about 1" thick, and are maintained in excellent condition. There are fifteen smaller windows in dormers scattered around the attic floor; these are covered by a wire mesh for protection. The roof of the building is of slate, and is flat on top but peaks at a 45° angle along the sides; at the rear of the building is a rather large chimney comprised of a double layer of brick. At the front, in a line up from the main entrance, can be seen three stonework balconies, one above the other; each is guarded with an iron railing, and the double doors leading onto the balconies are of heavy wood with glass panels (they are locked from the inside when not in use). In addition to the front entrance, there is a covered passage that runs along the east wall of the building and descends to a basement landing, leading to a set of double doors; these doors are open from 7:00am to 9:00pm daily, but are locked at other times.

INTERIOR

There are over ninety rooms in Rogues' Roost; consequently, the room descriptions given will highlight the most important areas of the building, and those where the Black Hand or Guild players are most likely to find themselves. Detailed plans of the various floors are provided to give the GM a schematic view of the relationship between various rooms and corridors, and to give him a playing surface to run the adventure on. If the scenario is being run with a team of players representing each of the two sides, it is suggested that the GM reproduce an extra copy of these plans so that each team can deploy its forces secretly until a face-to-face confrontation occurs.

SUBBASEMENT

There are two areas here - a beer and wine storage cellar (a), cool and well stocked, and the master vault (b), where the Guild's greatest treasures are kept. Both these areas are accessible only by elevator - the storage cellar via a huge, plainly visible dumbwaiter in the kitchen, one floor up, and the other by an arcane device hidden behind a secret panel in the office of the Keeper of the Records on the ground floor. Neither room all likely to come into play, except possibly in an attempt by the Black Hand thieves to escape from the Roost. Two passageways at the north and south ends of the wine cellar lead into the sprawling system of catacombs that underlie much of Kurgan's Hill (the southern portion of the city, where

the Labyrinth lies). Anyone entering the catacombs without a map (see Library - 3rd Floor) is indeed likely to lose his pursuers in the twisting passages; however, he is also quite likely to wander in circles for days, before finding a path that leads to the surface (assuming the sewer rats don't wind up feasting on him).

BASEMENT

c) Kitchen - A common commissary, which serves meals at noon, and from 6:00-8:00pm. A dumb-waiter in the southwest corner leads down to the beer cellar. The ramp in the northwest corner leads up to the alley behind the Roost, where all the kitchen refuse is thrown out (after hours, a metal plate slides down from the ceiling to snuff off this access). In the north wall, there is an enormous fireplace with bread ovens on either side - baking is done almost continuously from 8:00am to 8:00pm; after 8:00pm the fire is left to die down for the night. Anyone climbing down the inside of the chimney can only exit at this level of the building (although the Guild Master can enter the shaft through a secret panel in his rooms that only opens from the outside).

d) Refectory - Long tables and benches provide seating for up to 200 people. The novices taking training at the Roost eat here twice a day, as do some of the in-house staff (while others leave the building in search of more appetizing fare). For the evening meal, a number of the Guild's beggars also come in through the passageway (f) to dine.

e) Various food and utensil storage areas.

f) Basement entryway - The King of the Beggars and 1-2 of his lieutenants oversee the comings and goings through this entryway. Anyone coming to the door must give the current password (spread to the beggars each dawn as they congregate in the stone passageway, known as "Beggars Walk"), and announce his day's take, handing over the Guild's 25% share to the doorkeeper. Once both are accomplished, he is permitted in the refectory. Anyone suspicious is hauled upstairs to the Office of the Master of Novices, and locked in to await interrogators from among the on-duty sentries.

GROUND FLOOR

g) Ground Floor Entryway - The front door opens outward, revealing a short flight of steps up to a fairly long landing (1) which ends at another locked door. A knock or call will bring the sentry stationed in the second anteroom (2) to the door. He will open a panel set at eye-level, and demand the day's password, or a display of the Guild's mark (in the olden days, the mark was tattooed onto the individual's person, as the Black Hand still prefers to do in most cases. Now, the symbol of a thief's allegiance may be placed by an invisible enchantment, or be attached to some article of his clothing. In whatever manner it appears, he must reveal it at this checkpoint to proceed further, or give the password). If a satisfactory indication is given, the door to (2) will be opened. Those giving the password are permitted only to pass through doors on the east or west walls which access the two large dormitories, in rare cases, if they claim they have information of critical importance to deliver, they will be admitted to the waiting room, and permitted to speak with the "duty officer". Those with the mark of the Guild may pass through the north door into the sentry room, and on about their business. The north door is locked from the sentry room side, and unlocked only if the guard at (2) gives the OK (a special password sequence between the guards is set up to alert the sentry room men if the guard at (2) is acting under duress (i.e., at swordpoint)).

h) Dormitories - Two large rooms filled with bunks arranged three high. Beggars and other Guild thieves without accommodations can sleep in these rooms on a

first come-first served basis; no one is admitted to the dorms after 11:00pm (upon which time the doors from (2) are locked by the guard stationed there). Each dorm also has a door in the north wall leading to the main Sentry Room; these doors are kept locked from the Sentry Room side, and are unlocked only when there is a disturbance in one of the dorms that the sentries investigate.

i) Main Sentry Room - A sparsely furnished room, outfitted with a small armory. There are 3-5 guards on duty here at any given time. One of the doors in the western wall of the room leads to the guards' sleeping quarters, where 4-10 additional guards are usually resting or relaxing (and can be quickly summoned to arms in the event of an emergency).

j) Waiting Room - During the day, Guild thieves waiting to see the Keeper of the Records (to report their recent activities, and present the Guild with its share of the take) are seated here. In the evening, a moderate level Guild functionary acting as "officer of the day" sits in this paneled office, and handles emergency requests for assistance, or settles disputes between Guildsmen. An elevator in the corner of the room is used in emergency situations to transport thieves to the Guild Healer's Surgery on the third floor.

k) Office of the Keeper of Records - In this plushly furnished, soundproofed inner sanctum, the ledgers of the Guild's operations are maintained by Arquephus, the Keeper of Records. The records of the Guild's transactions fill many massive volumes, which line bookshelves along all four walls. One of these bookcases pivots around to reveal a short passageway leading into the elevator to the Vault. Both doors to this room are kept locked from the inside while Arquephus is present, and are locked from the outside between 6:00pm and 9:00am.

l) Office of the Master of Novices - Should not enter into the play of this scenario, unless the Hand players should rouse the suspicions of the guards and be hauled in for questioning.

m) Trophy Room - Velvet-lined cases filled with memorabilia from the Guild's greatest criminal ventures. The cases include personal effects of the master thieves who committed these crimes (weapons, clothing, burglars tools, etc.), replicas of the famous items of booty that were captured, and pictures and diagrams illustrating how the crime was committed. One wall is lined with statuary depicting long-standing nemeses of the Guild.

n) The Masters Lounge - A room used by Guild members for quiet contemplation; many thieves swear they have gotten inspiration from communing with their ancestral counterparts here. Niches have been carved out of the marble walls of this room, each filled with the preserved skull and hands of the former Masters of the Guild. This room is the Black Hand's target.

o) The Great Hall - A large, two-story high ballroom used for large meetings and formal celebrations. A staircase along the west wall leads up to a balcony lined with the portraits of illustrious archfiends of the past. The chimney at this level has several small (6" square) vents which allow heat from the fireplace below to escape and warm the room.

p) Private accommodations - Small private bed-chambers available to Guild thieves of 4th or higher level who wish to spend the night at the Roost. 106 of these rooms will be occupied on the evening that the Black Hand makes its assault.

SECOND FLOOR

q) Balcony (Rogues Gallery) - The walls of the balcony are lined with a dozen portraits depicting the most notorious thieves who ever belonged to the Guild. The spirits of three of these master thieves still reside in Rogues Roost, and keep a watchful eye over

its security (even though they are confined to the Great Hall in terms of active movement). The spirits will sense the presence of evil if the bones of the Guild Masters in the Masters' Lounge are disturbed - they will create a disturbance of their own in the Great Hall (by knocking something over, emitting a high-pitched cry, etc.), to attempt to make the Guildsmen in the Roost aware of the threat. If the Black Hand thieves should enter the Great Hall after disturbing the bones of the ur-Venite, the spirits will physically attack them (treat the spirits as wraiths for purposes of determining combat abilities and special attacks).

r,s) Quarters of the Master of Novices, Instructors Quarters - The seven individuals charged with indoctrinating novice Guild candidates in the thievery arts are semi-permanent residents of Rogues Roost. See the Random Encounters section of this adventure below for an explanation of procedures for determining the whereabouts of these individuals during the course of the scenario.

t) Novices Dormitory - At any given time, there will be 6+3D10 novice thieves undergoing training at the Roost. After 9:00pm, all novices are supposed to be in their quarters with lights out (with no exceptions, unless indicated by a Random Encounter result).

u) Classrooms - These rooms are locked at night when not in use.

THIRD FLOOR

v,w,x) Healer's Office, Surgery and Recovery Room, Patient Bedchambers - The private province of Dradd Plen-or, the Guild's Healer. Dradd's surgery room is equipped with the most recent innovations in medical technology, and his supply cabinets are filled with potent salves, ointments, and antitoxins. Though there are six curtained bedchambers outfitted as temporary patient bedrooms, it is seldom that more than one or two of these are in use.

y,z) Salle D'Armes, Weapons Master's Quarters - The Weapons Master, Pocheffski, teaches a variety of weapon skills in the salle D'Armes. A system of filtered lamps is used to simulate nighttime fighting maneuvers, and the western portion of the room has been built up with rock and sand into a rough terrain replica. The Salle D'Armes will be locked at night. Pocheffski, though now in his late fifties, is still cat-quick on his feet, and able to move with great stealth across the familiar terrain of the Roost. He has excellent hearing, and is very likely to hear and investigate any sort of disturbance in the gymnasium or hall outside his quarters.

aa) Gymnasium - Another impressively outfitted facility, lined with tumbling mats, balance beams, ropes, and a mechanical, 15' tall, climbing apparatus which changes its surface characteristics (1,457,769 combinations in all) every time it is scaled. The facility is frequently used by non-resident Guild thieves in the mood for a good hard workout (or feeling stale after a period of inactivity, like prison).

bb) Armory - A large weapon storage area, replete with short stabbing blades of all types, a variety of thrown missile weapons, and other specialized tools of thievish assault (brass knuckles, saps, garrotes, etc.). The door is always locked unless the Weapons Master or Quartermaster is inside; they have the only keys.

cc,dd) Quartermaster's Office, Supply Room - Brindle Bakker, the Guild's quartermaster, keeps track of the flow of the organization's basic supplies (food, equipment, etc.) at a desk piled high with papers. Brindle takes herself and her job very seriously, and is a chronic worrier who gets intensely upset if even a single ball of twine is unaccounted for; she often works late into the night, totally oblivious to her surroundings, filling in page after page of elaborate

accounting ledgers. Brindle has the only key to the main supply room (complexity 3 lock), which contains a cornucopia of equipment, both common (blankets, packs, ropes, lights, etc.) and specialized (lock picks, safecracking tools, a wide selection of poisons and other drugs).

ee,ff,gg) Healer's, Quartermaster's, Librarian's Personal Quarters - The private bedchambers of these three Guild functionaries are filled with their personal effects, and contain little that is out of the ordinary. The Random Encounters procedure described in the next section is used to determine whether these NPCs are present in their rooms at any given time.

hh) "Board Room" - Special planning meetings involving the highest level Guild officials are held in this plushly furnished chamber, which has a well-stocked liquor cabinet, and a detailed city map along one wall (the map is dotted with pins of various colors, and a variety of pen-marked circles and arrows. There is a 5% chance that such a meeting is being held on the night of the Hand's assault (if this is the case, all the special quarters on the 4th floor will be filled for the night); otherwise the room is kept locked (complexity 4 lock).

ii,jj, kk) Librarian's Office, Record Storage, Maps and Plans Room - The office of Rasoom, the librarian, is filled with unruly piles of books stacked on every chair, table and other flat surface in the room. Although Rasoom's predecessors had set up an elaborate filing system to keep track of the Guild's many reference materials, he is hopelessly lazy about such matters, and relies heavily on his photographic memory to locate the books and maps that Guild members request. The record storage room contains the historical records of the Guild's activities, and several shelves of reference books on various aspects of the thievery arts. The Guild's collection of maps and building plans is extraordinary in its depth; the Guild has complete (though not always up-to-date) floor plans for some 35% to 40% of all the buildings in Haven (annotated, with markings detailing sentry routes, traps, and secret panels and passages), and for many other major structures located outside the city (including the country estates of many of Haven's leading nobles, a number of large temples, a few of the older castles, etc.). These rooms remain open until midnight to 1:00am each night, and are often full of Guild members planning break-ins or burglaries. Rasoom feels the Roost's guards can worry about the safety of the library's materials; he spends the majority of his evenings gambling and wenching at one or another of the many sleazy bars dotting the Labyrinth.

FOURTH FLOOR

11) Hideout Quarters - Rooms used by fugitive Guild thieves being sought by the authorities, or by others seeking revenge. On a roll of 01-20 on a D100, these rooms are totally unoccupied; 21-80, 106 rooms are occupied; 81-00, 208 rooms occupied. Occupants of these rooms are very likely to notice noises outside their quarters, but very unlikely to investigate such sounds by openly revealing themselves (talk about paranoid!).

mm) Special Quarters - These lushly furnished chambers are maintained for the use of high ranking Guild officials from other parts of the city (and from out of the city) who wish temporary accommodations when they are called to the Roost to confer on Guild business, or when they come to advance their own personal inquiries. Under normal circumstances, there is a 40% chance that 103 of these rooms are occupied; all these rooms will be full if a meeting has been scheduled for the "Board Room" (see room description hh).

nn) Guildmaster's Quarters - A 3 room suite consisting of living room, study, and bedroom. Two large gorilliod bodyguards accompany the Guildmaster at virtually all times. A secret passage in the wall of the study

provides the Guildmaster with an access to the flue of the chimney, to provide him with an escape route in the event of an attack.

Points of Entry

One of the most critical problems the Black Hand players must surmount in this scenario is figuring out a way to get inside the building itself. The following paragraphs are intended to provide the GMs with additional information about the various points of entry into the Roost.

1) Beggar's Walk - The ranks of those who make their living by crying their tale of woe in the streets of Haven are constantly changing, so that the appearance of a new face in the crowd of beggars coming to the Roost for a meal and a bed will not greatly disturb anyone (unless that newcomer acts very suspiciously or does not know the password, which can almost always be picked up on the streets for the price of a copper). Unless the Black Hand thieves truly come up with a brilliant stratagem, however, any character entering the Roost in the guise of a beggar should find it verrry difficult to get beyond the four walls of the refectory or the dormitory room, for there are several sentries around to ensure that the beggars do not overstep the bounds placed on where they are allowed to go and what they are allowed to do. Possible plans that might work (depending on how realistically they are carried out) would be pretending to have an illness requiring the Healer's surgical attentions; claiming one had obtained important information from a conversation taking place nearby (which might get you an audience with the duty officer); or starting a verbal or physical ruckus within the dorm room after "lights out" (which could get you pulled out of the dorm and brought to the Master of Novices' office for interrogation). The doors here are locked for the night at 9:00pm; there is a sentry on duty after hours, to direct stragglers upstairs.

2) Front Entrance - If entering as a beggar, the same strengths and weaknesses of this approach listed under the Beggar's Walk heading apply. The front door also offers a thief the chance to gain a much less restricted form of entry if he can successfully impersonate a Guild figure. To do so, one must accomplish all of the following: a) Find a Guild thief who wears the "mark" of the Guild in the form of an external insignia (20% of total membership); b) Capture that thief and snatch his insignia; c) Successfully convince the guards of his "identity" (If the thief grabbed by the Hand is from another part of the city, and does not often visit the Roost, the successfulness of the impersonation will depend solely on the Disguise ability of the character assuming the role. Alternatively, if the thief grabbed is a native of the Labyrinth, and not very similar in physical appearance to one of the thieves, there is a 30% chance that he is personally known by the on-duty sentries so that the disguised character will be immediately revealed as an impostor).

3) 2nd-4th Floor Windows - It would take all night to cut through one of the window bars by hand, and the noise would be certain to rouse anyone inside the room (50% chance of awakening people in adjacent rooms as well). If a character uses some sort of acid to prime the bars, the same operation would take 1/2 hour per bar (but the acid would likely play havoc with the saw blades as well, necessitating their frequent replacement). If the Hand thieves select the Belt of Giant Strength as one of their magic items, there is a chance that its wearer can bend these bars sufficiently to squeeze a human-sized figure through them (85% chance if worn by Sevey; 25% if Jayonge; 15% if Krannock). The windows which adjoin the Guildmasters

Quarters, Special 4th Floor Quarters, and the Third Floor supply room are all trapped with alarms (see Traps below) in addition to the protection provided by the bars.

4) Attic windows - Any thief with a good pair of wire cutters should be able to create an access hole into the attic in about 15-30 minutes, provided he can reach the rooftop and keep his footing on its slick slate surface. The interior of the attic is, of course, completely dark and anyone without infravision or a light source is likely to crash about the assorted debris extensively before he can find the stairs to the 4th floor.

5) Chimney - A two-piece iron covering must be removed to provide access to the shaft of the chimney. Players must make Climbing ability rolls to safely negotiate the first 20 feet down the shaft; thereafter, they will find that a set of hand and footholds seem to be regularly set into the shaft (part of the Guildmaster's emergency escape route). Anyone entering through the chimney must exit through the basement fireplace, unless they have brought along the magical Shrink pills, and squeeze their temporarily reduced bodies through the hot air vents into the Great Hall.

6) Balconies - A tempting red herring. Unless the "insider" or one of the thief characters already inside the building deactivates the elaborate complex of traps surrounding these points of entry (see below), anyone attempting to pass through the balcony's doors will hardly catch the occupants of the Roost unawares, if indeed they are able to pass through these doors at all. A Detect Traps scroll used here would probably register 10 on the Richter scale.

Traps and Alarms

It should come as no surprise to any rogue to learn that the Roost is well protected by a variety of mechanical and arcane snares designed to detect, delay and/or disable any intruders to this supposedly inviolable sanctuary. These various traps and alarms are described below, and identified by number so that they can be located on the floor plans presented at the end of this book (traps marked with an * may be eliminated at the GM's discretion to adjust play balance, particularly if there are active Guild players participating in the scenario).

T1 (Vault Room) - The handle to the vault is protected by a Noose of Flesh spell; if turned, a 10' diameter circle of living protoplasm appears before the vault door; the Noose contracts at a rate of 1' per mr and consumes all organic matter (including flesh) that it contacts (MR saving roll at a penalty of 8 or death if touched; CDN saving roll at -5 to dodge free of its clutches if within its circle but not yet in contact). T1 can only be deactivated by turning the proper key in the niche located along the opposite wall of the corridor; only the Guildmaster and Keeper of Records have copies of this key.

I2 * - The stairwells leading between the basement and 1st floor, 1st and 2nd floor, and the 2nd and 3rd floors are monitored by a tracking system. Anyone breaking the plane of the tracking beam activates the system, which records a picture of the passerby and stores it (in miniature) in one of the six large jewels inset into the weapons rack in the Main Sentry Room. When a picture has been so recorded, the jewel housing the image glows with an unnatural light until the image is summoned. If a character makes a successful Detect Traps roll in the vicinity of these stairwells, he should readily discover the location of the beams, and should be able to figure out how to climb the stairs without activating these rays.

T3 (Keeper of Records Office) - The concealed door leading to the vault elevator is Wizard Locked (STR saving roll on 7D12 to physically shatter the spell, no more than two persons can exert force against the door at the same time). The lock may also be temporarily deactivated by a Word of Command, known by the Guildmaster, the Keeper of Records, the Librarian and the most trusted Guild lieutenants (including the "Insider").

T4 * - The display cases in the Trophy Room are trapped; breaking into any of these cases without a proper key will both set off an alarm, and release a poison gas from the base of the case (STM saving roll at a bonus of 6 or death; second STM roll or unconscious 106 hours; REF saving roll at -4 to avoid inhaling the gas at all). Trap is activated and deactivated from a panel housed in the Sentry Room, and is always set at night.

T5 - All balcony entrances are protected by a three-pronged trap: a) an electrified blast, released whenever the outside handle is touched (3D8 damage, STM saving roll at -4 or immobile for 2D12 hr from system shock); b) a Tanglefield spell blanketing the entire 10' of hallway just inside the balcony - activated whenever the door is opened from the outside (MR saving roll -3 or trapped for 10 hr); and c) an alarm bell (located on the ceiling of the hallway) that is activated whether the balcony door is opened in either direction. These three traps are all activated and deactivated by separate toggle switches located behind a hidden wall panel on each hallway (GM's Note: If the rolls for random encounters have previously indicated that a novice has illegally left the premises, then the second floor balcony traps will be deactivated).

T6 - The exterior door handle to the Healer's Supply Room is trapped with a Sleep spell (10' radius, MR saving roll -2 or sleep 2D6 hours).

T7 - The door to the Main Supply Room is trapped with a charm of Befuddlement (STM saving roll at a penalty of 5 or operate at 1/2 normal mental capacity for 1 hour).

T8 - The windows outside the Supply Room, Master's Chamber, and 4th Floor Special Rooms are all trapped with alarms.

T9 - The area directly before the inner door to the Guildmaster's bedchamber is protected by a double blade trap (swords emerge from floor and sidewall, doing 2D10 damage each, HAC0 = 3).

INHABITANTS OF THE ROOST

Guild Players

If the GM and his players wish to run this adventure as a competition between the teams, the second group of players will assume the roles of 2-4 loyal Guild members called upon by the Guildmaster to assist in keeping the hold secure. The Guild players may choose to portray any of the following characters:

1) Rank and file Guild thieves, with temporary quarters among the 1st floor private rooms. Rank and filers will have their movements warily scrutinized (and perhaps somewhat inhibited) by the regular on-duty sentries; they have a 5% chance of knowing the rumors about the spirit forms inhabiting the Great Hall's gallery.

2) Resident instructors, normally charged with teaching novice thieves the various roguish arts. They have virtually complete freedom of movement anywhere in the Roost except the 4th floor, and have a 30% chance of knowing the spirit rumors. Their permanent quarters are on the 2nd floor.

3) Guild lieutenants, housed in the 4th floor special quarters. They have complete run of the premises, and unquestioned authority to command the sentries to action in an emergency situation. They have a 25% chance of knowing the spirit rumors.

Regardless of whom the players portray, the information they receive at the outset of the scenario will be essentially the same. Guild informants are said to have heard rumors that the Black Hand is planning some sort of direct assault on the Roost. The objective of this attack is not known, and neither is the size of the group charged with making the assault (though it is assumed that the numbers involved are small, due to the very fact that the informants have been unable to learn anything about the attackers). The players are assigned to lend their help to the regular protective forces, but are told not to inform the sentries of the assault threat (in order to prevent an outbreak of chaos in the lower ranks).

All Guild players are assumed to be familiar with the basic layout of the Roost, though only lieutenants would be aware of the building's secret passages. The players will be urged by the Guildmaster to subdue and capture the Hand intruders if possible, so that the latter may be questioned.

Sentries

1) Front Gate - Between the hours of 6:00pm-6:00am, there are three guards continuously on duty at the Roost's front entrance. These guards are never derelict in their duties, and will never desert their posts (except to rouse reinforcements from the adjoining guard sleeping quarters).

2) Beggar's Walk entrance - One guard is on duty from 9:00pm until morning. There is a small eye-level panel set into the door in this entranceway which the guard can use when he hears a knock or other disturbance outside. After midnight, there is a 20% chance that this guard will be asleep at his station, because disturbances occur so infrequently.

3) Guildmaster's Quarters - The Guildmaster always travels with a pair of personal bodyguards. If the Master is gone from the Roost, these guards are also absent; when he has retired for the evening, one of the two stands watch outside the door to these quarters, while the other one rests on the couch within. As befits such important guardians, both are extremely light sleepers (85% chance of waking if there is a disturbance outside the Master's bedchambers).

4) General - Normally, there are two guards charged with the responsibility of patrolling the entire Roost on a half-hourly basis. These patrols take 10-12 minutes to complete; between rounds, the patrollers wait in either the Main Sentry Room (70%), the office of the Keeper of Records (20%), or the main room of the Library (10%). There is a 15% chance each patrol that the guards are delayed 2D6 minutes investigating some sort of disturbance. There is also a 10% chance that one of the guards will remain behind on a given patrol, to catch a quick nap. (GM's Note: If this scenario is being run with active Guild players, the GM may wish to remove these wandering sentries from the action to adjust the competitive balance of the adventure).

Random Encounters

The various other transient and permanent residents of the Roost may become involved in the play of the scenario, for their normal movements may chance to bring them in contact with the Hand intruders. Before beginning the scenario, the GM must determine the Starting Location of each of the Guild NPCs present in the building using the following procedure.

1) Make the appropriate die rolls indicated in the Roost room descriptions, to determine the number of NPCs (if any) occupying the 1st floor private rooms and 4th floor special quarters.

2) Locate each of the above individuals, and the following permanent residents of the Roost: the Guild Master, the Quartermaster, the Librarian, the Weapons Master, the Master of Novices, the six instructors, and the ten off-duty guards. Roll a D100 and consult the table below (subtract 10 from the base die roll result when rolling for guards; add 20 when rolling for the Quartermaster, Weapons Master, or Master of Novices; add 35 when rolling for the Guild Master).

01-15 Character out of building; will not return during the course of the evening.

15-40 Character out of building; will return during the course of the evening.

41-65 In building, but in room other than one's own (roll D10 for exact room determination: 1 library, 2 gymnasium, 3 surgery, 4-6 one of 1st floor private rooms, 7-9 room of permanent staff member, 10 4th floor quarters).

66-00 In building, in own room.

Modified die roll results of 0 or less are treated as 01's; results of greater than 100 as 00.

3) The Healer, any fugitives using the hideout quarters, and the Novices are all assumed to begin the scenario in their respective rooms. GMs should note the locations of every NPC on a copy of the floor plan, so that he can correctly inform the Hand and/or Guild players of potential encounter situations.

4) Once play begins, the GM will make periodic checks to see if these NPCs are changing location. If there are no Guild player characters, these checks should be made once every 10 game turns; if there are active Guild PCs, movement rolls should be made less frequently (every 20 or 30 hr). Checks are made using a D6; on a 5 or 6, NPC movement occurs, and a further D20 is rolled on the Random Event Table below to determine the exact action taking place.

RANDOM EVENT TABLE

1) Minor disturbance in one of the 1st floor dormitory rooms (squabble between two or more beggars). Two sentries enter the dorm to investigate; there is a 50% chance the instigators will be taken to the Office of the Master of Novices for questioning, and a 20% chance they will be ejected from the premises.

2) A badly bloodied Guild thief is led through the front entryway by two of his compatriots, and is immediately passed through to the Healer's Surgery.

3) A Guild thief enters with an urgent report concerning a man being kept under surveillance by the Guild. He is taken to the Waiting Room, where the Duty Officer decides that his news requires a high level decision, and summons either one of the in-house Lieutenants (if any are on the premises) or the Guildmaster himself.

4) One of the Novices slips out of the Novice dorm after curfew, and leaves the Roost via the second floor balcony (deactivating all traps and alarms in that area) to keep a rendezvous with a lady love.

5) The Quartermaster, troubled by a series of small thefts from the Guild's supply stores, goes to the Masters' Lounge to ponder her possible courses of action.

6) One of the thieves staying on the 1st floor becomes restless, and goes up to the Gymnasium for an after hours workout. If the Weapons Master is in his rooms, he is roused by this disturbance, and looks in on the workout for a few moments before returning to bed.

7-11) An NPC identified as being "outside the Roost" at the start of the scenario returns to the building, entering by the front doors and going directly to his room:

7) Thief staying in first floor private room

8) Guild lieutenant staying on 4th floor

9) Resident Guild official (Master of Novices, Weapons Master, Quartermaster, Librarian, or Guildmaster)

10) Instructor

11) Off-duty guard

12-16) An NPC identified as being "inside the building, but in a room other than his own", returns to his quarters.

12) Thief staying in 1st floor private room

13) Guild lieutenant staying on 4th floor

14) Resident Guild official (see list above)

15) Instructor

16) Off-duty guard

17-19) One of the Roost's inhabitants is roused by a noise outside his room, and opens his door to look for its source. For the next 20 minutes, the individual in question will be extremely aware of sounds around him, and likely to investigate any new noises he hears outside the room.

20) The Librarian develops a craving for a midnight snack, and goes down to the kitchen to find bread and cheese, returning 15 minutes later with a full plate in hand.

(GM's Note: if an instruction cannot be carried out because no character in that category of individuals is in a location where he can fulfill the directions given, the instruction is ignored and it is assumed that nothing happens during that game turn.)

SWITCHING THE HEAD

If the Hand thieves manage to make their way into the Masters' Lounge, they will find the room unlit (unless the Quartermaster is present - see Random Encounters List). If the thieves work by torchlight or lantern, it should take them several moments to locate the skull of their target among the 50-60 niches spread about the room. As soon as any one of these sacred skulls is touched by the hands of an outsider, there is an 85% chance that the spirits residing in the Great Hall Gallery will rise and begin making a great commotion, hoping to bring guards onto the scene of this desecration. The spirits cannot leave the confines of the Great Hall; they can, however, render themselves partially tangible and attack the Hand agents if the latter enter the Great Hall after the spirits have been aroused.

During evening hours the following rooms are unlit when unoccupied: Offices of resident Officials, Kitchen and Refectory, Masters' Lounge, Great Hall, Gymnasium and Salle d'Armes, and Conference Room. The Trophy Room, Library, corridors and stairwells are all dimly lit (equivalent of a Moonlight spell). Living quarters are left lit or unlit according to the GM's discretion. All other areas are brightly lit at all times.

If the sentries and/or Guild players become alerted to the Hand intruders, and pursuit begins, the GM should bear in mind that the Guild characters have a thorough knowledge of the Roost's layout, and that the Hand players do not. Hence, unless the Hand players retrace their steps exactly in making their retreat,



they will have to spend some amount of time getting their bearings in each new room or corridor (thus making it possible for the Guild sentries to close on their quarry, even though their normal movement speeds may be the same or worse). Conversely, if the sentries have lost sight of their quarry and come to an intersection, they may attempt to make a Hearing roll (40% chance per sentry) to determine the position of their foes; if this fails, a random die roll is made to determine the direction in which they continue "pursuit".

SCORING THE SCENARIO

For the Hand thieves, of course, successful completion of the mission is the only way to accomplish a complete victory. Groups which make little or no use of the services of the "insider", and who take the minimum number of magic items necessary to accomplish their objective, should be ranked more highly than those who over use (or overtly abuse) these resources. The second most desirable objective (though Father Marco would doubtless disagree) is for the thieves to escape capture, because the capture or death of the

intruders is likely to increase the Guild's morale, even if the thieves have penetrated far enough to make the switch before they are apprehended. The least satisfactory results are, in order of preference: a) capture or death after the successful switch has been made, b) capture or death within the Roost, before the snatch, and c) the lowest ignominy, capture or death before the group has even gained entry to the Roost.

If there are active Guild players, their order of preferred outcomes is of course the reverse of that listed above. Like the Hand thieves, the Guild characters will be ranked more highly if they accomplish their objectives with a lesser number of advantages (players portraying rank and file thieves would receive higher ratings for a given outcome than instructors, who in turn would be more highly rated than those playing Lieutenants). If the Guild players make heavy use of specialized character skills, or magic weapons or artifacts, their rating should also be reduced. Both sides should be penalized for attempting to kill their foes, except in self-defense. Individual players on either side may also be awarded bonus points if they conceive and execute a particularly innovative strategy.

CHARACTER DESCRIPTIONS FOR INTO THE DRAGON'S JAWS

Name	Character Notes	Class	Requisites							Weapon	Combat		Armor	
			ST	CO	RF	SM	IQ	MR	HAC		Damage	Class	HTK	
Jayonge		VET HU THF	10	16	19	16	13	14	ThKNFe	1/5/10	105	CLO	7	26
Seveye Bureem		VET OR THF	17	16	10	8	8	11	KNF	10	104	LTH	6	28
	MACE								7	204				
	KNF								9	104				
Krannock	(1)	VET HU THF	9	12	8	12	16	9	MAULe	5	406	CLO	3	26
									Thrn	3/9/15	106			
									DGRe	7	106*			
"the insider"	*	EL HU THF	5	15	17	12	16	14	BOLO	2/7/12	105	CLO	7	23
									SMAxE	8	203*			
									RAPRe	5	1012			
									ThKNFe	-1/3/8	105			
GUILD SENTRIES (roll D6)														
Sentry 1		INT HU THF	6	10	10	14	9	11	ThKNF	3/7/12	104	LTH	5	17
Sentry 2		VET /E THF	14	14	11	11	11	18	KNIFE	10	104	CLO	4	32
	CLUB								6	204				
Sentry 3	*	VET HU THF	10	14	15	12	12	7	SLINGe	0/5/10	106	CLO	5	22
									RAPRe	3	1012			
Sentry 4	(2)	INT HU THF	15	12	13	13	16	13	MNGChE	5	108	LTH	8	24
Sentry 5		INT OR THF	11	8	13	14	14	11	BDSWD	6	404			
Sentry 6		VET DW THF	12	12	12	10	10	19	SMAxE	7	203	LTH	5	22
	DGR								10	104				
	MGSTR								9	208				
									BOL0e	1/6/11	106/t	LTH	6	25
INHABITANTS OF ROOST														
Instructor A		INT HU THF	17	12	10	16	11	6	BDSWD	6	404	CLO	3	32
Instructor B	*	INT HU THF	10	11	18	10	14	14	DGR	10	104	NON	4	22
									SLING	1/6/10	104			
Thief A		INT EL THF	14	13	11	14	10	12	KNIFE	8	104	NON	2	21
Thief B		VET HU THF	14	15	13	10	13	5	MACE	6	304	CLO	5	29
	BOLOe								0/5/10	106/t				
	RAPRe								2	1012				
Lieutenant A		EL HU THF	8	17	16	14	11	14	WRHMRe	5	406	CLO	6	23
Lieutenant B	(3)	EL HU THF	17	13	13	7	14	12	LBOWe	1/5/8	106	CHN	6	29
Arquephus	(4)	INT HU THF	10	15	16	9	17	11	DGR	8	104	CLO	2	15
Dradd Plen-or	(5)	VET /E HLR	8	17	13	15	13	7	HYPOe	5		NON	0	21
Potcheffski	(6)	VET HU FTR	12	16	16	8	12	11	RAPRe	1	1012	CLO	6	24
									HMRe	7	404			
									ThKNFe	3/7/12	105			
Brindle	*	INT HU THF	7	13	11	10	14	14	DGR	9	104	NON	0	17
Resoom		VET HU SCH	11	13	12	8	17	6	None			NON	0	18
Azimuth		EL HU THF	16	12	19	11	16	15	SMAxEe	4	305	CHN	12	44
Bodyguard 1,2	(2)	VET HU FTR	16	14	11	14	8	19	Thrne	2/7/11	108	SCA	12	46
									WRHMRe	5	406			
									FLAILe	5	308			

NOTES:

(1) Krannock's blades (marked *) are coated with a poison that induces a catatonic state in the victim within 5 - 10 mr. STM saving roll at -4.

(2) Armor magically enchanted to +2 protection.

(3) Armor is shirt only.

(4) Armor has Shield spell embedded - when activated, increases AC by 5 for 10 mr.

(5) If he hits successfully, victim must make a STM saving roll at a penalty of 6 or fall unconscious (after 106 mr). Fumble means that he hit himself.

(6) +2 to Hit Probability (non-magical).

* - indicates character is female.

t - indicates the weapon will tangle the target as well as damaging it.

PURSUIT ADVENTURES

AND

ARMED ROBBERY SCENARIOS

BACKGROUND OF THE GUILD

It is fascinating, given the fastidiously careful record-keeping of the modern day Guild, that no one knows for certain how the thieves of Haven first came to bind together. There are, of course, legends that attribute this feat to the prodigious efforts of Bradamas Kurgan, the infamous and charismatic scoundrel who dominates local folklore - but there is no tangible evidence to support these assertions. Indeed, the earliest written records of Guild activities refer to its membership as a "darke Bruthimoude", and suggest an organization bordering on anarchy, providing a sense of fellowship and occasional assistance, but little direction. Rafkulin, the first thief ever identified with the title of Master, earned the accolade by winning a challenge of thieflly prowess proposed by a rival high level thief. The title remained largely symbolic through the next four Masters, until the challenge was made and won by a brash young upstart named Del ur-Venite.

Venite was a man of great ambition, with mental capacities to match his physical dexterity. Under his guidance, the Guild thieves successfully executed a daring series of ever more daring robberies that in a single month filled the group's coffers with over a year's worth of treasure. For the next two decades, until his untimely death at the hands (Bolts of Wrath) of an angry spellcaster, Venite served his fellow thieves both as Guild Master and as chief planner - and a new tradition was born.

During the ensuing centuries, the Guild Master controlled the activities of almost every cutpurse, catburglar, confidence-man, and beggar in Haven. The Guild built up a repository of information - in the form of floor plans, records of courier routes, guard schedules, etc. - that often provide invaluable aid to a scheming thief. The beggars were used as a network of informants to keep such information fresh; and a similar network of businessmen was located, who could be counted on to pay a fair price for the purloined fruits of a thief's labor. The Guild Masters also exerted a more subtle influence on events, by cultivating (either with cold cash, or through information about a target's past indiscretions) the co-operation (however reluctant) of a number of high political and judicial officials. As the Guild's power grew, so did their hierarchy, and so too did the need for funds. All thieves operating in Haven were expected to tithe a portion of their larcenous earnings to the Guild in payment for the Guild's services, both past and future. And the Guild went to great lengths to ensure that thieves not obeying this dictum were promptly found and punished (the severity of the punishment depending on the amount withheld).

Inevitably, of course, there were thieves who became dissatisfied with the share of the spoils they were getting, and who broke away from the Guild to form their own organizations. Most of these rival groups were quickly subdued by the Guild, and the renegades (minus a few chosen to serve as examples to others with like minds) were returned to the fold. In a few cases the rebel movements were more powerful, and only succumbed after months of harassment that cost the Guild dearly in terms of the lives of its members, and

in the expenditure of the precious political capital needed to obtain, if not the active co-operation of the local law enforcement community, at least their passive acceptance. But never in all those centuries did a rival organization offer so great a threat to the hegemony of the Guild as does the group, now headquartered in the Borough of the Commons of Haven, known as the "Black Hand".

As the Guild Masters and their lieutenants grew in political stature over the years, many used their influence to place themselves in responsible positions in the community. Although this aura of respectability gave the Guild's leaders access to high level sources of information and identified new and lucrative criminal opportunities, it also seemed to change their attitudes toward their brothers in crime. Gradually, the "inner circle" of the Guild's leadership became more and more isolated, leaving their henchmen to deal with the everyday problems of the rank and file membership.

Some of the younger thieves, many of whom had turned to crime and thievery as a means of gaining the kind of power and respect their lower-class origins had denied them, perceived their access to that power to be steadily declining, and became increasingly frustrated. They did not intend to become mere foot-soldiers serving an elite clique of thieves unwilling to dirty their own hands. Moreover, the leaders of this faction had pondered well the fates of their predecessors in rebellion, and had vowed not to repeat the mistake of acting prematurely. When the most vocal of the malcontents left the Guild, they also left the city of Haven, supposedly to seek their fortunes elsewhere. The Guild fathers sighed in relief at this departure of dissidence (even as other unrevealed sympathizers recruited additional supporters).

Meanwhile, the departed thieves were busy plying their trade in the surrounding countryside, and taking every reasonable opportunity to meet surreptitiously with those city figures believed to be disenchanted with their "co-operation" with the Guild. When they did return to Haven, they had substantial monetary resources, and friends capable of exerting influence in the proper places - and when the moment of open revolt came, almost one-fifth of the Guild's membership defected to the Black Hand. The Guild leaders found, to their dismayed surprise, that their attempts to obtain political sanction for the eradication of the upstart group were largely blocked. Guild patrols sent to locate and destroy Black Hand strongholds failed to return with distressing regularity. Everything seemed to be going not-so-slowly downhill...

In part, the Guild's failures could be attributed to the skill and ruthlessness of their opponents. But it was also true that the years of high living had made many of the Guild's leaders soft, and had atrophied their once strong instincts. As time passed, there were further setbacks, and additional defections - until finally, the ablest of the old leaders found themselves forced to clean up and strengthen their house by bringing fresh blood into the Masters' Councils. The changes in leadership stemmed the tide of defections,

and, slowly but surely, the Guild's superiority in numbers allowed these new leaders to drive the forces of the Black Hand back, until the Hand was confined to the areas of their original greatest support. At that point, however, the resistance of the Black Hand stiffened and held, and an uneasy stalemate ensued.

Nine long and bloody years later, the struggle continues, unabated. Both sides continually probe each other, like prizefighters looking for openings in their opponents' defenses to exploit. In some areas the Guild rules, in others the Hand...

* * * * *

The scenarios in Thieves' Guild IV simulate three different aspects of the struggle outlined above. All, however, share a common thread that sets them apart from most other "programmed" adventures, for they pit the players against a most dangerous menace - other characters, with similar skills and abilities, and the capacity to react to the best laid plans of the players with their own fiendish counterplots. The scenarios also share another unique feature - they are designed to be played in either of two modes: first, as a traditional scenario, where the players take one side of the conflict, either Guild or Black Hand, and the GM plays the characters on the other side as well as all other NPCs in the scenario; second, as a contest between two teams of players, one group portraying the Guild thieves, the other the minions of the Black Hand, while the GM moderates the flow of the game, conducts any inter-party confrontations that result, and plays the occasional innocent by-stander (read - carefully inserted NPC, designed to produce complications) who might happen to appear.

THE CRYSTALS OF GAMBADOS

SCENARIO SET-UP

The following pages provide the details for two adventures involving the crystals of Gambados, using two completely different smuggling routes. One takes place along Haven's waterfront, as the Guild must locate the vessel being used to transport the goods and relieve it of its precious cargo. In the other, the Guild thieves must focus their attentions on the five principal organizers of a large merchant caravan, to determine which one may be acting as the Black Hand's courier. Each scenario fully details the clues which are available to the players, the activities undertaken by major NPC characters, and the knowledge available from various types of informants. Floor plans of the hiding places where the crystals are possibly being kept are also provided.

The scenarios can be run either with the GM portraying the Black Hand thieves, or with two teams of players taking on the roles of the Hand and Guild and facing off directly against one another. If the team option is selected, it is suggested that the players portraying the Hand thieves select the scenario to be used. The scenario is designed to accommodate 3 to 6 intermediate to Veteran level thieves per side. The Guild's objective is, as stated, to recover the ten crystals of Gambados and return them to the Rands; the Hand thieves are of course dedicated to smuggling the crystals safely out of Haven to a place where they can be resold. As long as it does not jeopardize the prime success of their overall mission, the thieves from both sides have an auxiliary objective: trying to eliminate permanently the interference of any rivals they encounter, should the opportunity present itself.

INTRODUCTION

Far away from the fair city of Haven, at the south end of the vast and storm-filled Sholokith Bay, lies the port city of Solhedrin, an old and well renowned trade center in its own right. The hills behind the city are rich in the metallic ores that fuel its mighty forges, and the clay used to produce the strangely colored grey-brown brick that has withstood the erosive power of millenia. Nonetheless, the most famed of the craftsmen of the city of Solhedrin have always been the glassmakers, and their intricate works have found their way into nearly every corner of the old Namori Empire. The prestige of the Solhedrin glassblowers (and demand for their services) is so great that those wealthy enough to afford to commission a special project often patiently wait two to three years for their work to be completed.

One such work was commissioned by the archmage Gambados, a proud and petulant necromancer who was a practitioner of the ancient spellcasting art known as Runebinding (in which the magic-user harnesses magical energy through the use of tangible symbols of arcane power, the runes). Gambados had a set of ten crystal goblets produced, each engraved with a different potent runic symbol. The mage himself worked many enchantments on the raw materials, to increase their strength and flexibility well beyond normal capacity and the end products were flawlessly sculpted, and shimmered with an unnatural sparkle and clarity. Gambados proclaimed to all who saw them that the goblets were the ultimate manifestation of his arcane powers, and would last - forever.

In the centuries that passed after the death of Gambados, nothing occurred to disprove that claim, as the crystals survived individual clumsiness, wars, a consuming blaze that utterly destroyed an area of seven city blocks, and thousands of miles of travel, without so much as a nick or scratch. The crystals have changed ownership many times, and increased in value on each of these occasions. At times, they have graced the homes of many of the world's wealthiest men. Finally, they came to Haven, purchased by Zalle and Eezie Rand, the beautiful scions of two of the city's greatest banking houses. The Rands proudly and prominently displayed their new treasures, believing themselves safe from theft; for the family had long ago made its peace with the Thieves' Guild, and purchased its protection. Unfortunately, however, the thieves swearing allegiance to the Black Hand pay no heed to the Guild's agreements - so the Rands awoke one morning to find their prizes gone - and a blood-scrawled warning from the leader of the Hand in their place.

The Guild, its honor at stake, has set out to recover the crystals. They have sent their best spies and informants out into the heart of the Black Hand's strongholds, trying to find out the location of the goblets, and whatever information is available on any plans the Hand has for smuggling them out of the city. Their harvest of information has so far been scant, but they have learned one thing for certain - Time is running out!

GM'S INSTRUCTIONS

If two teams are playing against one another, we suggest that the GM place the two groups at separate tables or even in separate rooms. Each group should be given a xeroxed copy of the appropriate city map, and place their character pieces in a manner that will identify their current location. Members of the two groups should not be united unless and until they come in physical contact.

Since most of the action prior to a final (and likely bloody) confrontation between the Hand and the Guild will consist of information gathering, tailing, and eavesdropping on suspects, play of the scenario is best conducted in the form of ten minute turns. At the

beginning of each turn players indicate their general objectives; for example, "I go into the shops in the neighborhood of Jack's shop and question the employees about Jack's activities", or "I keep watch on the house and follow Jack if he leaves." If, during the course of these plans, NPC encounters occur, the GM will portray the NPC, and the interaction played out in the normal 15 second melee round time scale. The same is true of face-to-face encounters between the Hand and the Guild.

If a Guild or Hand player sights a foe or NPC that he wishes to follow, he may attempt to tail him, making the appropriate rolls as indicated in the rules section of this book. The GM should make all discovery rolls for the character being followed (even if it belongs to an active player) until recognition of the tail is made, and should take care not to let the latter player know he is being followed.

THE CARAVAN ROUTE

INTRODUCTION

The Long Road runs from Kura Litrin, the capital city of the Nanori Empire, far, far to the east, through the Borderlands, the Free Sector, and the Mountains of Peace, through the area called the Ten Cities (Haven is one of those ten cities), and on to the western edge of the continent, to Belakor on the Turbulent Ocean. The road extends nearly 2,000 leagues (a league is approximately 3 miles) east to west, and spawns numerous side roads towards the equator to the north, and towards the Lands of Ice to the south. The Long Road has been an established trade route for 5,000 years, but the general trail has carried commerce of one sort or another since the younger races first escaped the bondage of the Elder Race.

No day goes by without at least twenty caravans passing through Haven, bound either east or west on the Long Road. Frequently, the traffic will exceed fifty of the traders' parties, filling the thoroughfare called Caravan Street with guards, drovers, pack-animals or wagons, and colorful traders, merchants, and travellers. Not infrequently, caravans are organized in Haven itself to carry the goods for which the city is famed to distant lands. The Guild's informants have learned that the crystals are going to be smuggled out of Haven on one of these caravans.

The caravan in question is being assembled by four prominent merchants of Haven for an expedition through the northwestern territories of the Ten Cities. The group is scheduled to depart in two days from the city's Horse Gate (the major gate at the southern end of Caravan Street), with over thirty wagons, and 150 men-at-arms for guards. Numerous smaller merchants, and travellers have joined the caravan, so that, the total population of the caravan will number over 500 (not including animals).

The four merchants responsible for the organization of this expedition are Trojanus Sextimus, a broker of paintings and sculpture; Dortmund, a master cabinet-maker and furniture manufacturer; Benedios Cellini, the young son of the metalworkers' fiery Guildmaster, Salvatore Cellini; and Alvarado, a wandering jewel merchant temporarily headquartered in Haven. They have banded together for this trip in order to reduce their individual costs, and to increase the amount of protection their goods are afforded in transit. The addition of the small merchants and the travellers reduces the organizers' costs even further, since they are charged a fee to join the caravan and enjoy its protection.

By unanimous consent, the four organizers have hired a fifth individual, an experienced (and reasonably renowned) caravan-master named Silva

Boraggio, to organize the details of the expedition - planning the exact route, hiring guards and drivers, acquiring all the necessary provisions, etc. Boraggio has set up a base of operations in a large warehouse located near the Horse Market on Caravan Street. As departure time nears, there will be an almost constant bustle of activity around this building, as cargoes are delivered, organizational details are worked out, and last minute applications to join the expedition are processed. During this same time period, the four merchants will each be busy attending to the settlement of their own personal and business affairs for their departure, and arranging the transfers of their cargos and personal travelling equipment to Boraggio's warehouse.

At the outset of this adventure, the guild thieves know only that one of the five main figures in the caravan is to be the courier of the crystalline booty. None of the five have had any known prior connection with the Black Hand; consequently, the thieves attempting to investigate this route will find a multiplicity of trails to follow, with leads that may take them into many different corners of the city. Their task will be greatly aided if they can use their information resources and deductive powers to identify the motive that has caused one of these prominent men to serve the Black Hand's cause; for without this key, the Guild thieves can merely watch each of the suspects and wait, hoping to witness some sort of revealing action that will reveal the Black Hand's agent.

THE SUSPECTS

In the descriptions of the five potential couriers which follow, three types of information are presented:

- 1) General knowledge about the character - facts that would be known by the Guild and Black Hand thieves involved in this mission;
- 2) GM's description; and,
- 3) Timetable of the character's actions in the 36 hours before the caravan's departure from the city.

GMs running this scenario may want to copy the general knowledge information presented here onto file cards (we suggest 5x8's), so that the players may have easy access to this data.

A) Alvarado, the Jewel Merchant

1 - Alvarado is the only one of the four caravan organizers who does not reside permanently in Haven; however, he does make frequent (and lengthy) visits to the city, and is known and admired in the business community of Haven for his shrewd trading acumen. He has one constant travelling companion, a lovely half-elven maiden named Arielle. They are lodged at the Pendragon Inn, located on Caravan Street not far from the warehouse being used as the staging site for the caravan. Though Alvarado claims that he has no special purpose for making the trip other than a thirst for knowledge about potential new trading opportunities, it is known that he has been involved in several meetings during the past week with prominent figures from Haven's major banking houses.

2 - Alvarado has indeed been attempting to secure additional financial backing for his enterprises during the past week, but these efforts are only peripherally related to the upcoming expedition. The jewel merchant has, of late, become obsessed with owning an awesomely beautiful work of sapphires, diamonds, and gold filigree known as the Sorcerer's Coronet. Very recently, he has been informed that the Thieves' Guild may be able to help him locate this masterpiece, which he originally believed to be lost somewhere among the many temples to the wizard-lord Skolv, now lying in ruins, which are dotted about the Ten Cities region. Consequently, Alvarado is very anxious to get in touch with the Thieves' Guild before he leaves the city. He

has dispatched Arielle to the Thieves' Market area to attempt to make such a contact.

The Coronet is currently in the Guild's vaults, part of its booty from a very successful temple looting expedition. The Guild leadership would be willing to bargain with Alvarado if contact is made - offering to sell the Coronet to Alvarado in exchange for his aid in recovering the Crystals. If such a bargain is struck, Alvarado will be willing to provide any of the following forms of assistance, if the Guild requests them:

- a) hire one or two Guild thieves as his personal men-at-arms;
- b) send a Guild thief to the warehouse with a package to be included in the cargo section assigned to him; and/or,
- c) attempt to arrange a meeting with one or more of the other principals in the caravan, on the pretext of warning them about the possible smuggling attempt.

However, he will never voluntarily do anything that would jeopardize his beloved Arielle's life.

In the absence of news about the Coronet, Alvarado will always be interested in a possible gem sale or trade, if the goods in question are of better than average quality. He will always make time to meet with any prospective buyer or seller he encounters, if the latter seems to know what he is talking about (if the thief character is posing as such a merchant, use a Disguise Success roll as described in TGI to determine how well this impersonation is received). Alvarado's incidental knowledge of jewelry lore is excellent, and he has an 80% base chance of recognizing a false story or a piece of fake jewelry.

3 - TIMETABLE FOR ALVARADO AND ARIELLE

Morning, Day 1 - Alvarado is a late sleeper - he and Arielle will seldom make an appearance before 9:30 or 10:00. They will breakfast in the common room of the Pendragon Inn, and, being in a cheery mood, will chat amiably with the few other (106) patrons lounging about the common room at that time.

10:45am - The pair stroll over to the Horse Market, and browse around the corrals. Arielle will bargain for a high spirited white filly.

11:40am - Alvarado and Arielle leave the Horse Market, and walk easterly to Borraggio's rented warehouse for a noon meeting with the caravan-master and the other three principals. At that meeting, Borraggio will introduce some of the key personnel he has hired (captain of the guard, head cook, etc.), and try to establish a firm schedule for final cargo deliveries. He will also relay to the group reports he has received of brigands operating on some of the westerly highroads, and discuss possible ways to circumvent this danger. This leads to a rather heated argument between Dortmund (who believes the route of the caravan should be altered to avoid the area where raids have been reported) and Benedios Cellini (who argues that the overall size of the caravan, plus the guard complement accompanying them, will keep them safe from assault). Alvarado supports Cellini's side of the discussion when a vote is taken, but refrains from entering the debate, due to his personal distaste for Cellini's overbearing style.

1:30pm - The meeting ends; Alvarado and Arielle depart in separate directions. Arielle takes a centaur trolley (Haven's answer to public transportation) to the large plaza in the South Corridor known as Thieves' Market. She talks with the pushcart-peddlers and shopkeepers in the area, letting it be known that she is interested in contacting the Guild, and that she can be found at the Knight's Out, a tavern located near the northwest corner of the plaza. She will remain there from 2:30 til 4:30pm. If none of the thieves involved in the adventure approach her, there is a 40% chance that another member of the Guild will learn of her inquiries

and investigate; if so, there are chances for differing reactions:

01-25 - the Guild thief reports the information to his superiors immediately; they, in turn, would be likely to contact the Guild thieves assigned to the current adventure.

26-75 - the conversation is reported to the investigating thief's superiors at the end of the evening; the thieves involved in this adventure will only learn of the discussion if they initiate contact with their headquarters.

76-00 - the thief does not consider the incident of sufficient import to relay to his superiors.

Alvarado, meanwhile, returns to the Pendragon Inn to get his horse from the stables. He rides north on Caravan Street, across Stonebridge, into the North Corridor. There he will make three stops: the banking house of Kruegger Rand; the home of Mo-yen Drachmah, the goldsmith; and the workshop of U. N. Owen, the renowned jeweler. He will spend about half-an-hour at each place, talking to its proprietor; his conversation with Owen will be held behind closed doors, causing a slight stir among Owen's apprentices.

4:30 to 5:00pm - Arielle returns to the inn, and summons servant girls to prepare a hot bath for her. She bathes, perfumes herself, then dons a striking gown trimmed with shimmering precious stones.

5:15pm - Alvarado returns and also retires to their suite of rooms.

6:00pm - The couple emerges from the inn and hails a centaur cab. They are driven north on the Horseshoe to Lorien, then easterly on Lorien to a point near Sunni Plaza, where they alight from the cab. The centaur bows as low as possible when Alvarado pays him, waving away the change. Arielle and Alvarado stroll up one of the footpaths through the wooded section, to the home of Sindra, an elven leather goods trader, and her husband, Raf Poul, an associate of Nimrod the shipwright. Sindra and Alvarado were partners (and lovers) in his younger days; they remain close friends, and have helped one another weather times of rough fortune. At approximately 7:00, they are joined for dinner by four other neighborhood couples; at 8:30, the bard Robin O'Leary arrives (on foot) to provide some after-dinner entertainment. Alvarado and Arielle excuse themselves at 10:00, citing the morrow's journey as the reason for their early departure; Sindra gives Alvarado a large rectangular, decoratively wrapped box as he leaves (it contains a specially made pair of new riding boots, hand-tooled, and is quite light for all its apparent bulk). A passing centaur cab (fortuitous, isn't it) is hailed, and the couple returns to the inn; if no contact with the Guild has been arranged, they will retire to their rooms and prepare for bed.

11:15pm - (GM's Note: This section obtains only if no contact has been made with the Guild.) As Arielle sleeps peacefully, Alvarado gets out of bed, and walks out onto the small balcony adjoining the room. Frustrated and unable to sleep because of his unsuccessful attempts to parley with the Thieves' Guild, Alvarado is soon overcome by his restlessness. He quietly dons a tunic, cloak, and sandals, and slips out of the room. He has one quick mug in the common room downstairs, then (11:40pm) decides to walk over to the warehouse to observe the progress of the caravan's final preparations. After passing through the guards, and entering the warehouse itself, he is somewhat surprised to find Borraggio missing from the premises. Alvarado wanders across the warehouse floor, aimlessly investigating the contents of various wagonloads of boxes, crates, barrels, etc. His nosing about is interrupted by the return of some of Dortmund's employees with yet another shipment of assorted furniture. Alvarado will (if not otherwise encountered) wait in Borraggio's office until 1:00am; when Borraggio does not return, he informs the guards of the

caravan-master's continued absence, then returns to the inn.

Morning, Day 2 - As on the first day, the two arise late. They breakfast downstairs, then pack up their personal belongings (and three chests full of jewels), and arrive at the warehouse by 10:45am. They create a minor spot of excitement when Arielle, trying to select a suitable mount for the journey, spooks a rather high-spirited colt who breaks free of his handler, and gallops headlong through the crowded midday traffic on Caravan Street.

B) Benedios Cellini, Metalcrafter

1 - Benedios is the only son of Salvatore Cellini, the overbearing, but supremely talented, Master of the Metalworkers Guild. Benedios is considered to be even more obnoxious than his sire, and totally lacking his father's redeeming genius. He is extremely short, and rather pudgy in appearance; nonetheless, he is conceited about his prowess as a fighter, and is apt to make exaggerated claims about his physical abilities (particularly when under the influence). For all his shortcomings, he has shown substantial prowess in financial matters; he is a ruthless, aggressive bargainer, and has a discerning eye for quality. He lives with his new bride, Madalena (the niece of the reigning duke, Fernando di Cotillion), in an elegantly furnished townhouse just outside the Heights, in northern Haven.

Benni (as he is known to his few intimates) usually spends several nights a week in the neighborhood taverns, and will often buy a round for the house (if he is in a good mood). The family conducts most of its business out of a set of buildings, two small offices and one large workshop, located on Pewter Street in the North Corridor; Benedios appears to be quite proud that his father has chosen him to represent the family in this trading venture.

2 - Benni might not be so pleased, if he knew the real reason his father has chosen him as the family's representative. Salvatore's bitter feud with the dwarven metalworkers of Haven has reached dangerous proportions; he has received threats against his life from anonymous sources. The father hopes to protect his son from danger by sending him out of town on this six month journey. Benedios suspects nothing of this. The net may already be tightening around Salvatore, for two dwarves maintain a constant surveillance of Salvatore's movements; the elder Cellini has a small but superbly equipped workshop in his home (but a few blocks from Benedios townhouse), where he creates some of his finest masterpieces - there have been evidences of unauthorized entry in this area, and work has been ruined, possibly by Salvatore's two shadows. There is only a 5% chance that Benni will notice these observers when he is with his father; if either the Guild or the Black Hand thieves are trailing Benedios, the thieves' chances of noticing the dwarves are equal to twice their normal percentage chances of "spotting a tail" (see the expansion of Chapter 2 rules in this issue for details on how to calculate these chances - the Perceptiveness ratings of the two dwarves are 11 and 14).

If encountered at a tavern, Benni will be ebullient and talkative with any (especially ladies) who show interest in his journey; as he progresses into higher levels of intoxication, he will become less discreet in his commentary. If contacted in a business context in this frame, Benedios is likely (80%) to be quite abrupt, complaining that he is too busy; however, he will always show interest in a proposition if it sounds sufficiently lucrative (profit of 20,000 GP or more). Benni, while a good judge of items, is not a good judge of character; being susceptible to flattery, he can be fooled by a good con artist.

Benedios is far from well-liked in the community, consequently, there is a 30% chance that any information supplied about Benedios by an informant is a vicious, unsupported lie (these lies might take the form of business misconduct, rumors of illicit sexual liaisons, or even a story that Benni has Black Hand connections).

3 - TIMETABLE FOR BENEDIOS CELLINI

8:00am, Day 1 - Benni leaves his home and walks to Pewter Street. He arrives to find the packing operation progressing smoothly (within moments he has levied a veritable mountain of instructions, which, if followed, are likely to set the work back by hours), and goes inside to his private office, where he continues to organize his merchandise records for the trip.

9:00am - Salvatore Cellini arrives at the Pewter Street offices, followed closely by his dwarven shadows.

9:50am - Benedios discovers that a set of silver bowls is missing from his lists, and crosses over to the workshop to determine their whereabouts. Finding that the items have not been completed on schedule, Benni delivers a violent dressing down to the workman in charge of the project which lasts for several minutes - until Salvatore arrives on the scene and quiets things down. The dwarven shadows draw near the workshop and listen attentively to the argument.

11:40am - Benedios accompanies one of the laden freight wagons to the staging warehouse, arriving several minutes late for the noon meeting. When Boraggio delivers his warning about highwaymen on the Long Road, Benedios vituperatively disparages Dortmund's fears and strenuously argues against changing the route in any way; his argument carries the day.

1:30pm - Tremendously self-satisfied over his success, Benedios repairs to Dunk's Tavern, a drinking establishment located a few blocks from the warehouse, and buys a round for the house. There, he tells everyone in earshot the story of the argument, embellishing frequently with references to his own weapons prowess - there is a 10% chance that someone in the crowd will belittle his claims to be a fighter, and challenge him to demonstrate his skills outside (a challenge Benni will not accept, even if it means loss of face).

2:25pm - Benni runs into a casual acquaintance, a fighter named Migh Runn who mentions that he is unemployed. Benni proclaims that he can get Migh a job as a guard with the caravan. Dragging the skeptical fighter (and several other onlookers) in tow, Benni returns to the warehouse and confronts Boraggio with the request, and finally browbeats the latter into agreeing. Migh Runn is told to report for duty at nightfall; the crowd returns to Dunk's for another round.

4:20pm - By now feeling exceptionally jovial, Benedios returns to the Cellini complex to find preparations still progressing smoothly. His spirits are dampened slightly when he attempts to regale his father with details of the afternoon, and finds the latter distracted and inattentive.

5:00pm - Benedios and Salvatore leave the office together, and go to Benedios' town home for dinner with the rest of the family. The dwarves are never far behind.

7:00 to 11:00pm - Benedios goes out carousing to commemorate his last night in the city, making stops at several North Corridor bars. From 10 to 11, he is inebriated at the Aerie, where he crosses paths inadvertently with Trojanus Sextinus. There is a 40% chance that Benni has a run-in with the Young Stallions (25% additional chance the encounter leads to a fistfight - three guesses as to who winds up on the floor in such an event) while at the Aerie.

11:10pm - Benedios toddles home from the Aerie on foot, in an extremely drunken state. Upon entering his home, he pauses for a moment on the couch in his sitting

room, and immediately passes out (a turn of events that undoubtedly makes wife Madalena extremely grateful).

1:30 to 3:00am - Benni's friend Migh Runn falls asleep on guard duty, having drawn an assignment to guard one of the warehouse entrances. There is only a 15% chance that he will awaken if anyone approaches or enters this doorway. If not otherwise awakened, he will be roused by Boraggio upon his return, and thoroughly chewed out for his carelessness.

4:30am, Day 2 - Benni is awakened by the sound of mice tiptoeing around the basement of the house three doors away. Before sinking back into oblivion, he stumbles about the room for a few moments, tripping over furniture and making a large amount of noise.

7:00am - Benedios awakens, badly hungover from his night's revels, and retires to a hot tub in an effort to soak out the evil humors.

9:30am - The merchant leaves his house, feeling somewhat better but still abnormally quiet and nursing a severe headache. He rides to the office, where the final portion of their cargo stands loaded and ready to go in five closed wagons. Benedios foregoes checking the bills of loading, stopping within the building just long enough to grab his ledgers and say a brief farewell to his father. The wagons are on their way to the warehouse by 10:00am.

10:20am - Upon arriving at the warehouse, Benni is upbraided by Boraggio for Migh Runn's incompetence. He accepts this abuse with uncharacteristic meekness, and retreats into the rear of one of the freight wagons, where he remains until departure time.

C) Dortmund, Master Cabinet-maker

1 - Dortmund lives and works with many of the other members of his large family; he has seven brothers and sisters, and has sired eleven children of his own. Now in his late fifties, he is a small, delicately boned man, rather frail in appearance. His health is excellent, however, a fact he attributes to the special diet of herbs and vegetables he religiously follows. He employs over 100 people in his furniture-making enterprises, many of whom live in rooms on his property; his home and workplace occupy an entire city block on the south side of the Dorian, in the neighborhood just southwest of the Plaza of troubadours. Dortmund is very devoted to his family, and rarely socializes with other prominent merchants. He has only two known pastimes outside of his work; he collects porcelain and china miniatures, and he considers himself a connoisseur of fine wines.

2 - The only thing extraordinary about Dortmund is his spectacular ordinariness. His works reflect meticulous care and steady hand, and are of excellent quality; they are, however, singularly devoid of artistic vision, and merely mirror the prevailing styles and designs. Dortmund's financial position is rock solid; nonetheless, he is a worrier, and constantly expects the worst. His caution and conservatism are so strong that he only rarely allows himself to spend money on his wines and his miniatures. He is very inhibited, and almost painfully shy around strangers, unless he is talking about furniture.

Most of Dortmund's family work with him and live similarly colorless lives. His third eldest child, Torban (a rather turbulent young red-head), was not content with this drab existence, and ran off two years ago to become an adventurer. Dortmund knows nothing of his whereabouts, and forbids the mention of his name in his household. This is the only breath of controversy surrounding the family, and the incident is so old that an area informant would be likely to remember it only if he were pressed hard by his questioner.

Dortmund is transporting a sizable number of very large, bulky pieces of furniture on this journey; consequently, groups of his workmen (led by his brothers Wurzman and Claudill) will constantly be

hauling loads of furniture from their workshops over to the warehouse staging area during the week before the caravan's scheduled departure. The brothers are not particularly quick-witted, and are inclined to interpret things very literally. Thus, when they have returned to the warehouse on several occasions to find crates disturbed (lids opened, shifted to other places, etc.) in their absence, they have formed the opinion that these are evidence of foul play, and have relayed their fears to Dortmund, who is also very susceptible to paranoia.

3 - TIMETABLE FOR MASTER DORTMUND

6:30am, Day 1 - Dortmund rises and eats his morning meal, then goes into the workshop to complete the final details on a leaf pattern being carved into a walnut table. He is continually interrupted by workmen with questions, and scuttles about the area at a brisk pace.

11:00am - Dortmund leaves his workshop, and walks around the Horseshoe to Caravan Street, then left to the warehouse being used by Boraggio. He arrives well before the scheduled noon meeting of the principals, and privately confers with Boraggio in the latter's office. Dortmund voices grave concern about warehouse security, and stoutly avers that someone will attempt to steal part of the cargo during the coming night. When pressed to reveal the reason for his concern, Dortmund remains evasive; nevertheless, Boraggio agrees to double the guard for the coming evening. Unbeknownst to Dortmund, Boraggio speaks briefly with two of his most trusted guards, and asks them to watch for any suspicious characters lurking about the premises during the meeting. If thieves of either the Guild or the Black Hand have the building under surveillance during this period, there is a 45% chance that Boraggio's men will spot the watchers, and attempt to tail them when they leave the warehouse area.

12:00noon - The scheduled organizational meeting takes place. Upon hearing the news of highwaymen along the Long Road, Dortmund immediately suggests that the caravan change its route to avoid this possible trouble spot; he is voted down by the others after a heated argument. This further convinces Dortmund that his colleagues are irresponsible, and that he must take immediate steps to protect his investment.

2:00pm - Upon returning home, the cabinetmaker ensconces himself at his desk, and writes furiously for a few minutes, then dispatches an apprentice to the Dwarrow (the dwarven section of Haven's Outlands' Borough) to deliver these hastily scribbled pages to Balin arn Bilbur, a specialist in locks and traps.

4:20pm - The apprentice travels on to Boraggio's warehouse with Balin in tow. The dwarf carries a huge valise filled with his tools and accessories. A number of the pieces of furniture designed by Dortmund have been fitted with secret compartments of one sort or another; Balin has been requested to install booby-traps that can be set to temporarily incapacitate any unauthorized tamperer (by releasing sleep gas, a mild central nervous system poison, etc.) on the most valuable of these items (he agreed readily; he knows Dortmund from past dealings, and is planning to hold him up for a tidy little sum). The dwarf and the apprentice attempt to gain admittance to the warehouse by showing the guard a note from Dortmund; unfortunately, this guard is not literate, and a small altercation ensues. Eventually, Boraggio (who can read) is summoned, and authorizes the pair's admittance. Balin sets to work installing the traps; his efforts over the next two hours are carried out in plain sight, and could be easily identified for what they are by any witness with experience in disarming or arming traps.

5:45pm - Boraggio arrives at Dortmund's shop, and goes into the cabinet-maker's office. A few moments later, he emerges, and departs, carrying a large box under one arm (it contains a flameworked jewelry-box, inlaid with mother-of-pearl, made by Dortmund personally, which



Boraggio will present this evening as a farewell gift to his sweetheart).

6:30pm - Dortmund sits down to dinner with his family. After dinner, he indulges himself with a bottle of vintage wine from his cellar. At about 8:30, he retires for the night.

10:20pm - In the street outside Dortmund's bedroom window, a wagon heavily laden with furniture swerves abruptly to avoid a cloaked rider who has galloped out of a side street at breakneck speed. A poorly secured table is flung off the wagon, and ricochets off a wall to the ground with a shattering crash. Dortmund, awakened by the noise, looks out his window, and sees the results of the incident; he rushes immediately out into the street to survey the extent of the damage. Two of the table's legs are damaged irreparably, but the piece appears otherwise unharmed. Dortmund orders his workmen to carry it back into the workroom; he then spends most of the night (until 4:00am) toiling in the dim lamplight to make the necessary replacements and repairs.

8:00am, Day 2 - The cabinetmaker is roused by his wife; he appears very pale and drawn from his labors of the previous night. He breakfasts, then packs his personal gear for the trip into a large mahogany footlocker.

9:30am - Dortmund leaves the house, and walks over to the open air shop of Tracheotus, the green grocer. There, he purchases a number of somewhat exotic herbs and spices that Tracheotus stocks especially for him. Upon returning home with his purchases, he brews himself a pot of potent herb tea, and sips from a steaming mug of the brew as he moves about the shop area, making a final check that all necessary cargo has been transferred to the warehouse and that his employees understand their tasks during his absence.

11:00am - Dortmund and the four workmen (including Wurzmär) who are to accompany him on the caravan depart for Boraggio's warehouse in a wagon which also carries a number of trunks and footlockers.

D) Trojanus Sextimus, Dealer of Objects d'Art

1 - Trojanus is a rather tall, thin middle-aged man, with delicate facial features. He is sole owner and proprietor of a fairly large art gallery in the North Corridor that specializes in pottery and sculptures. Most of his clientele come from the Guild and Merchant classes, and can readily afford his extravagant fees. It is also well known that Trojanus greatly enjoys the nightlife of the city, and is an avid drinker, and gamer known in many of Haven's chic nightspots. He has never married and seldom womanizes. He lives alone; with a small staff of live-in servants, in an elegantly furnished home that lies at the very base of the Heights.

2 - Although Trojanus has not changed his rich lifestyle, his financial fortunes have faltered precipitously in the last 6-9 months. This decline is attributable to two primary causes: 1) The recent sinking of the large merchant vessel, Fainost, laden with Trojanus' art objects, off the coast of Seki, and 2) the heavy losses Trojanus has sustained from his gambling endeavors. The sinking of the Fainost is common knowledge among the city's seamen! but few (less than 20%) know the monetary value of the cargo that was lost. Similarly, almost any bartender in one of Trojanus' regular haunts will be able to recall several evenings in which the art dealer suffered large setbacks at the gaming tables; but, because Trojanus frequents several different establishments, no single barkeep is likely to know the extent of his overall losses. Thus, the Guild thieves will probably have to use a bit of deductive reasoning to determine the full extremity of Trojanus' situation, and to identify the circumstances which drove him to seek the financial assistance of the Black Hand.

Trojanus borrowed a substantial sum from the Hand to pay off a gambling debt owed to a man who had threatened to expose his impoverished state to his

cliente. The Hand, knowing Trojanus is still unable to repay his loan, has demanded that he prove his good faith by acting as their courier in this current enterprise. Although Trojanus does not even know the exact nature of the cargo he is to carry, he is certain he will be captured in the act and totally disgraced. His emotional state as the fateful moment draws nigh is manic depressive, fluctuating between periods of wild, forced gaiety and fits of melancholia.

3 - TIMETABLE FOR TROJANUS SEXTIMUS

8:50am, Day 1 - Two of Trojanus' assistants from the gallery, accompanied by two day laborers pulling hand carts, arrive at Trojanus' home. They wait in the sitting room while Trojanus completes his daily ablutions.

9:25am - The five men leave the house and travel east to Caravan Street and then south across Trade Island to Gambol Street. There is little conversation among the group.

10:05am - The group stops at one of the three-story row houses that line Gambol Street, and go inside to the loft studio of Ronn the sculptor. There the workmen and one of the gallery assistants carefully pack several large pieces of statuary in well-padded crates, carry them downstairs and load them onto the carts. The second assistant remains on the street to keep an eye on the cargo. Trojanus remains upstairs while the loading is going on, although he can occasionally be seen peering down at the street scene from the loft window.

11:15am - The loading completed, the five continue on at a leisurely pace back to Caravan Street and south to the warehouse rented by Boraggio.

12:00noon - Trojanus leaves the rest of the party to unload the goods, and joins the aforementioned meeting of the caravan organizers. He seems distracted throughout the meeting, and barely participates in the discussion about the possible change of route.

1:15pm - The meeting ended, Trojanus nails a centaur cab, and sets out on a long, erratically zig-zagging course through the south side of Haven. Trojanus occasionally stops the cab, clambers out and walks around for a few moments, then continues on.

2:05pm - During one of these stops (on Rouge Street, near Magic Street), Trojanus enters the small shop of Radri the Potioner. Within, he purchases a small bottle of very potent (Level 30) poison, which he places in his left hip pocket.

2:50pm - Up until this moment, Trojanus and his by now thoroughly confused cabbie have continued their aimless meanderings along the south bank. Suddenly, Trojanus seems to become aware of the time - the cabbie turns around from his current route, and heads off at top speed to Caravan Street, and then across the Dorian to Trojanus' gallery.

3:10pm - Trojanus rushes into the gallery, very late for an appointment with one of his best customers. Although the dealer apologizes profusely for his absence, fabricating a story about being delayed at the warehouse, the customer stalks out of the gallery in a huff.

3:15pm to 6:00pm - Trojanus and his chief assistant Plummyrr, go over the gallery's recent correspondence, and try to get the gallery's affairs in order for his absence. During this period, the four man freight crew make two appearances to load a number of artworks from the gallery's stock. It is also possible that representatives from the Hand thieves may visit the gallery during this time, to arrange the meeting when the extra cargo will be delivered.

6:00pm - Trojanus, Plummyrr, and another gallery worker close up the gallery, and laden with a number of empty packing crates, proceed to Trojanus' home. The crates are taken inside and placed in Trojanus' study, to be packed by the dealer later with items from his personal

collection. Trojanus invites the two to stay for a drink; a short while later, they depart after an extraordinarily emotional goodbye from the dealer.

6:45pm - Trojanus begins the packing exercise, but soon becomes distracted. He goes upstairs to his rooms, bathes and perfumes himself, dons some more dressy attire, and heads out "on the town."

7:30pm to approximately 12:30am - Trojanus pays brief visits to almost all of his usual nightspots. He drinks very heavily, but is rather quiet, and watches the crowds around him instead of participating in the night's revelry. Between 11:00pm and 11:30pm, both Trojanus and Benedios are drinking in the Aerie, but they do not speak to one another.

12:30am, Day 2 - Trojanus goes home, somewhat tipsy but not seriously drunk. If he arrives home before the minions of the Hand, there is a 20% chance that he will attempt to take the poison he has purchased. If he does so, there is a 40% chance that he will take too large a dose of the poison (a la Gauguin), and wind up vomiting the deadly liquid out of his system before it can take effect.

Sometime after midnight - The Hand thieves arrive at Trojanus' home, bearing a crate filled with ten clay sculptures of a priestly figure in a variety of poses; the crate's label refers to them as the Ten Miracles of the Great God Bamos (note the significant number 10, and the fact that God Bamos is an anagram for Gambados). They will leave this crate, fully packed and nailed shut, in the study, regardless of whether or not Trojanus has attempted to take his own life. All other actions taken by the Hand thieves during this visit are up to the discretion of the GM or the players portraying the smugglers.

8:00am - Trojanus, if unpoisoned, rises and completes the packing of his personal cargo and baggage.

9:30am - The team of workmen seen yesterday returns to the house, this time on a mule-driven light freight wagon. They load the crates from the study onto the wagon.

10:30am to 10:50am - Journey to Boraggio's is completed. Trojanus walks over to a tavern near the warehouse, and quickly imbibes three stiff drinks to quiet his nerves.

E) Silva Boraggio, Caravan Master

1 - Boraggio is a robust, husky man just approaching middle age, with a booming voice and a gruff but pleasant demeanor. For several years, he has made his living as a fur trader, until he discovered that he could use his woodland's lore and organizational skills as a caravan master and make good money for much less risk. He is said to have traveled every mile of the Long Road, and many of its tributaries; and his good reputation in his trade seems well-founded. He is by nature a patient, even-tempered man; when angered to his breaking point, however, he is a dangerous foe (he is very proficient with knife and axe, and a competent bare hands brawler). His greatest known weakness is his constant pursuit of the fairer sex, whom he treats both chivalrously and chauvinistically. Boraggio is using the office of the warehouse as his temporary quarters in Haven; but he has also been spending many of his evenings in the company of a young female songstress from the Street of Harps.

2 - Of the five suspects, Boraggio has the fewest secrets, for both his strengths and weaknesses of character are fairly openly displayed. Nonetheless, he values his privacy, and does not like people that ask too many prying questions. Though Silva is reasonably well off (he always seems to be carrying a healthy purse of 100-500 GP with him), he has few dealings with the city's financial community, and the latter know very little about him. His tastes in women are very catholic, and he has a different lady love in almost

every city along the Long Road; hence, he will almost always be interested if anyone claims to have jewelry items, perfumes, or other small items of affection available for sale at reasonable prices. Most of his hirelings (80%) will vouch that Boraggio is a reasonable boss who does his best to support his men if disputes break out between the caravan staff and the merchants; the dissenters to this view are usually those who have run afoul to one of Silva's infrequent tirades.

3 - TIMETABLE FOR SILVA BORAGGIO

6:00am, Day 1 - Despite a late night of carousing, Boraggio is up at the crack of dawn, showing no ill effects from the nights revels. He takes a quick tour around the warehouse facility to assure himself that all is well. There is a 70% chance that he will notice if anything in the warehouse has been tampered with, moved around, or replaced during the night.

6:20am - If all is satisfactory, Boraggio will leave the warehouse area on horseback and ride down to Fisherman's Cay, accompanied by two of the hired guards. There he will barter for a shipment of salted fish to add to the caravan's stores.

7:00am to 11:30am - Upon returning to the warehouse, Silva settles down to work, becoming involved in the dozens of last-minute tasks required to get the caravan ready for departure. A parade of people file in and out of his office during this period, including a number of travelers making last minute applications, prospective employees, and merchants delivering general stores. At 11:30, Dortmund arrives at the warehouse and confers with Boraggio for several minutes.

12:00noon to 1:15pm - Boraggio holds forth at the general meeting with the other organizers. He is unconcerned, but a bit surprised, when Dortmund's move to change the caravan route to avoid a possible encounter with brigands is defeated by Benedios' strong opposition.

1:15pm to 2:00pm - Boraggio goes to a small tavern around the corner from the warehouse to get a bite to eat. While there, he becomes taken with one of the serving wenches; they talk quietly, and arrange a late night rendezvous. This completed, he returns to the warehouse and his preparations.

3:20pm - Benedios Cellini returns to the warehouse and, under threat of withdrawing from the caravan, foists a rather hapless-looking young fighting man named Migh Runn onto the caravan's guard rolls. Boraggio, though highly irritated, holds his temper during the exchange; however, once Benedios has departed, Silva unleashes a stream of curses, and takes out his frustrations on everyone he encounters during the next hour.

5:30pm - Boraggio leaves the warehouse on foot, and walks through the South Corridor to the block of buildings where Dortmund plies his trade. He disappears inside briefly, and reappears carrying a large wooden box under one arm.

6:00pm to 6:30pm - Boraggio walks at a leisurely pace, from Dortmund's to the Sackbut and Psalter, a well-renowned inn located on the Street of Harps. There he meets Lisa Duncan, the aforementioned songstress, and two of her friends (also female); the four drink and sup together, and all seem jovial. The box sits on the bench next to Boraggio.

9:00pm - Some musicians appear, and begin to play. Boraggio, by now thoroughly over his bad mood, dances with one and all of his companions. There are moments when the box is completely unattended.

10:45pm to midnight - Boraggio and Lisa take their leave and walk to the three-story walk-up where she rents a room. Boraggio presents her with the box (if it is still in his possession) - which contains a delicately hand-crafted music box. The couple make passionate love, but moments later, Boraggio is back on his feet, claiming that he must return to the warehouse

immediately because there is much remaining to do. Lisa protests loudly, and a brief argument ensues, but in the end she relents.

12:10am, Day 2 - Boraggio hastily departs the building and rapidly makes his way back toward the warehouse, cutting through alleyways - at times almost breaking into a run. A few moments later, the cause of his haste is revealed - the serving wench encountered earlier in the day. Boraggio saddles his horse; lifting the girl alongside, he rides out the Horse Gate at a brisk canter, stopping about two miles from town on a grassy hillside overlooking the river.

2:45am, Day 2 - The pair return to the warehouse, where Boraggio bids the maiden farewell. He walks around to the rear entrance of the warehouse, only to find the boy, Migh Runn, asleep on duty. He rouses the hapless lad, and gives him an extremely severe tongue-lashing, stopping just short of blows. Having vented his spleen, he goes to bed.

7:00am, Day 2 - Boraggio rises, and completes the same check of the warehouse he initiated the previous day. He busies himself with work up to the very last moment before departure.

ACTIVITIES OF THE SMUGGLERS

For the most part, the Black Hand thieves (whether played by the GM or a team of player-characters) have complete freedom to undertake any strategies they might choose to protect the crystals or eliminate the Guild's interference. There are, however, a limited number of acts which the minions of the Hand must perform during this 36 hour period. At the outset of the scenario, of course, they must select a hideout where the crystals will be kept prior to their delivery to their courier. This hideout can be placed virtually anywhere in the city, except for the Labyrinth (the center of Guild authority), the Heights, or Trade Island (this last area can actually be used, but the Hand players should bear in mind that access to the Island is severely limited between midnight and 6:00am). The chances for discovering the location of the Hand's hideout will be dependent on the informant's proximity to the hideout area (the closer the better), and the amount of Hand activity taking place around the hideout (the greater the number of comings and goings, or thieves lurking about the hiding place undisguised, the greater the likelihood of being noticed).

During the 36 hours of the adventure, the Hand thieves must accomplish the following tasks:

1) Sometime during the daylight hours of the 1st day, they must make contact with Trojanus to arrange their post-midnight delivery of the concealed crystals.

2) They must accomplish the delivery of the crystals to Trojanus, concealed within the statuettes of Bamos.

3) There is a 60% chance that the Hand will learn of Alvarado and Arielle's efforts to contact the Guild. If they do discover these plans, the Hand players in this scenario must place the jewel merchant under surveillance, and attempt to prevent the meeting with the Guild from taking place.

4) The Hand thieves must send at least one of their number to the Commons section once each morning to deliver a progress report to the Hand lieutenants.

GM's should remember that the Hand thieves will have sufficient time before this adventure begins to set up any ruses or subterfuges they might wish to employ to make the transfer and exit of these goods easier.

Use of Informants

Given their scant store of knowledge at the outset of this scenario, the Guild players will almost surely want to increase their understanding of the five suspects by questioning their neighbors, associates, or

the regular network of Guild informants. The chances of obtaining useful information will depend on a variety of factors; a procedure for determining the success of those efforts is described below.

The Informant Results chart indicates percentage chances that an individual being questioned in a given area of town will know some general information about a particular suspect, or the plans of the caravan which the group of suspects has organized. These percentage chances assume that the individuals being questioned have some logical basis for possessing useful information (e.g., they are patrons of a bar known to be frequented by a suspect, neighbors of the suspect's business or residence, persons involved in similar business enterprises, etc.); this general chart should not be used if the players are questioning individuals who are particularly close to the suspect (see the section on Confidants, below). The differences in base information percentages between areas of the city reflect the comparative amount of time that each of the suspects spends in that particular portion of town, and their notoriety in those segments. The base chances may be modified by the GM to reflect the effectiveness of the questioner's technique, and/or the particular type of information being sought. If the Guild player comes up with a clever, believable ruse to justify his many questions, his efforts should have greater effect than those of a character who bluntly asks a man's business associates to give out incriminating evidence against him.

As noted before, the Informant Chances table may be used to define a player's chances of obtaining general information about a given suspect; this type of information may or may not be useful in his current search. If a player is seeking an answer to a specific question, his base chances are considered to be 1/2 the percentages listed in the table (rounded up), plus an adjustment from the area-specific chart, Percentage Bonuses to Specific Information Chances.

Guild informants are assumed to have a 15% penalty to their stated base chances of knowing most general information, but have a 20% bonus to their chances of knowing the answers to the list of specific questions (since they are concentrating their efforts on finding out this particular information). Guild informants are also the only individuals likely to have any chance of finding the Hand's temporary storage place for the crystals, or the locations of the individual smugglers. A Guild informant is assumed to have a 20% chance of possessing some clue about the location of the Hand's hideout if he is in the same area of the city as the hideout, and a 5% chance if he is in an immediately adjacent section of town. Guild informants have a 55% chance of knowing that one or more of the smugglers is currently in their sector of the city; if so, there is a 30% chance that the informant knows the smuggler's exact present location. There are a plethora of wandering Guild informants (primarily beggars, but there are also entertainers, shopkeepers, and even an occasional high public personage) throughout the city, with the greatest concentration of these characters to be found along Caravan Street and in other very crowded public areas, such as the Plaza of Troubadors, Thieves Market, Trade Island, or Guildmasters Square. A Guild player searching for a Guild informant should have a 50% - 60% chance of locating one (per 15 minute search turn) in these most populated areas, and a 25% - 35% chance elsewhere.

Confidants

On certain occasions, players may decide that they need to talk with a suspect's closest intimates (girl friends, immediate family, business partners, or key

aides). Such individuals are assumed to be "hostile witnesses"; they will give out useful information only if they can be tricked into believing that such answers and disclosures are necessary or will, in some way, benefit their intimate. To accomplish such a feat, the Guild player will normally have to construct a disguise (law enforcement official, long-lost boyhood friend, etc.) which will gain the confidence of the person being interrogated. The quality of the disguise (is it satisfactory for the conception of the role?) can be judged using the Disguise rules presented in earlier volumes of Thieves' Guild. GMS should bear in mind that, given the often sensitive nature of the questions the Guild players will likely be asking, the chances for creating a crisis situation (wherein the player's disguised is challenged) are much higher than in normal disguise situations.

GENERAL INFORMANT INFORMATION TABLE

THE CARAVAN ROUTE

Subject	Informant Location									
	A	B	C	D	E	F	G	H	J	
Alvarado	-	45	-	50	40	30	20	-	20	
Benedios	45	60	25	60	10	10	10	20	15	
Dortmund	-	25	-	10	20	60	60	-	10	
Trojanus	25	35	10	70	5	5	20	30	-	
Boraggio	-	15	-	10	60	40	35	5	10	
Caravan	10	15	-	25	65	15	35	5	5	

(Locations:

- A - The Heights
- B - The North Corridor: Financial
- C - The North Corridor: Government
- D - The North Corridor: Other
- E - The South Corridor: Warehouse
- F - The South Corridor: the Plaza of Troubadors
- G - The South Corridor: Other
- H - The Commons: the South Docks
- J - The Outlands)

PERCENTAGE BONUSES TO

SPECIFIC INFORMATION CHANCES

THE CARAVAN ROUTE

Subject	Informant Location									
	A	B	C	D	E	F	G	H	J	
<u>ALVARADO</u>										
Financial Position	-	20	-	10	-	-	10	-	-	
Sorcerer's Coronet	-	-	-	-	10	-	25	-	-	
Arielle Relationship	-	-	-	25	25	-	25	-	10	
<u>BENEDIOS</u>										
Financial Position	10	15	15	15	-	-	-	-	-	
Wife relationship	25	-	10	10	-	-	-	-	20	
<u>DORTMUND</u>										
Financial Position	-	15	-	-	-	10	-	-	-	
Mismanagement Fears	-	-	-	-	10	10	10	-	10	
<u>TROJANUS</u>										
Financial Position	-	10	-	10	-	-	-	-	-	
Gambling Habits	10	-	-	20	-	20	20	-	-	
Sunken Trade Vessel	-	-	-	5	-	-	-	30	-	
<u>BORAGGIO</u>										
Financial Position	-	5	-	-	-	-	-	-	-	
Girl Relationship	-	-	-	-	10	25	10	-	-	
Professional Repute	-	-	-	20	20	-	20	-	-	
<u>CARAVAN</u>										
Departure Time	-	-	-	-	30	10	10	-	10	
Scheduled Meeting	-	-	-	10	25	10	-	-	-	
Guard Arrangements	-	10	-	10	20	-	10	-	-	

RESCUING THE CRYSTALS

The Guild thieves in this adventure can, if they locate the crystals in time, attempt to recover them at any of four points: 1) from the warehouse used as the temporary storage site, 2) from the Hand thieves as the goods are in transit between the warehouse and the home of the reluctant courier, 3) from Trojanus' house, or 4) from Trojanus' men as they haul the target goods to Boraggio's warehouse. It is also possible that Guild thieves, in following a false trail or attempting to find information, may enter Boraggio's warehouse, or the lodgings of the other caravan principals. In this section, the GM provided information on how to handle surveillance or breaking and entering attempts at each of these locations, and presents a floor plan for the art gallery/house of Trojanus (the most likely site of a recovery effort).

1) Hand Warehouse. Since the Hand thieves have the option of choosing any of a number of sites; general information about these structures can be provided. Any given warehouse is likely to have a foreman and 204 workmen on duty during day hours; there is a 50% chance that these employees will possess some weapon skills (primarily club, cudgel, or knife). There is a 20% chance that the warehouse also employs a night shift consisting of a foreman and 106 workmen. There will normally be 203 guards on duty (01-60 Green, 61-90 Intermediate, 91-00 Veteran) between dusk and dawn; if there is a night shift, subtract 2 from this die roll (thus, if two 1's are rolled, there would be no guards present). There is a 60% chance these guards (unless Veteran) will surrender if 50% or more of them have been wounded.

There is only a 15% chance that a warehouse is equipped with arcane protection devices; if so, it may be presumed that the goblets are placed within the area guarded by this magic. Otherwise, the main, non-human obstacle facing the Guild if they attack here is the sheer volume of crates, barrels, and chests they must search through to locate the crystals - any warehouse will have 201000 containers, in all, within its walls; a Perfunctory search of a single container takes 15 seconds, and a Detailed search 1 minute.

One or more Hand thieves may decide to remain at or near the warehouse site to keep an eye on their booty. If they are visible and unsuccessfully Disguised (if they attempt to disguise themselves, make a normal Success roll), assuming that the Guild informants have IQ and DSC of 12), add 10% (per Hand thief so occupied) to the chances that a Guild informant will spot the hideout.

2) Transport of the goblets from the warehouse to Trojanus' house. The mechanics of this transfer are entirely up to the GM (or the Hand players, if any are active); therefore, the Guild's chances of recovering the goblets during this phase of Hand activity will be totally dependent on the strategies employed by the opposing sides (in other words, you'll get no help from us on this one!).

3) Trojanus' house. The art dealer's art gallery cum home is located in a fairly large 2-story building, surrounded by a high hedge; there is a small flagstone courtyard (lined with shrubs) in front, and a formal garden to the rear. The floor plans of the interior are presented below.

The front and side doors to the residence are all protected by Complexity 3 locks, and all 3 are built of sturdy timber. There are no windows on the 1st floor; those on the 2nd floor are comprised of many small diamond-shaped, multi-colored glass panels; except for the one leading to the upstairs library and the two beside the fireplace in the living room, none are at all trapped; neither is the wide, curtained opening in

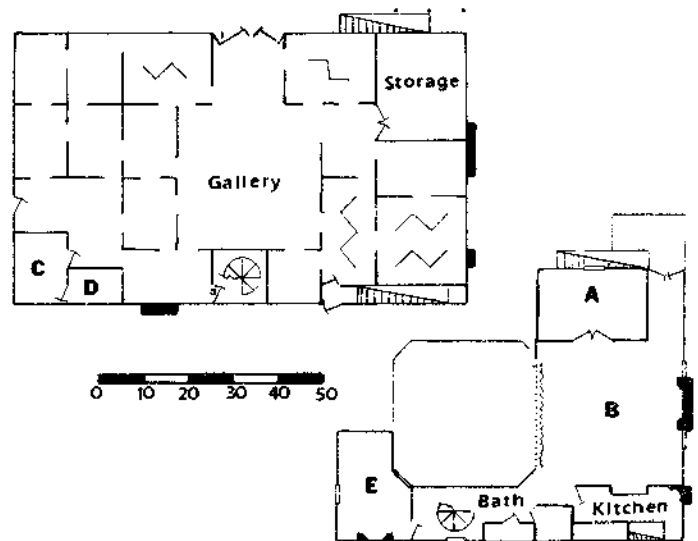
the living room which overlooks the biggest of the viewing chambers. As might be expected, there is artwork and sculpture decorating most of the rooms of the spacious house, particularly the many areas of the art gallery on the lower level; however, about 80% of the most valuable pieces are displayed in the library and the living room upstairs (A,B); Trojanus will invite favored clients to these areas - they are not open to the general run of customers.

The works of art contained within the library and the living room are protected in the following manner: if the statues are lifted from the pedestals, or the paintings from their hanging positions, and an object of equal weight is not put back in their place, a stream of gas containing a potent soporific (STM saving roll at -4 or sleep 206 hours) is released from a nearby source in the ceiling. Removal of any of these items also sets up a series of blade traps (6 in all, spaced at varying heights 3' apart, HACØ 2, damage 206) in the main entry hall on the upper level. The windows in these rooms are electrified (MGR saving roll or take 208 temporary damage to STM), and are activated when touched from either side.

Near the front entrance to the gallery on the lower level is Trojanus' office and study (C); next to it is a small storage area (D). Both are currently filled with a number of crated or partially packed art objects awaiting delivery to the caravan. It is here that the crate bearing the concealed crystals will be left for the night. There will be 2020 crates in various stages of readiness about the study and the storage room; 65% of these are closed and sealed. All closed crates are marked to indicate their contents; all but one have the information marked on them with a brush and paint - the other seems to have been marked with a quill and ink.

As indicated earlier, the Hand has concealed the ten goblets within small, clay statuettes described as "The Ten Miracles of the Great God Bamas." Unless the Guild players purposefully, or accidentally, shatter one of the statues to reveal the crystal beneath, the only ways they can guess the true contents of the crate are the following clues:

- * The anagram of God Bamas and Gambados
- * The coincidence that there are ten statues and ten goblets
- * The similarity in size between the statues and the goblets
- * The perceptibly lower quality of the workmanship in the statues
- * The difference in handwriting on the crate containing the crystals . . .



Besides Trojanus (who, if not deceased, will be up in his bedroom (E)), there are 4 live-in servants here with quarters above the small stable off the garden and the main building. There is a 20% chance that one or more of these servants will hear any disturbance in the house, and a 40% chance that they will investigate if they do hear a noise. Trojanus will, due to his highly agitated (and somewhat tipsy) state, sleep very lightly this night; there is a 65% chance he will be awakened by any loud noise (defined as anything much above a whisper) emanating from the study or storage room, which are nearby (underneath) his bedroom. If he does appear, he will be only too glad to allow the Guild thieves to take back the crystals - provided that they tie him up, beat him, and/or otherwise make it look as if he put up a struggle (to get him off the hook with the Hand). (Note: There is a 30% chance, given the state of Trojanus' distraction, that he will have forgotten to set the traps described earlier.)

The other rooms in the house are marked as to the general purpose, but should not come into the main play of this scenario. The GM's discretion rules if the adventure digresses into these areas.

4) Transfer to Boraggio's. The goods from the house of Trojanus will be transported by the team of individuals described in the schedule of events. This pair of muscular laborers are reasonably competent fighters with close range weapons (though they would much prefer a hand-to-hand alley fight); they will not run from trouble. Trojanus and his assistants on the other hand, are likely to look for the nearest cover available and surrender if fired upon (unless Trojanus sees the Hand agents looking on, whereupon he will try to make a good verbal showing of outrage - and fail rather miserably). The cargo will be as described in 3) above, except that all the crates will now be closed and marked. The handcart loads are extremely heavy; any thief lacking the bulk of the laborer's thick arms (an extremely likely prospect) will have some difficulty in escaping at any speed with these vehicles.

Other Buildings

a) Boraggio's Warehouse - Since all goods being transported with the caravan must eventually find their way here, it is very possible that the Guild thieves will attempt to search these premises for the crystals. During daylight hours, there will be 2 + 106 guards (01-15 Green, 16-55 Intermediate, 56-95 Veteran, 96-00 Elite) present at the warehouse. These guards will almost certainly (95%) check up on anyone entering the warehouse complex. They will have little patience with (and will probably throw out) anyone who hems and haws about stating his business; however, if the Guild thieves have worked out an acceptable story, there is only a 25% chance that the sentries will investigate more deeply (basically, this is because there is such a steady stream of people in here making deliveries - 308 people each half hour engaged in such activities).

In the evening (6:00pm - 12:00am), the pace slackens somewhat to an inflow of 1012 people per hour. At 10:00pm, a new guard shift comes on, comprised of 4 + 208 guards (the doubled security force promised by Boraggio to Dortmund). The sentries stationed at the entrances on this late shift will be much more careful about whom they admit - characters seeking entry will probably have to furnish some sort of tangible proof of their story (a signed note from a caravan participant, a bill of lading, etc.). Between 1:00 - 3:00am, one of the rear entrances is unguarded, where Migh Runn lies asleep on duty. Only those merchants transporting extremely large loads (like Dortmund) will continue to make deliveries throughout the night.

b) Alvarado's room - Alvarado and Arielle have a two room suite on the 3rd floor of the Pendragon; the rooms face onto Caravan Street. Players may attempt to gain access to the suite either via the front door (Level 1 lock, 20% chance of encountering someone in the halls of the Inn) or from outside (by climbing up to the balcony adjoining the rooms; its door is unlocked between 11:30pm - 2:00am). Both Alvarado and Arielle are light sleepers; they sleep with a short blade concealed beneath their bedding (they will not strike, however, except in self-defense, preferring to negotiate with intruders if possible). If the entry is made after 11:00pm on the first day, the Guildsmen will find the large box presented to Alvarado by Sindra; it contains only the riding boots described earlier.

c) Cellini household - The entryways to Benedios' home are well trapped, a hardly surprising fact given the controversy surrounding Benedios' marriage to the Duke's niece, the raging battle between the Cellinis and the dwarven metalworkers of Haven, and Benni's own less-than-amiable personality. Also unsurprising, given the aggressive natures of the Cellini pere' and fils, is the fact that these enchantments are designed to damage (or quite possibly kill), rather than detain, anyone so audacious as to intrude (GM's discretion as to the specific nature of these traps, but each should do an average of 20-40 points of damage to anyone unfortunate enough to miss his saving roll). Within the household are a great many metalworks worthy of a king's ransom, but no chests or crates which look like hiding places for the crystals. There is an 85% chance that Madelena, Benni's rather unwilling spouse, will be at home whenever the Guild thieves arrive on the scene (one seldom goes out when it seems that everyone you pass by is staring at you, and clucking "poor child" under their breath).

d) Dortmund's home - There will be a continuous flurry of activity around this complex of living quarters and workrooms throughout the 36 hours prior to the caravan's departure. Consequently, though there are many, many points of entry into these buildings, and only modest security (6 Intermediate guards), there is a good possibility that Guild infiltrators will encounter approaching workmen while they are in the midst of their searches. With the enormous number of bulky furniture pieces being shipped by Dortmund, and the many more in various stages of assembly about the workrooms, there are hundreds of potential hiding places for the crystals about these premises. Thus, if the Guild players have failed to eliminate Dortmund as a suspect on the basis of their inquiries, it is doubtful that they will be able to rule him out by searching his property.

"PLAYING FOR TIME"

It is possible that the Guild players, panicked by the seeming enormity of their task, may decide that they may fail to recover the crystals in the 36-hour time frame available to them, and start looking for ways to extend this limit. The easiest way in which to do so is to get one or more of the Guild thieves hired on as guards; characters must have a total STB, CDN, REF and STM attributes equal to 48 or more, and make a saving roll against MAG (1 point is added to the MAG saving roll for each point of attributes the player possesses over 48 - this reflects the fact that if you're big and strong and can hit a swallow between the eyes at 50 paces, no one really cares if you don't bathe very often). Players may also wish to try to hire on as cooks (20% if trained in Cooking, 50% if Master), scouts (must have both Tracking and Trapping skills, and above average sensory abilities to qualify), or other caravan personnel (healers, drivers, etc., at GM's discretion). If Guild thieves are successfully

hired, the scenario can continue on after the caravan has left Haven.

The plans call for Trojanus to dispose of the crystal-bearing statues in Plandissfor, the second stop on the caravan's travels. To ensure that there are no hitches in this plan, two Hand thieves (Espar D'Aguello and Montakk the dwarf) have hired on as scout and guard, respectively. As the days pass, Trojanus will become more and more obviously nervous and paranoid about everyone (revealing himself quite blatantly as a man with a secret). However, the Guild thieves may find

it difficult to act on their undoubtedly growing suspicions, for their caravan tasks consume most of each day, and employees are kept somewhat segregated from the merchants and travelers after the caravan stops to pitch camp each evening. While in camp, guards have the greatest mobility of any of the caravan workers; however, while the caravan is on the move, special personnel such as scouts or healers are likely to have the greatest freedom to roam amongst the wagons of the organizers.

CHARACTER DESCRIPTIONS FOR THE CARAVAN ROUTE

Name	Character Notes	Class	Requisites							Weapon	Combat HACØ	Damage	Armor Class	HTK
Alvarado	(1)	VET HU TRU	11	10	9	13	13	14		BDSWDe	6	3D4	LTH 5	26
Arielle	*(1)	INT /E TRU	7	8	12	11	13	7		LBOW	2/6/9	1D6	CLO 3	14
Benedios	(2)	INT HU MER	5	12	12	10	12	9		DGR	10	1D4	CLO 2	17
Madalena	*(3)	GR HU NON	6	17	14	10	9	13		TnKNF	5/9/14	1D4	CLO 2	17
Dortmund	(4)	EL HU MER	10	15	11	12	10	15		RAPR	9	1D8	CLO 2	17
Brother #1 (see text)		INT HU NON	11	8	8	14	7	17		DGR	11	1D4	CLO 2	17
Brother #2		INT HU NON	12	10	9	14	6	11		None			NON 0	19
Trojanus	(5)	INT HU TRD	8	11	11	5	12	12		ROD			NON 2	36
Assistant #1		GR HU MER	12	8	8	9	13	9		CLUB	8	2D4	NON 0	26
Assistant #2		GR HU MER	12	8	8	9	13	9		CLUB	8	2D4	NON 0	19
Laborer #1		INT HU FTR	15	7	9	18	7	16		DGR	10	1D4	CLO 2	13
Laborer #2		INT HU NON	13	11	13	10	11	15		None			NON 0	15
Boraggio		VET HU RGR	12	15	11	13	15	6		None			NON 0	15
Warehouse Guards	(6)									GRHMR	8	2D10	NON 0	27
A		INT HU FTR	11	14	12	14	7	9		FIST	5	1D5 ea	NON 1	21
B		VET HU FTR	13	9	14	12	9	12		MAUL	7	3D4	LTH 6	30
										FIST	4	1D4 ea		
										SPEARe	4/7	3D5		
										TnSPRe	2/7/12	1D12		
										NET	5	tangle		
										BDSWDe	6	3D4	LTH 5	27
										LBOW	3/7/10	1D6		
										2BBAXe	4	3D5	LTH 6	35

NOTES:

- (1) Both wear bracelets which contain Missile Repulser spells (5 charges - each charge last 10mr and turn aside the weight equivalent of 8 arrows).
- (2) Cloth shirt is embedded with a Limited Invisibility spell - wearer may remain invisible as long as he does not move.
- (3) If you're looking at the HTK column, you better have a fast horse and plans to move to another town. This is the Duke of the Haven's niece you idiot!
- (4) Dortmund possesses a Rod that contains 18 charges of a 75 HP Sleep spell; he will not be carrying it

until the morning of the caravan's departure.

(5) Trojanus will surrender immediately if facing a man with a weapon - the only thing he is likely to take a chance on stabbing is an unconscious man.

(6) To create a warehouse guard, roll a D100 (01-15 green, 16-55 intermediate, 56-95 veteran, 96-00 elite), then use the hiring fighter tables from TG II. Two sample guards are provided for those of you who do not yet own TG II - but you better pick up a copy soon, 'cause we may not be so nice next time!

THE RIVER ROUTE

In this scenario, it is assumed that the Hand smuggles have decided to try to move the crystals out of the city on one of the vessels currently lodged in Haven's ports.

Since Haven is situated on a river, shipping can go both ways - upriver, from the North Docks situated above the rapids, and downriver to the sea, from the South Docks below the rapids. Two sets of docks and wharves occupy both sides of the river at each end of the city, but almost all of the actual cargo handling is done on the northern bank of the Dorian, while the south bank caters to those who are stocking their ships for voyages.

For the purposes of this adventure, only the South Dock area need be considered, for the Black Hand lacks

even a semblance of power along the North Docks. The Guild thieves must locate the ship designated to carry this valued cargo, and prevent it from embarking with the crystals aboard.

THE SHIPS

At this moment, there are between 25 to 30 ships resting at anchor in the down river roadstead of Haven, moored to docks and wharves primarily on the north side of the river. All ships must register with the city's Ministry of Ports and Shipping upon arrival, and are also required to notify the Ministry of their intended date of departure (so that Ports officials can collect the appropriate duties on goods imported into, or exported from, the city).

Five of the ships in port below the rapids are scheduled to sail within the following week. Since it is unlikely that any ship's captain would permanently jeopardize his standing in such a key port by leaving without the required notification, these vessels are the only five that can be used by the smugglers, given their severe time constraint.

1) Intrepid - a small, sleek and rakish single-masted sloop rumored to be exceedingly swift, one of the speediest vessels under sail afloat. She is owned and operated by two adventurers of some notoriety in the Ten Cities region, the husky red-bearded warrior Pfaff Hurd and his smaller, wiry compatriot, Gramouza. Their stated destination is Hag's Cliff, an isolated, rock-scarred promontory surrounded by treacherous shoals, lying at the juncture of Sholokith Bay and the Turbulent Ocean (consequently, many suspect that Intrepid has another destination planned in truth).

2) Walpurgis - a round bottomed merchant ship owned by a syndicate of foreign free traders. The destination of record for their upcoming voyage is the port city of Solhedrin (where the crystal goblets sought by the Guild thieves were originally crafted). It is well known around the dock area that the captain and the navigator of Walpurgis are seeking sailors to sign on for their coming trip. The cargo is reputed to be extremely valuable.

3) Highlands Maid - a three-masted schooner owned by the Blackbournes of Haven. The cargo is finished textiles and bolts of cloth, and numerous coils of rope and cord, intended for delivery to several of the city-states that lie southerly along the Turbulent Ocean. The Blackbourne family, through the efforts of young Anson Blackbourne, have cooperated with the Thieves' Guild on many occasions, and are considered to be extremely loyal in their Guild sympathies.

4) Cartagena - a galley of 80 oars, partially refitted as a warship and donated by the family of Nimrodel to the city's naval defense force. The ship and her all-volunteer (well, that's what the officials call them) crew are scheduled to leave port for a week of routine practice maneuvers before reporting for duty with the down river patrol squadron.

5) Akureiya - a two masted corvette owned by the Tandouray Spice Company of Haven. She is scheduled to sail across the Turbulent Ocean to the fabled Port Byulana in the distant kingdom of Jez, in search of fresh shipments of exotic western spices. It is rumored that the voyage will require over two years to complete. Akureiya carries a strong box filled to overflowing with gems and golden coins (as many a wharfside rumormongers can inform you for a small fee).

There are a number of other ships in the southern roads that the GM may wish to refer to to make life difficult for the Guild thieves. None of these are due to leave for at least a week, but they are, in most cases, moored near one of the target ships. Some of the vessels are:

- 6) Veritas, a rakish 40-oar galley;
- 7) Firedrake, a large galleon;
- 8) Petruchia, another round-bottom merchant;
- 9) Taras Bulba, sister ship to Petruchia;
- 10) Bonadieux, a swift built privateer;
- 11) Victory, another galleon;
- 12) Delight, a small coasting vessel;
- 13) Perra Duranja, yet another galleon;
- 14) Castle of the Sea, a high-peaked galleass; and,
- 15) Eastern Star, a 4 masted argosy.

There are three ways in which the Guild thieves can discover which ships are preparing to leave Haven for the seaways sometime in the next two days (there are, of course, other ways to obtain the information

the Guild thieves desire, but the GM is not supposed to leave this book where his players can read it).

First, the thieves can directly approach dockworkers, or crewmen on the individual vessels, and inquire as to their sailing plans. However, this technique is indiscreet as well as time-consuming, and would justifiably pique the interest of every rumormonger in the dockside area (and thereby certainly reach the ears of the Black Hand's men as well).

Alternatively, they can seek this information from either a Guild informant or an independent rumormonger. Since the comings and goings of shipping traffic are a matter of common interest, almost any informant contacted will have some knowledge of this subject. Roll a D100 to determine what fraction of the departures a given informant is aware of (01-20 = 1 ship, 21-40 = 2 ships, etc.). Then roll a D5 to identify the vessels about which the informant has knowledge.

The quickest method of obtaining information on ship departures is to make contact with Morrey (the Eel), a prominently placed official in the Ministry of Pors and Shipping. Morrey, for a hefty fee, will provide anyone with a thorough list of scheduled departures (including the name of the ship's owner, her captain's name and reputation, and the vessel's declared cargo). The only problem with this approach is that Morrey is an equal opportunity gossip who will sell information to anyone - thus, there is a 25% chance that the Hand thieves will learn of the Guild's visit and obtain a positive ID of the individuals who met with Morrey. There is a 30% chance that the Guild thieves have had previous dealings with Morrey; increase this chance to 60% if the player's make direct inquiries to the GM about whether such a source might exist.

Highlands Maid and Cartagena are intended to be easily identified by the Guild thieves as unlikely recipients of the crystalline treasure, leaving the other three vessels as possible targets requiring further investigation. These three ships and their most important (in terms of information) crewmen, are therefore described in greater detail.

A) Intrepid - Despite the skepticism evinced by outside observers, Intrepid is indeed bound for Hag's Cliff. Gramouza and Pfaff have heard the tale of a great sunken treasure lost aboard a ship smashed upon the perilous reef of the promontory, and are determined to recover a goodly portion of said treasure with the aid of a Magical Mask of Water Breathing which they stole during their adventures from the mighty wizard Scoobah. They have been very close-mouthed, a rarity for Gramouza, about the objective of their voyage, except for the occasional oblique reference to great treasures they have made while trying to impress (and pick up) young women they've encountered at the Crystal Ship (a tavern located nearby along the docks).

Both are inveterate womanizers, and can fall easy prey to the charms of a luscious young wench. However, they will be very angry if they learn that others (even women, even young, pretty women) are snooping into their affairs, and would quickly draw their blades if they personally encounter snoopers. When not aboard their craft, they spend most of their time at the Crystal Ship, which they find an excellent source of lore and information. Whenever their ship is left unattended, a trap is set for any who sneak aboard Intrepid. At the top of the companionway is a small lantern (i.e., when someone tries to go down the steps into the interior of the vessel), it releases a blast of energy capable of stunning anyone within a 15' radius into unconsciousness for up to 8 hours (saving roll against MR -6 to resist initially, saving roll against STM each hour to awaken). The safety switch for

this trap is the little wheel which raises and lowers the wick in the lantern - lowering the wick turns the trap off.

B) Walpurgis - Walpurgis' need for new crewmembers is the result of a recent pirate attack which, while staved off and blunted by the resistance of the crew, was extremely costly (almost half the crew lost as casualties, and extensive hull damage, minor marks of which are still evident). One of the crewmen lost was the wizened old first mate, prompting the promotion of the relatively inexperienced, but undeniably eager, second mate, Simpson. Captain Klunig and his Navigator, Nvvl Pfsk, spend most of each afternoon and evening - roughly 3pm to 11pm - holding forth at the Seasick Parrot, participating boisterously in the revelry and buying drinks for prospective crewmen. Klunig is a burly, jovial man, totally in love with the sea and the seaman's life; he has over 20 years experience as a highly competent sea-captain, and many an astounding tale to tell. Pfsk bears a not-quite-healed scar on his cheek from the recent encounter, and his brush with death has caused him to think longingly of retirement - he has only remained on Walpurgis for this coming voyage out of loyalty to Klunig. While the Captain is a trusting man, willing to think the best of a prospective new crewman, Pfsk is more cynical, and likely to ask penetrating questions about a man's past.

Simpson spends his days aboard ship. He is a bundle of nervous energy, scurrying about to supervise the final aspects of the ship's repairs, making arrangements for the laying in of stores, and talking to those seeking berths aboard the vessel. At night, he carouses mightily, trying in vain to forget the lovely girl in a far-away port who has stolen his heart. On the first night of this adventure, he may be found on the Street of Silk Veils (probably at the Red Rooster) sampling the pleasures of the fairer sex; on the second night, he will be in the opium den in the rear of the Crystal Ship.

Those who sign on Walpurgis as crewmen may move into the forecabin (pronounced fok-sell) living quarters immediately if they so choose. Since Walpurgis is berthed quite near Akureiya, an enterprising Guild thief may wish to hire on to make proper use of this ideal vantage point.

C) Akureiya - If the sea route is chosen, Akureiya is to be the courier of the crystal goblets. The Tandouray Spice Company is a front organization for the Black Hand, and has a high-ranking BH official (Gilberto Maggia) on its Board of Directors. There is a 30% chance that any Guild thief will recognize this Black Hand connection if he hears the company's name mentioned in connection with the vessel.

Whether or not the smuggled treasure is to be transported on the ship, Akureiya has just had a small enlargement made to her cargo capacity - work performed by Nimrodel the shipwright. A new compartment was added, concealed behind a false wall, and accessible only through a locked (complexity 3) secret panel in that wall.

Akureiya's captain, Hoombay Gourdebas, is a medium-built man of very dark complexion (partly from his years of sun and sea), with luxuriant, well pomaded mustaches, and a breath-taking tattoo of a fighting griffin on his chest (this is almost always visible, since Hoombay either wears very loose shirts, open to the waist, or no shirt at all - particularly aboard ship). Hoombay is very congenial, even to strangers, but is a double-talker; although he will accept bribes, he is very loyal to his Black Hand bosses, and will provide only misinformation and false help. There is a 40% chance that Hoombay will have already visited Jasmine's House of Tattoos while in port (see the

description of that shop below for further details); if not, there is a 20% chance he will do so late on the first evening of this adventure (after rendezvousing with the agents of the Hand).

Zuker Fassbinder is a disgruntled seaman on Akureiya; among other complaints (most of them imaginary), he feels that he was passed over for a promotion to mate that he should have had (actually, Zuker is a lousy sailor - the fact that he has survived as many voyages as he has is a matter of pure luck). He will spend his last two days in port having a final fling, dividing his time between the Seasick Parrot and the Street of Silk Veils. If encountered, he is likely to be very drunk, and quite disorderly, but more than willing (with the help of another foamy mug of tongue-oil) to talk about the three men in dark cloaks he has seen negotiating with his Captain.

Only two of the other crewmen of Akureiya (not including Fassbinder) know that their ship is used in the service of the Black Hand: Megara, the ship's cook, and a seemingly undistinguished crewman, Haldor Block. Megara is a long-time associate of Hoombay, and is kept informed so that he could complete an assignment if Gourdebas were killed or otherwise incapacitated. Unbeknownst to Hoombay and the Black Hand, Megara keeps an up-to-date diary of his travels, including many details of the Hand's work; this diary is currently kept under the bed in the room Megara rents at Alekhine's Boarding House (see shop descriptions below). Block has been placed on the crew by the Hand to keep an eye on Hoombay's activities; Gourdebas has some suspicions about him, but has not yet acted upon them.

SHOP DESCRIPTIONS FOR THE SOUTH DOCKS

In their search for information, the Guild thieves may wish to enter any of a number of varied business establishments in the area near the South Docks. This section provides basic descriptions of some of the shops and their personnel, and indicates any special information available in these shops and the general circumstances under which such information might be revealed. The GM can use this material as a guide when running encounters between these NPCs and Guild/Black Hand thieves.

A) The Navy Yard of the City of Haven

provides storage for all the supplies (cordage, barrels for water, flour, salt meat, etc., fittings, weapons, and so forth) used by the eight galleys which the city maintains to patrol down the Dorian to the sea. There are walls along the two alleys at the rear, and a wooden fence along Drayers' Loop, with a gate located opposite the city pier; the yard is guarded 24 hours a day by a small force of mercenaries specifically hired for the purpose. Cartagena, the newest ship in the city's fleet, is currently loading stores for her forthcoming departure.

B) Hamilton, Corder

makes rope and cord. He supplies to all the chandlers in the city, but will sell directly to ship owners if the requirement is large enough. Pfaff Hurd has been in the last few days with an order for 10,000' of 3/8" line (not a common size, even for a smaller ship), and Anson Blackbourne placed an order two months ago for 500,000' of assorted cordage, for transshipment on Highland Maid. This information will be readily volunteered, since Hamilton is proud of the ability of the men of his rope walk to produce good cord, and will illustrate his point by telling about these recent orders for large amounts of rope.

C) Jasmine's House of Tattoos

is just a tiny hole-in-the-wall with dirt-caked windows, through some of which can be distinguished (barely) some incredible drawings on display. Jasmine Adder is a tattoo artist of some renown, and is able to charge a sizable fee for the application of her unusual talent. She is a largish woman of indeterminate middle-age, with slightly stringy mouse-brown hair, and is usually found seated on a dilapidated couch in her shop, with a small table in front of the couch covered with needles, dye pots, etc. She employs a network of neighborhood urchins to keep her apprised of the arrival of new vessels at both the North and South Docks. Because of her high rates, her clientele is comprised mainly of ships' officers, and the rare frugal seaman who has saved up his meager shares for the privilege of Jasmine's artistry.

Jasmine uses a potent liquor as a painkiller during the tattooing session; consequently, she often learns a great deal of information that she is not intended to hear. If Hoonbay Gourdebas has been to her shop, there is an 80% chance that he has unknowingly mentioned the crystal goblets to Jasmine. Although she is no Guild sympathizer, Jasmine is a foe of the Black Hand organization because of their excessive brutality, which she considers "bad for business". Consequently, she is likely to give what information she has to any Guild thieves who inquire, if they explain their purpose.

D) The Seasick Parrot

is the most rollicking of the bars in the South Docks. The place is usually filled with song, wine, women, and many ribald entertainments; the revelry frequently lasts through the night, and into the following morning.

In addition to the key figures from the ships list already noted to be among the regular patrons of the bar (Zuker Fassbinder of Akureiya, and Captain Kluhig and Nvvl Pfsk of Walpurgis), one of the regular entertainers is a Guild informant. Jigger Cassadi plays a mean gitar, sings well in a pleasant baritone, and also sings to Guild thieves about South Docks information (he receives a 10% bonus to the normally indicated information chances when asked for info regarding either of the two ships mentioned above).

E) Bidurim, Chartmaker

is reputed to have charts of almost every port, harbor, and stretch of sea-coast in the "whole,

wide world". Unfortunately for Pfaff Hurd and Gramouza, when they visited him he did not have one in stock for the Hag's Cliff area. He told them it would take him six months to get one from the nearest possible source (they were not pleased).

F) Petals of the Rose

is supposedly a small version of the bawdy houses occupying the Street of Silk Veils; however, it is generally disparagingly referred to by the denizens of the South Docks as "Scales of the Fish". There is a 15% chance each on each night of the adventure that Zuker Fassbinder or Simpson will visit here.

G) The Crystal Ship

is a smoky, dimly-lit tavern at the end of a seldom-cleaned alleyway. There is an opium den in the back room of the saloon (the odor of burning drug occasionally penetrates to the common room), and three burly toughs guard the connecting door to persuade non-customers of the inadvisability of entering. The common room is of reasonable size, but could hardly be called spacious; it is open around the clock, and there will normally be 20 to 30 (20 + D10) seamen and other nautical types drinking, gambling, and telling tales to each other.

Simpson, first mate of Walpurgis, will enter the back room on the second night of the adventure.

Pfaff Hurd and Gramouza can regularly be found drinking at a window table in the common room. The proprietor (and chief barkeep), an immense, ham-fisted man known to all as "Tiny", has a long acquaintance with this adventuresome pair, and knows them to be total independents, unlikely to be working in league with anyone else. However, this fact will not be volunteered; it will come out only if Tiny is asked directly, or if a closely related question is posed. A middle-aged, rather washed-out barmaid named Drucella will also claim to know the two adventurers well; she will, however, revile them as unscrupulous cutthroats (in reality, she is acting out of spite because her advances were spurned by Pfaff).

The tavern is a hotbed of rumors and information for anyone who knows how to sit patiently and listen - players who act in such a manner should be rewarded with a roll on the Informant Information table for each hour they remain at the tavern (maximum of 4 rolls).

H) The Widow Bupkes

runs a boarding house. The new second mate of Cartagena stays here. The widow is also famous for her navy bean soup.



J) Sym's Storage Company

is housed in a large warehouse, situated across from Alekhine's; it is used primarily as a granary. This company is also a stronghold of the Black Hand. If Guild types stop here to make inquiries, or if they are spotted entering Alekhine's (only a 15% chance of the latter unless the parties in question have already stopped at Sym's), an employee will be dispatched to the Black Hand's headquarters to inform them of the visit. The people at Sym's will try to detain the suspects at the warehouse for as long as possible by indicating their willingness and/or ability to provide useful information. If they can keep the Guild suspects there until the runner to headquarters returns, the latter will be accompanied by a Black Hand thief, who will attempt to shadow the Guild people after they leave.

The owner of the company, Lazar Symbocka, is almost never there (5% chance); he is always said to be "returning shortly". Esgar, the foreman, and his helpers, Rimer, Div, and Jim Bostry, are all loyal Black Hand supporters, and would never willingly help the Guild's cause.

K) The House of Fashion

provides "shore clothes" for many of the sailors returning from long voyages. It is run by Nolut Brekkan, an excellent salesman of clothes, who seems to have a tremendous fund of general waterfront news and gossip. There is a 65% chance he will have at least a tidbit of information on almost any ship presently in port. Of course, you'll have to buy some of his clothing "deals"...

L) Jakkeb the Sailmaker

makes sails, is completing a new set for Walpurgis, and knows a great deal about the quality of canvas, the virtues and merits of different types of cutting shears, and many other subjects of absolutely no interest to either the Guild or Black Hand thieves. At the slightest provocation, he will bore to tears anyone foolish enough to stand still and listen.

M) The Slop Chest

carries all manner of personal items prized by seamen. There is a 65% chance that any crewmember of any ship will make at least one stop here, but only a 10% chance that visitors will have revealed anything of even vaguely useful import.

N) Alekhine's Boarding House

is a cheap; and reasonably clean, transient rooming house frequented by many sailors when on shore leave in Haven. Hoombay, Zuker, Megara, and several of the other Akureiya crewmembers are staying here; so is Nvvl Pfsk of Walpurgis. Alekhine, a shriveled, bald-headed old codger, attributes his longevity in these tough surroundings to his credo of asking no questions of his clientele. He knows little gossip, and tells less; however, for a reasonable bribe, he can be convinced to leave a pass-key on the desk for another to take and use. Alekhine employs a rather sullen half-orc named Kradoc to clean up the rooms daily. Kradoc is much nosier than Alekhine, and will eavesdrop on conversations, if given the opportunity; he is not above petty theft, if he sees the chance and thinks he won't get caught.

P) Honest Boris - Fine Jewelry

surprisingly enough, is honest - and offers reasonable deals on armbands, golden hoop earrings, and other items of ornamentation favored by seamen. He has a 15% chance of knowing something about a given ship.

Q) Ship's Chandler - Martin Boggle, Prop.

carries a wide variety of miscellaneous

supplies and light equipment, cordage, etc., likely to be needed by any vessel stocking up before leaving on a voyage. There is an 80% chance that a crewmember from any of the ships sailing this week has been in the shop to have an order filled; in most cases, however, this fact would not be remembered unless the written records of the sales are checked. Several of the employees will remember a visit made by Pfaff Hurd, who ordered an unusual assortment of tools, and inquired in vain about a good navigational chart of the Hag's Cliff area. Boggle, in particular, will remember the encounter, since Hurd laughingly paid his bill with a large pink pearl worth 2 to 3 times the value of his purchases.

R) Mintar, Weaponsmith

is a stocky dwarf (stocky even for a dwarf) who makes naval weapons (ships' weapons primarily, although he does make cutlasses, marlinspikes, etc.). Both Captain Klunig of Walpurgis and Captain Gourdebas of Akureiya have visited him in the time they have been in port; there is a 40% chance that Mintar will know when and where these ships are traveling.

S) Soul's Anchor

is a run-down, overcrowded tenement, where a Salvation Army-style group provides food and shelter to broken-down old seamen, and to the widows and orphans of sailors lost at sea. Padre Antrim, a rail-thin, frail young friar with seemingly boundless enthusiasm, is the spiritual leader of the flock. The fellowship has recently received a large contribution from an anonymous benefactor - this fact is a prominent item in the current rumor mill (unfortunately, it bears no relationship to the Guild thieves' mission).

T) Voelkher's Sea Transport

is the abandoned warehouse of a long defunct shipping and forwarding company. The doors and first floor windows of the two story wooden structure have been boarded up, but there are 2 or 3 crawlways which can be used to gain entry. The cavernous lower floor appears totally deserted and untended for years; all that is left of the former company's operation are scattered remnants of broken crates and smashed barrels (some are still partially filled with rotting grain or fabrics and vinegary wine).

The second floor only extends over about a quarter of the floor space, and is reached by a wooden stairway near the front of the building; the stairs are still remarkably sturdy, considering the condition of the rest of the warehouse. At the top of the stairs are two offices, one small, the other quite large; both have their furniture still intact. The two windows in the smaller office offer an excellent view of the moorings of Akureiya and Walpurgis; this room appears to have been recently inhabited - fresh (relatively fresh, only a few days old) food scraps can be found in a box full of trash, and a rumpled coat lies in one corner (this place is sometimes used as a hide-out by the Black Hand). There are a desk, four chairs of varying description and solidity (35% chance of collapse for any except the one behind the desk if sat upon), two sets of shelves against the wall, and a cabinet. In the top drawer of the desk may be found a spyglass (multiplies normal Sight identification ranges by 10). There is nothing of interest in the large office.

U) The Mermaid

is a rather seedy, and very rough, saloon, primarily the hangout of dockworkers and longshoremen. Fights break out here frequently, as the broken (occasionally patched) furniture and decor mutely testify.

Snoops are not appreciated at the Mermaid, and are likely to be dealt with quickly, roughly, and, rarely, fatally (those who either didn't survive the first

beating, given as a warning, or who had the temerity - and lack of intelligence - to try again). If one must look for leads in here, the only patrons likely to have even a scrap of useful information are the moth-eaten, underfed pickpockets (independents strictly - neither the Guild nor the Black Hand will have them) who hang around the edges of the crowd. They have a penalty of -30% to their base information chances; all other patrons have a penalty of -50%, and a 35% chance to react in an extremely negative fashion to questioning (summon a gang of fellow bullyboys, and administer a beating) - otherwise they're just hostile.

V) The Foundry

produces many types of brass, iron, and bronze ship fittings. Walpurgis' master was in here about 5 days ago to order a large number of assorted pieces (resupply for the ship's locker, which had been virtually emptied in the repair and refitting process). Employees here will be reasonably co-operative, but will not know much other than the names of ships whose owners or masters have purchased fittings (25% chance for any given ship currently in harbor).

W) Nimrodel's South City Shipyard

has three sets of ways for the construction of new ships or the drydocking of vessels already launched. This is the original yard that Nimrodel started with over 130 years ago, and he still maintains his offices here. He owns three other yards, two upriver (one, in the city, for quick repairs and minor construction, the other, outside the walls, for major new construction) and one more downriver outside the city walls (where very large ships, capable of ocean voyaging, such as ships-of-the-line, argosies, clippers, etc., are constructed). The remainder of the yard is covered with scattered sheds and roofed areas for the storage of spars, yards, masts, side planking, etc.

Recently, Akureiya was in drydock for several days, having a portion of her cargo hold rebuilt. Nimrodel completed this somewhat delicate bit of business himself, with the help of a few trusted employees (a fact remarkable in itself, since Nimrodel has been wholly a designer and supervisor for nearly 5 decades), and received a substantial sum, in gold, for his efforts. There is a 35% chance that any given informant on the docks will know of Akureiya's sojourn in the ways. If so, the informant will not know any details about whatever work was performed, only that all parties concerned seem to be exceptionally secretive about the nature of the project.

Only Nimrodel and his chief clerk, a young elven maid named Cyrilla, know much about the circumstances of the transaction; neither will discuss the modifications, or even admit to the presence of Akureiya, unless:

- a) the questioners represent themselves as "the authorities", and have documentation to provide a plausible backup; or,
 - b) Nimrodel is gone (a 40% chance during the day), and another elf requests the information from Cyrilla, asserting that Nimrodel has already granted his permission.
- Nimrodel's records are kept in an unconcealed floor safe in his office (at the western corner of the yard); the safe has a Complexity 3 lock. Four private guards patrol the yards when the official day of work is done, and most of the employees have departed (occasionally night work will be performed for special rush jobs, working under the lights; this is a 15% chance).

X) Blackbourne Warehouse

is completely roofed over and walled. It is used by the family for pre-shipping storage of hundreds

of bolts of many different types of cloth (some of them quite valuable). There are usually 15 to 20 employees here during daylight hours, and 3 guards at night. They are perfectly willing to discuss the destination and cargo of Highland Maid.

Y) Warehouse Compounds

are large, fenced (usually) areas which may or may not be partially or completely roofed over. Occasionally there are walled areas used for offices or storage of goods which might be easily damaged by inclement weather. In most cases, whatever employees can be located will appear busy and will be reluctant to answer questions (generally, they are busy, and just do not wish to waste time answering foolish questions). One of these warehouses may be used as the temporary storehouse for the crystals (see below).

Z) Miscellaneous Shops

are shops or small businesses of unspecified nature. The GM's option rules here.

?) Unmarked Buildings

are rooming houses and/or tenements of no particular consequence.

WANDERING NPCs IN THE SOUTH DOCKS

In addition to the personnel aboard the ships and in the various shops around the docks, there are other individuals whom the players may encounter in the course of the adventure. Three of them may play roles in the scenario.

The first is Valyri Pipper, an inspector for the Ministry of Ports and Shipping. Pipper's job is to check the cargo of each trade ship leaving Haven, and to collect the appropriate duties on goods being exported from the city. An inspector of the Ministry has the right to review the bills of lading held by the ship's captain; if he believes something is amiss, he may even demand a complete inspection of all cargo. In practice, of course, these prerogatives are seldom exercised. Pipper is a fair-haired man of medium build; he has none of the crusader's zeal in his blood. He is not known at all by the crews on any of the various ships scheduled for departure in the next week, and is well known by only a few of the dockside denizens. Thus, if he were waylaid, the man holding his credentials would have quite a good chance of pulling off an impersonation (depending, of course, on the actual manner in which he conducts himself).

Carp, the fishmonger, wheels his foul-smelling wheelbarrow full of piscine edibles through the wide and narrow streets around the South Docks from dawn to dusk, hawking his odiferous wares in a resounding basso profundo (a vocal timbre quite astonishing, since Carp is a small, brown fellow). There is little that happens around his turf that escapes his eye (+20% to base information chances), and few are the men capable of concealing secrets from his penetrating glance. Though Carp would doggedly claim that he is loyal only to himself, there is considerable evidence that, beneath that rough, smelly exterior, beats a heart of purest mush, for he has often surreptitiously aided others in the South Docks on whom misfortune has fallen. In the conflict between the Guild and the Black Hand, however, he supports neither side, and will willingly sell information to either, or even both, sides (he will sell you fish, he will sell you stories, he will even sell you fish stories!).

The third figure of importance is a shadowy entity, whose name is unknown but whose presence is



felt in every corner of the South Docks once night falls. There have been three murders in recent weeks, in all of which the victim (in each case, a robust young male) has been savagely mutilated by his assailant. Because of some of the unspeakable atrocities practiced upon the corpses, the authorities suspect that some sort of religious fanatic is behind the killings. There is a 15% chance each evening that this killer will attempt to strike again. If he does strike, there is a 25% chance that his intended victim will be one of the NPCs previously mentioned in the South Docks or a player-character. (GM's Note: yes, we realize that this figure is unrealistically high. But what good is coincidence, if you can't manipulate it to throw a monkey wrench into the best laid plans of your adventurers?)

During the scenario, the Black Hand player (or GM if this is being played as a traditional adventure) must select a site where the crystals will be kept prior to their delivery on shipboard. The Hand players may choose any of the following options;

- 1). Concealment within a private room in either Alekhine's or the widow Bupke's rooming houses. This option has the option of being an unexpected move, unlikely to be anticipated by the Guild players. It has the disadvantage that, if the strategy is discovered, the crystals will be placed in a very exposed position (with only the strength and wiles of the Hand thieves in the vicinity standing in the way of recovery). Hand thieves may choose to remain in the rooming house to guard the crystals; for each 12 hours of cumulative time Hand personnel spend here, there is an additional 10% chance that the rooming house employees will take note of this activity, and possibly mention it to Guild players making inquiries.
- 2). Concealment at Sym's granary (see shop

description, The South Docks, for details on this establishment).

3). Concealment in the abandoned Voelkher's Sea Transport warehouse (see shop description).

4). Concealment at any of the unnamed warehouse complexes (marked as 'y' on the area map) in the South Dock area. To determine the nature of the warehouse selected, use the guidelines presented in the Caravan Route scenario with the following three exceptions:

- a) The chance that a warehouse is equipped with arcane protection should be reduced to 5%
- b) The chance that warehouse employees are trained in weapons should be increased to 75%
- c) The number of guards protecting the warehouse during the night hours should be assumed to be 105 - 1 (0 to 4).

After the scenario begins, the Hand players have only 3 tasks they must accomplish and a fairly flexible time frame for completing each of these activities. First, the Hand must make contact with either Hoombay or Megara during daylight hours on the first day, or set up a later meeting to deliver the goods. Second, they must complete the delivery of the crystals between the time of the first meeting and dawn of the second day. Third, between 6 to 12 hours after delivery, they must meet with Haldor to obtain a status report on the ship's preparation for departure, and on any known Guild efforts to recover the crystals. All 3 of these meetings must take place aboard the Akureiya, unless the Hand can locate the crewmen they seek while the latter are out about their business, or arrange an alternative site during the course of the first meeting.

Other than these few tasks, the Hand thieves have free rein to choose the strategy they wish to adopt during the 48 hours of the adventure. They can try to wait out the last hours, laying low to avoid giving their Guild counterparts any clues as to the whereabouts of the crystals. Conversely, they can take a more active role, either by attempting to leave false trails, or by aggressively seeking out the Guild thieves and attempting to eliminate their interference permanently (a case of the hunted becoming the hunter).

Chances of obtaining information around the dock area are, for the most part, very similar between individual to individual. The real determining factors are the notoriety of the ship being asked about and/or the talkativeness of its crew. The following are the Base Information chances (10/100) that a character will know about a given ship:

Intrepid 50%
Akureiya 35%
Walpurgis 30%
Cartagena, Highlands Maid 15%
 Other ships 10%

Certain individuals may have higher or lower base chances due to their own nosiness or personal contact with the men of one or more vessels. These adjustments are identified in the various Shop and NPC descriptions in this section.

If the players seek general information, roll D100 and consult the Informant Information table for that ship. If the result indicated is Other Rumor, the information that the questioned character possesses is not relevant to this scenario, like details on a crewman's sex life, the barroom brawl they were in last night, etc. If successful in obtaining useful information, a player can continue to question the same informant until one of the following occurs: 1) the informant misses his Base Information roll, 2) an Other Rumor result is rolled on the Informant Information table, or 3) the roll made on the Information table implicates information already given. Questioned

characters will of course know any information specifically mentioned in the shop descriptions. If the players seek confirmation of a specific rumor, the character's Base Information chance is cut in half to see if such information is known.

Guild informants may be used in the same manner as outlined above, and receive a +15% to their Base Information chances - this is because the rumors listed in the Information table correspond to the types of specific inquiries they would be making. Guild informants are assumed to have the same percentage chances of spotting Hand thieves or their hideout as listed in the Caravan Route scenario. However, wherever the rules in the Caravan Route scenario refer to same or adjacent "areas of the city", this phrase must be replaced by "city block", to reflect the much smaller amount of territory being covered in this scenario. Player percentage chances of finding a Guild informant remain the same as described in the Caravan Route.

INFORMANT INFORMATION TABLE

Table A - The Intrepid and crew

DIE ROLL	
01 - 15	The ship's destination is Hag's Cliff, a place where sane seamen would not venture. True.
16 - 25	The ship's true destination is actually the infamous Brigand's Isle, and their cargo one of smuggled jewels. False.
26 - 35	The two owners of <u>Intrepid</u> are inveterate womanizers, who can never turn down a damsel in distress (if she is beautiful enough). True.
36 - 50	The owners have been displaying signs of unusual wealth (the pink pearls being used to pay for their purchases while in port). True.
51 - 55	The <u>Intrepid</u> is protected from intruders by potent magic. True.
56 - 62	The owners were heard arguing loudly between themselves about some plan, and almost came to blows. False , although this has happened on other occasions in their travels together.
63 - 69	The owners possess a magical device of great value. True.
70 - 75	They are harboring a fugitive princess aboard ship, who is worth a great ransom. False.
76 - 00	Other Rumor

Table B - The Walpurgis and crew

DIE ROLL	
01 - 20	The ship was attacked by brigands on its last voyage, and suffered extensive damage to boat and crew. True.
21 - 30	The ship is no longer seaworthy, and any who sail with her are doomed to Davy Jones' Locker. False.
31 - 50	The captain is currently seeking to find crew, and can be found at the Seasick Parrot. True.
51 - 55	A witch woman in one of the ports of call on <u>Walpurgis'</u> last voyage laid a curse on captain Kulhig that is the source of his current trouble. False.
56 - 62	A wealthy, widowed noblewoman of Haven has supplied much of the money needed to repair and refit the <u>Walpurgis</u> ; many are suspicious about the price of her generosity. True.
63 - 68	The first mate Simpson is beset with problems of the heart, and has turned to alcohol and drugs for solace. True.
69 - 75	One of the <u>Walpurgis'</u> new crew members is a known Guild thief with a murderous reputation. True , but only told if one of the Guild players has indeed joined the crew.
76 - 00	Other Rumor

Table C - The Akureiya and crew

DIE ROLL	
01 - 18	While in port, the ship has been undergoing very secret repairs at Nimrodels. True.
19 - 30	The <u>Akureiya</u> is carrying a very valuable cargo on its upcoming voyage, including several rare treasures. True , although the rumor does not refer to the crystals.
31 - 45	Hoombay has been granted unofficial diplomatic status, by the city leaders of Haven, to work out a trade agreement with the rulers of Jez. False , this rumor was initially started by Hoombay himself.
46 - 51	One of the crewmen has kept a diary of the ship's travels, which is said to reveal many secrets. True.
52 - 61	A city bureaucrat from the Ministry of Ports claims he was robbed by Rat the kobold, but was unable to prove his accusation. True.
62 - 69	The <u>Akureiya</u> is scheduled to carry two important priests from the local temple of the Emerald God as passengers. True.
70 - 80	The priests who are traveling with the ship have placed many arcane protections on board, all embedded in objects bearing emeralds. False.
81 - 00	Other Rumor

Rescuing the Crystals

Depending on their speed in ferreting out the location of the crystals, the Guild thieves may have as many as three opportunities to recover the masterwork: at the temporary hiding place, in transit to the ship Akureiya, and on shipboard after delivery. Player attempts to recover the crystals from the initial Hand hideout or during the transfer process can be handled using the same procedures (with the exception of the changes in warehouse composition noted earlier) outlined in the previous smuggling scenario. THE CARAVAN ROUTE. GM information for moderating a burglary attempt aboard the Akureiya is presented below.

The Akureiya travels with a full crew of 20, including four officers; they are mostly human, with two half-elves, an elf, and an extremely eccentric (even for the race) female kobold named Rat, who is considered to be a good luck charm by the crew. Only 6 of the crew (including Ria Linn [the half-elf second mate], Haldor Block, and Rat) are lodged aboard ship while in port. The ship is also to carry two passengers (fairly high ranking priests) on the first leg of its voyage; the passengers will embark at about sundown on the second day.

The table below indicates the general percentage chances that a given crewmember will be on board the Akureiya during a particular time of day. If a crewmember has already been placed at one of the buildings described in the shop descriptions (e.g., if Hoombay has already been seen entering Jasmine Adder's tattoo parlor), do not roll for this individual on this table. There will never be less than four crewmen on board, and at least 2 of these will be awake and on some semblance of guard duty.

Crewmember	8:00am	2:00am	6:00pm	12:00am
	2:00pm	6:00pm	12:00am	8:00am
Hoombay	85	80	35	20
Claxx (1st Mate)	50	65	95	20
Ria (half elf)	90	40	25	95
Megara	90	80	10	0
Zuker	75	100	5	5
Haldor	80	70	65	95
Rat	70	60	40	90
other crew	80	65	35	35

If Hooibay is on board, he will always interrupt his task to speak with any strangers who come around the ship. He is very cordial (MAG = 17) with all, and gives the impression that he has nothing to hide. However, anyone listening carefully will soon realize that Hooibay reveals very little in the way of hard facts and he speaks in almost pure double talk. If Hooibay is not present, Claxx or Ria Linn will speak to those venturing aboard; though neither know anything about the crystals, they do know the ship's upper cargo hold has been rebuilt, and will be noticeably uncomfortable if questioned by anyone claiming to be "the authorities".

GM's Note: A word about Rat - the Akureiya's kobold is an avowed kleptomaniac - if any visitors on the ship show any gaudy signs of wealth, there is a 70% chance that Rat will follow them after they leave the ship, looking for an opportunity to try pickpocketing an item. Rat has demonstrated quite a proficiency at this sort of thing (she is still alive, isn't she?); she has an 85% hide in shadows skill and a 60% Pickpocketing ability. There is an excellent chance that, if the Guild thieves she is following are discussing their plans, Rat will hear a fair portion of their conversation and immediately tell all her friends upon returning to the ship.

The ship is moored at the extreme north end of the dock; Nimrodel's ship repair facility lies next to it on one side. The nearest ships are about 80' down river, moored at a pier - at present, three unnamed merchant vessels and the Walpurgis are anchored there. By day, the only access to the ship is the gangway leading up from the dock. After dark, it would be possible to approach the ship from the water either by swimming (20% chance of being spotted en route) or by rowboat (45% chance of being spotted). Players approaching from the water must either throw a grapnel over the side, or attempt to board the ship by making Climbing ability rolls. Three rolls are required to reach the top; if the player swam to the boat, these

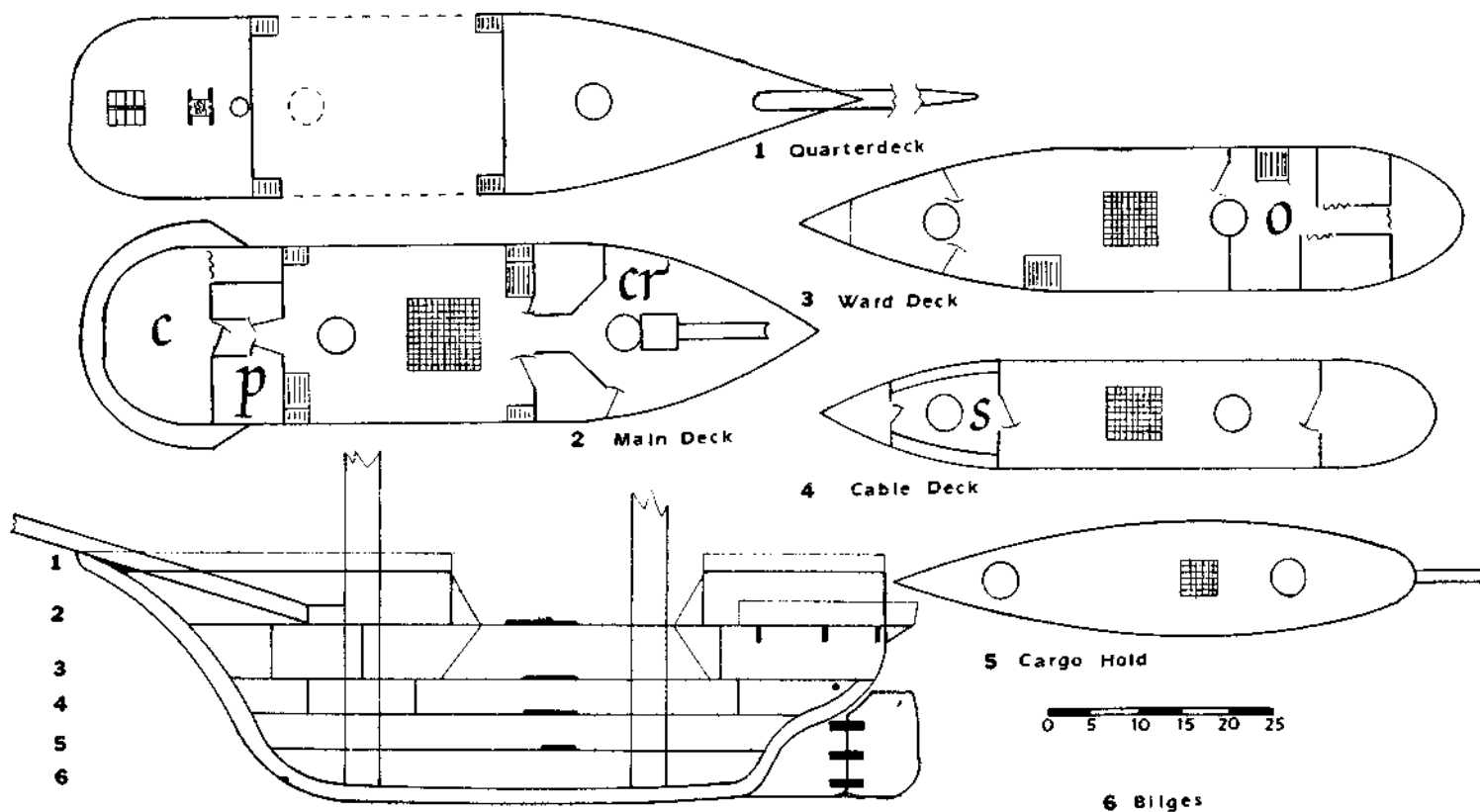
rolls are made at a -15% to normal Climbing abilities (reflecting the slickness of the surface and the players sodden state). Any fall will certainly alert the sailors on guard duty, who will investigate the splash within 104 mr.

After nightfall, there is also enough man-made cover - in the form of crates, barrels, and piles of refuse - strewn about the dock area so that a player moving towards the gangway may try to use this cover to conceal his approach. Success in this endeavor is judged using normal Hide in Cover rolls; a player can get to about 20' away from the gangway before he must abandon cover.

Once on board, the Guild thieves must make their way to the hatchway to gain access to the cargo compartments below deck. There will be 2-4 sailors on guard duty on the main deck. If Hooibay is on board, the guards will almost surely be alert and combat ready; otherwise, roll D100 (01-10 Guard asleep, 11-50 awake but with weapon unready, 51-85 normal readiness, 86-00 exceptionally alert - no chance of surprise or sneak attack). If outnumbered, or wounded, the guards will call out for help - other crewmen will begin to arrive in 204 mr (208 mr if asleep).

While fighting aboard ship, the crew of Akureiya will have a considerable advantage due to the thieves' unfamiliarity with the unusual terrain of the vessel. Whenever the Guild players attempt a combat maneuver involving substantial movement, they must make a CDN saving roll at a penalty of 3 (6 if the character is either a dwarf or hobbit - both races, for quite different reasons, have an aversion to boats) to properly execute the attempted tactic. GM's discretion prevails in deciding the effects of failing such a saving roll.

If the thieves gain access to the below deck levels of the ship, the maps of the various decks indicate the general purpose of each of the ship's compartments. The areas marked as officer and crew quarters should be empty unless a call for help was not given, or the characters within had not yet had time to



respond. If characters are encountered in their quarters, it will take them 2 mr (4 if asleep) to recover a weapon; anyone so encountered will quite possibly (40%) surrender and plead for mercy.

Cargo is stored throughout much of the lower three levels; as indicated, the lighter cargo is kept on the uppermost levels. Those venturing down the hatch onto the fourth level will find themselves surrounded by a half dozen man-sized statues with emerald eyes (these statues have no import, unless the players have heard the false rumors of the magical traps set by the priests of the Emerald God - see Use of Informants for details).

The crystals will be stored in two slender, velvet-lined pinewood cases, in one of the new secret compartments constructed by Nimrodel (located on the two walls adjoining the door to the strong room). There is only a 15% chance that a given thief will notice the presence of new construction in this area, unless he is making a detailed search of that portion of the wall (whereupon a Spot Hidden ability roll - see Rules

section - is made). The hidden doors are equipped with Level 3 locks - Hoonbay and Megara have the only keys. The strong room door itself has a Level 4 lock (Hoonbay and Claxx have keys); within are a number (3012) of small crates filled with well-crafted gold and silver items (the principal trade cargo of this voyage). There are 100 + 6020 containers of various sizes in the main hold; at least 2 of these boxes contain smaller sized emerald icons. These idols are similar in mass to those used to conceal the crystals in the Caravan Route scenario; unfortunately, smashing one open will only get the thief cursed by the priests of the Emerald God.

Since only Hoonbay, Megara, and Haldor know that the crystals are even aboard ship (and they aren't talking unless tortured by a professional), the thieves can not gain any information about the crystals by threatening the lives of the crew. However, if they know enough to demand information about the location of the secret compartments, there is a 30% chance that a given crewman will crack and reveal what he knows (45% if Hoonbay is not present).

CHARACTER DESCRIPTIONS FOR THE RIVER ROUTE

Name	Character Notes	Class	Requisites								Weapon	Combat HACØ	Damage	Armor Class	HTK
			ST	CO	RF	SM	IQ	MR							
<u>Crewmen of INTREPID</u>															
Pfaff Hurd		EL HU FTR	19	15	12	16	12	14	LGAXEe	1	4D6	CHN 7	62		
Gramouza	(1,2)	EL HU THF	12	19	18	15	14	11	HFSWDe	3	4D6	LTH 9	41		
									RPre	-1	1D12				
									MNGChe	2	1D8				
<u>Crewmen of WALPURGIS</u>															
Kluhig		VET HU FTR	12	15	9	14	13	11	SHSWDe	5	3D4	LTH 6	35		
Nvvl Pfsk		VET HU TRD	11	8	9	11	8	11	BOLO	1/6/11	1D5	LTH 5	23		
									MACE	7	2D4				
									SMAKE	7	3D3				
Simpson		INT HU TRD	12	8	16	16	10	7	KNF	11		CLO 3	21		
<u>Crewmen of AKUREIYA</u>															
Hoonbay		VET HU TRD	15	12	17	12	14	10	MAUL	7	2D8	CLO 5	26		
Magara		VET HU NON	13	11	10	10	11	7	THRn	4/10/16	1D8	CLO 2	30		
									CLUB	6	2D4				
									SHSWD	4	3D4				
Haldor	(3)	INT HU THF	13	16	12	7	10	13	ThKNF	3/7/12	1D4	LTH 5	18		
									BDSWD	8	2D4				
									MACEe	3	3D4				
Zuker		INT HU FTR	13	8	12	15	7	17	BDSWD	5	2D4	CLO 3	33		
Claxx		VET HU FTR	8	17	8	16	10	12	MACEe	3	3D4	CLO 3	29		
Ria Linn		INT /E FTR	9	12	14	13	13	8	BDSWD	5	2D4	CLO 3	26		
									LBOW	2/6/9	1D6				
									DGR	7	1D5				
Rat	*	INT KU THF	12	14	17	8	12	10	DGR	7	1D5	NON 3	18		
<u>NPCs of the Docks</u>															
"Tiny"		INT HU FTR	21	10	10	15	13	8	MACE	8	2D10	NON 1	39		
Esgar		INT HU FTR	14	9	11	8	10	15	FIST	3	1D8 ea	CLO 2	25		
									KNFe	9	1D5				
									ThKNF	2/6/11	1D4				
Rumer/Div/Jim-B		GR HU NON	10	12	9	10	8	11	CLUB	9	2D4	NON 0	15		
Kradoc		GR /O THF	12	15	8	16	7	12	DGR	9	1D4	NON 0	17		
Tough #1 (mermaid)		INT HU NON	15	10	10	14	9	14	FIST	5	1D5 ea	NON 0	22		
Tough #2	"	INT HU NON	16	11	13	10	7	16	FIST	5	1D6 ea	CLO 2	23		
Guards 1,2 (Nimrodel)		VET EL FTR	14	13	12	16	10	13	BENCH	9	3D10	LTH 6	33		
									HFSWDe	3	3D6				
									RAPRe	5	1D12				
Guards 3,4	"	VET EL FTR	11	12	18	9	12	12	None			CLO 6	29		
Valyri Pipper		INT HU NON	9	7	12	8	10	10	None			NON 0	12		
"the Ripper"	?		18	13	13	13	6	15	DGR	6	1D5	CLO 5	32		
									GAROTe	6	1D4				

(1) May attack with both weapons in same mr without penalty to hit probability.

(2) Gramouza will always have some kind of extremely potent magic on him (GMS discretion as to exact spell) - if used, there is a 40% chance it will backfire in

some strange way.

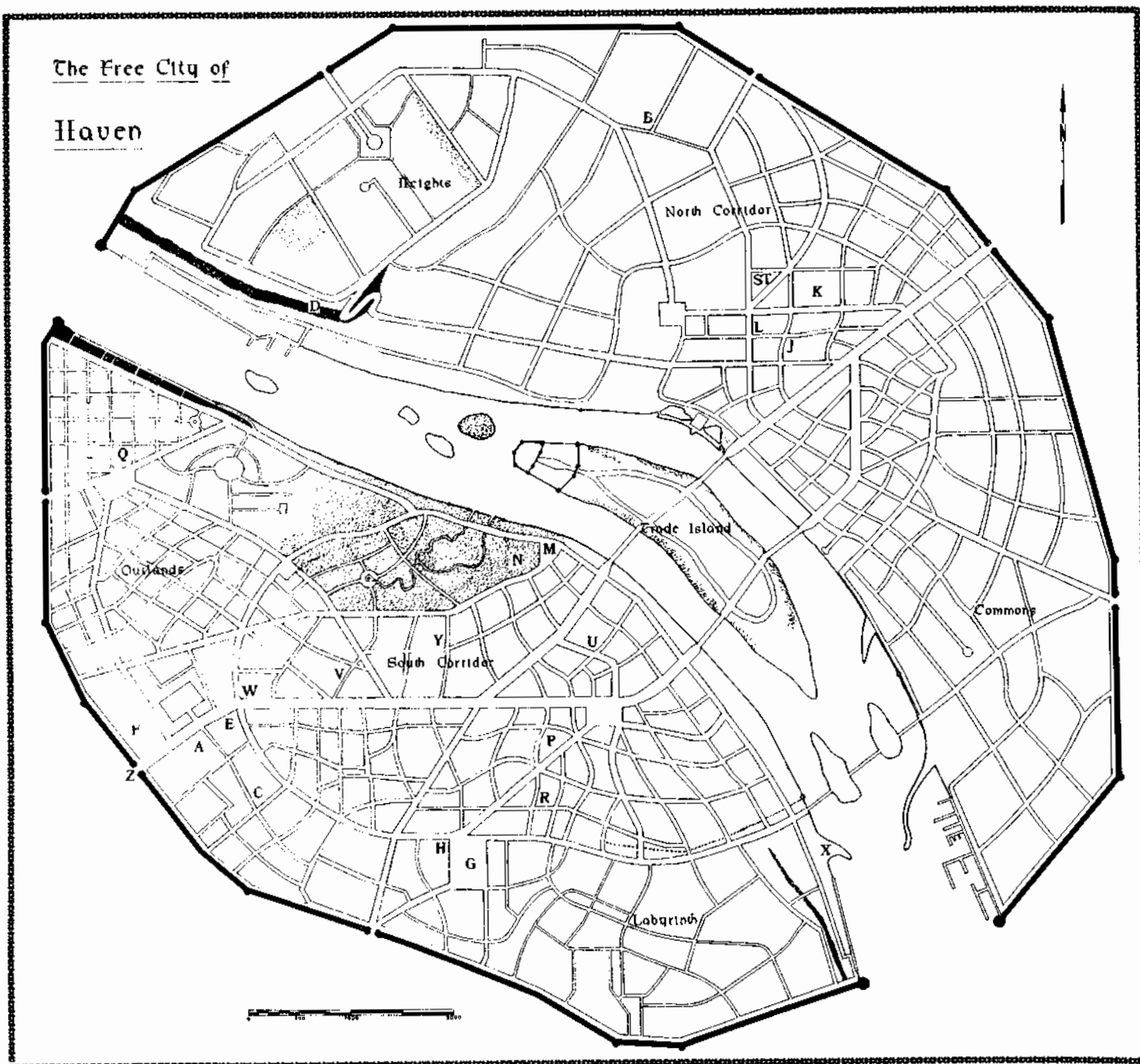
(3) Shortsword is of +2 sharpness (magical).

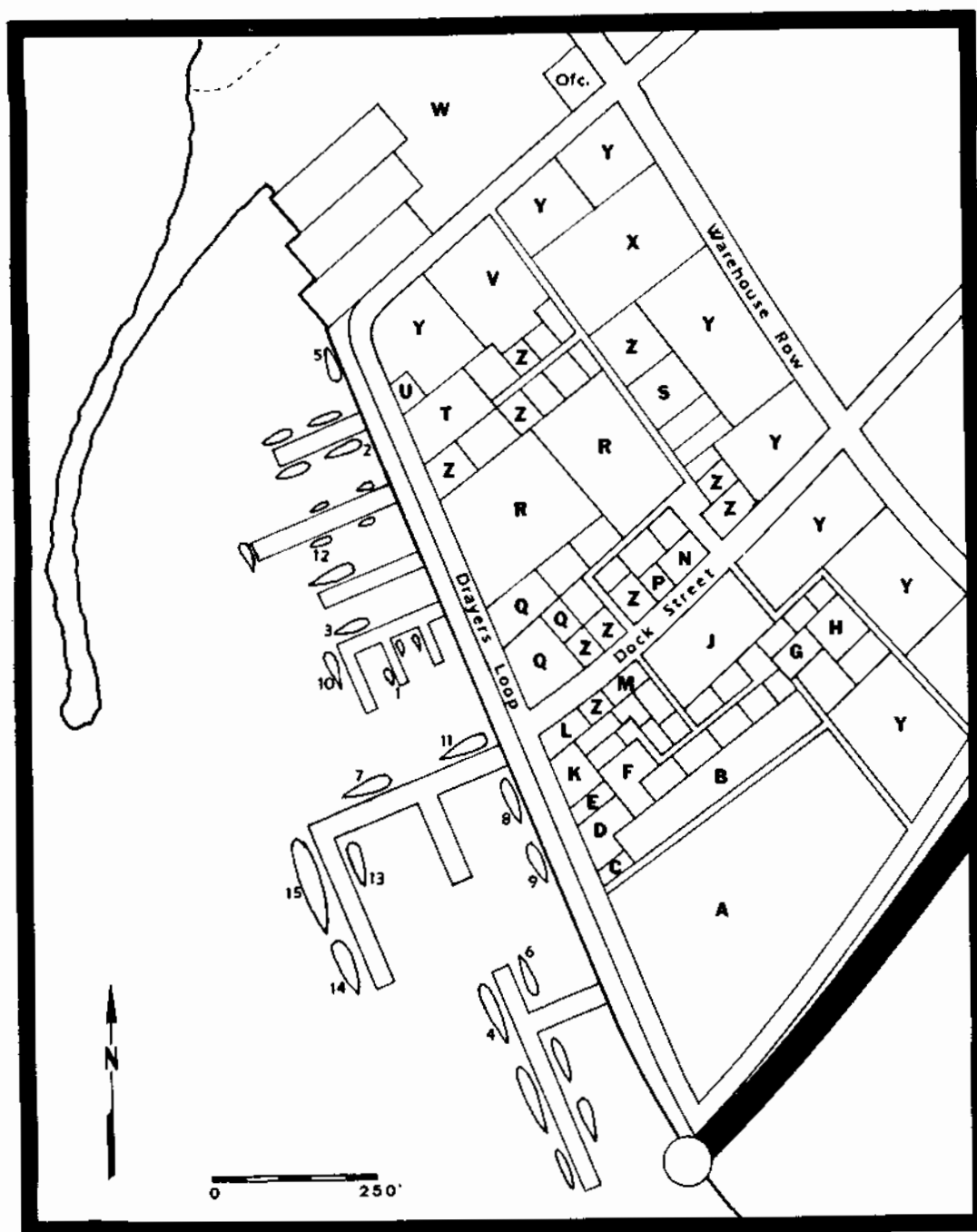
(4) Add 1D4 to damage done (1D4 first mr, 2D4 second mr, 3D4 third mr) for each round the attacker maintains his grip around his foe's throat.

The Free City of Haven

SOME LANDMARKS IN THE CITY OF HAVEN

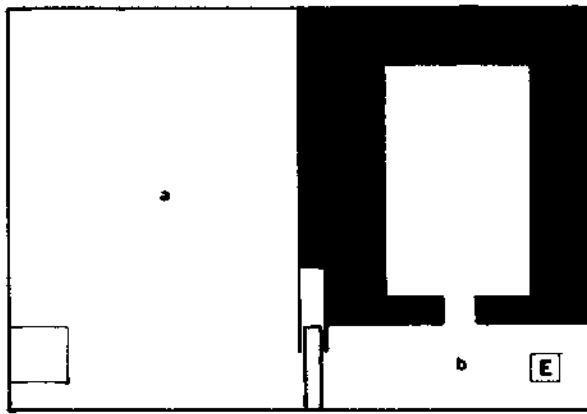
- A Boraggio's Warehouse
- B The House of Benedios Cellini
- C Dunk's Tavern
- D The Aerie
- E The Pendragon Inn
- F The Horse Market
- G Thieves' Market
- H Knight's Dute
- J The House of Rand
- K The Shop and Home of No-yen Drachma
- L The Home and Workshop of U.N. Owen
- M Summ Plaza
- N The Home of Sindra and Raf Poul
- P Dortmund's Home and Factory
- Q Workshop of Balin arn Bilbur
- R Tracheotus, Green Grocer
- S House of Trojanus
- T Trojanus' Gallery
- U Studio of Ronn the Sculptor
- V Radri, Potioner
- W A tavern near the warehouse
- X Fisherman's Cay
- Y Lisa Duncan's House
- Z The Horse Gate



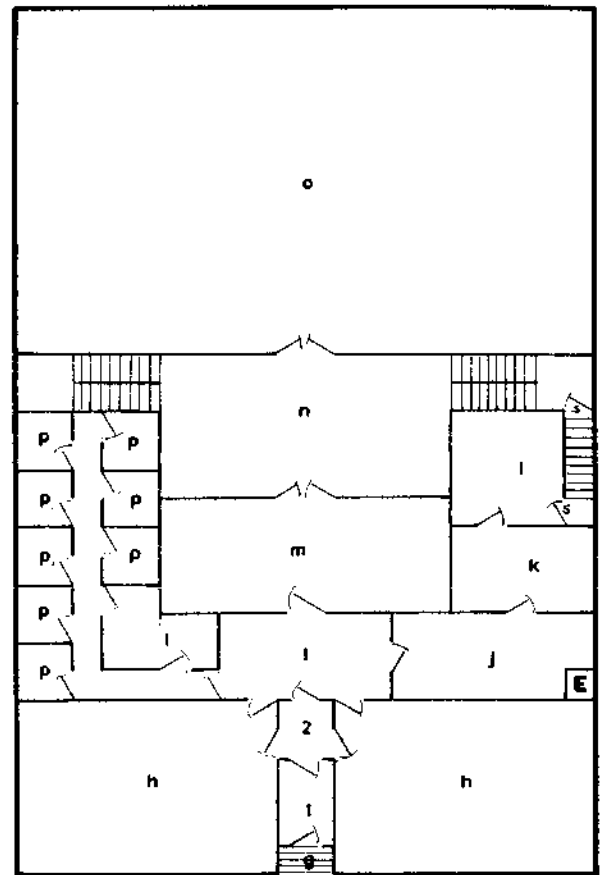


LANDMARKS OF THE SOUTH DOCKS

- A The Navy Yard of the City of Haven
- B Hamilton, Corder
- C Jasmine's House of Tattoos
- D The Seasick Parrot
- E Bidurim, Chartmaker
- F Petals of the Rose
- G The Crystal Ship
- H The Widow Bupkes' Rooming House
- J Synn's Storage Company
- K The House of Fashion
- L Jakkab the Sailmaker
- M The Slop Chest
- N Aleknine's Boarding House
- P Honest Boris - Fine Jewelry
- Q Ship's Chandler - Martin Boggle, Prop.
- R Mintar, Weaponsmith
- S Soul's Anchor
- T Voelkner's Sea Transport
- U The Mermaid
- V The Foundry
- W Nimrodel's South City Shipyard
- X Blackbourne Warehouse
- Y Miscellaneous Warehouse Compounds
- Z Miscellaneous Shops
- ? Assorted rooming houses and tenements



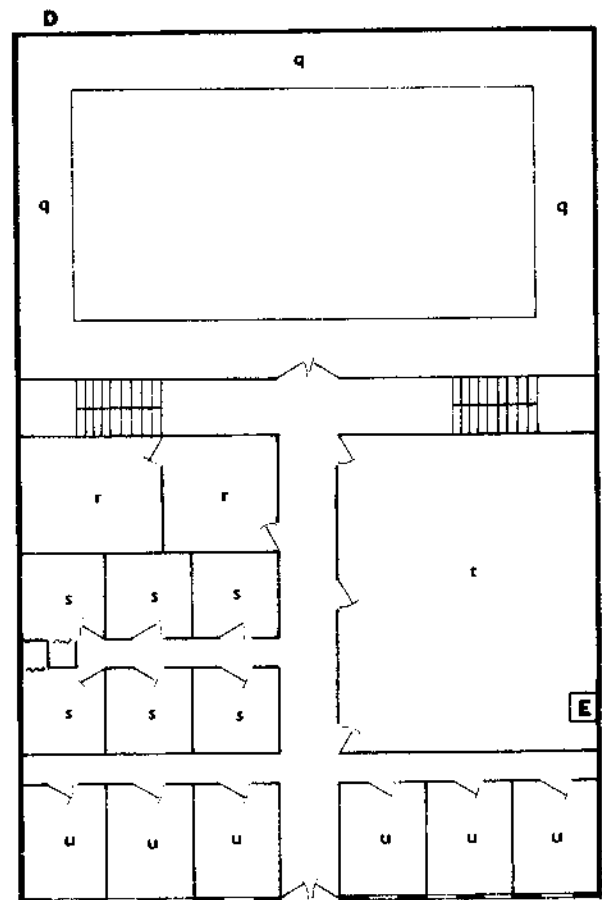
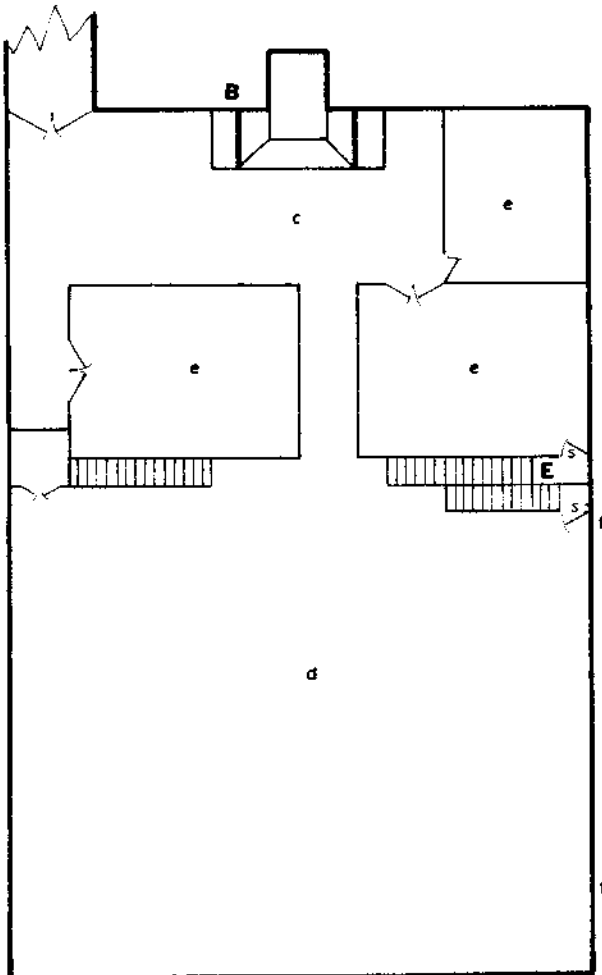
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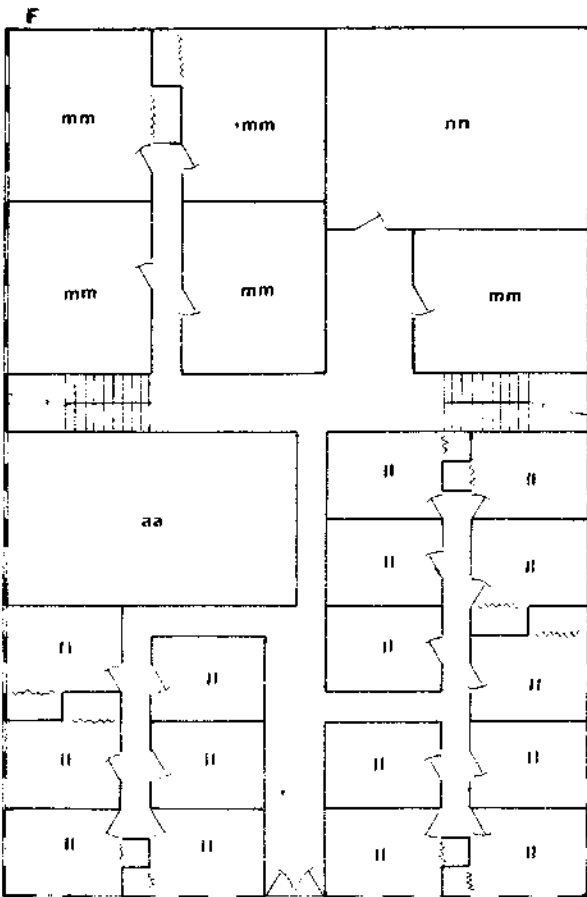
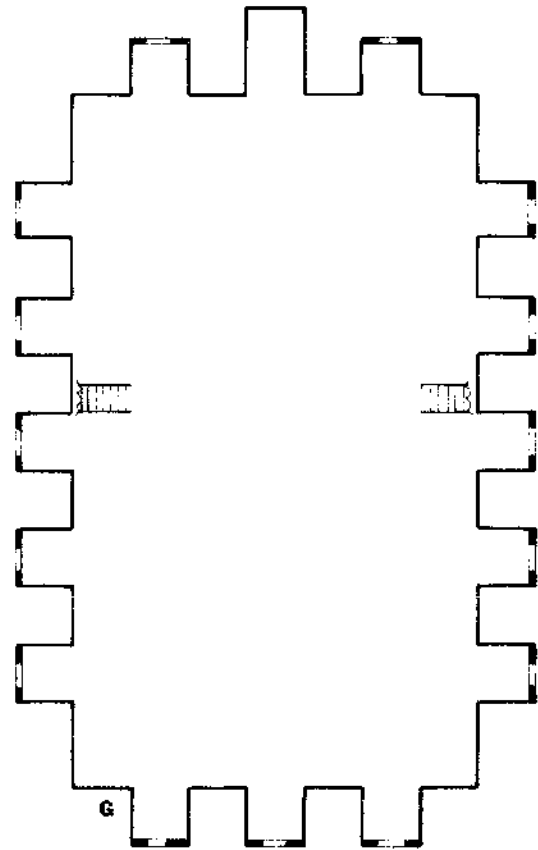
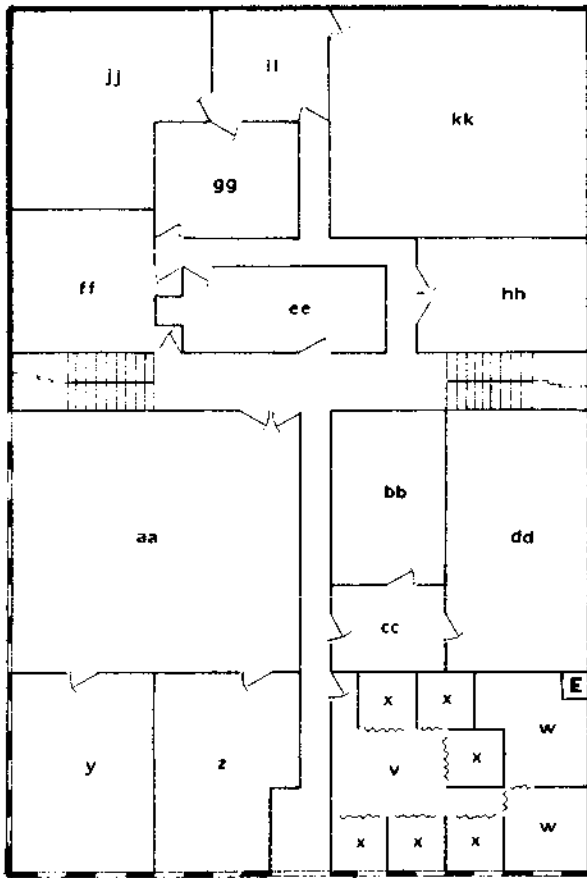
C

ROGUE'S ROOST

0 10 20 30 40 50



D



- A Subbasement
- B Basement
- C Ground
- D Second
- E Third
- F Fourth
- G Attic

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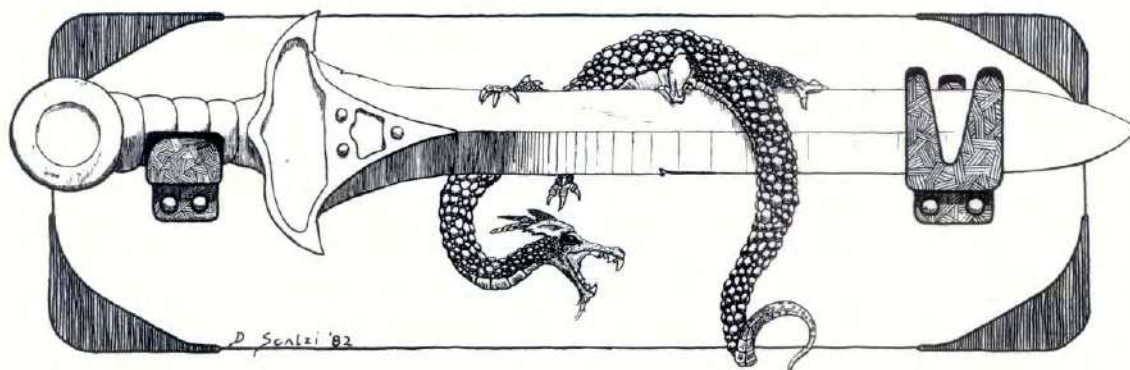
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