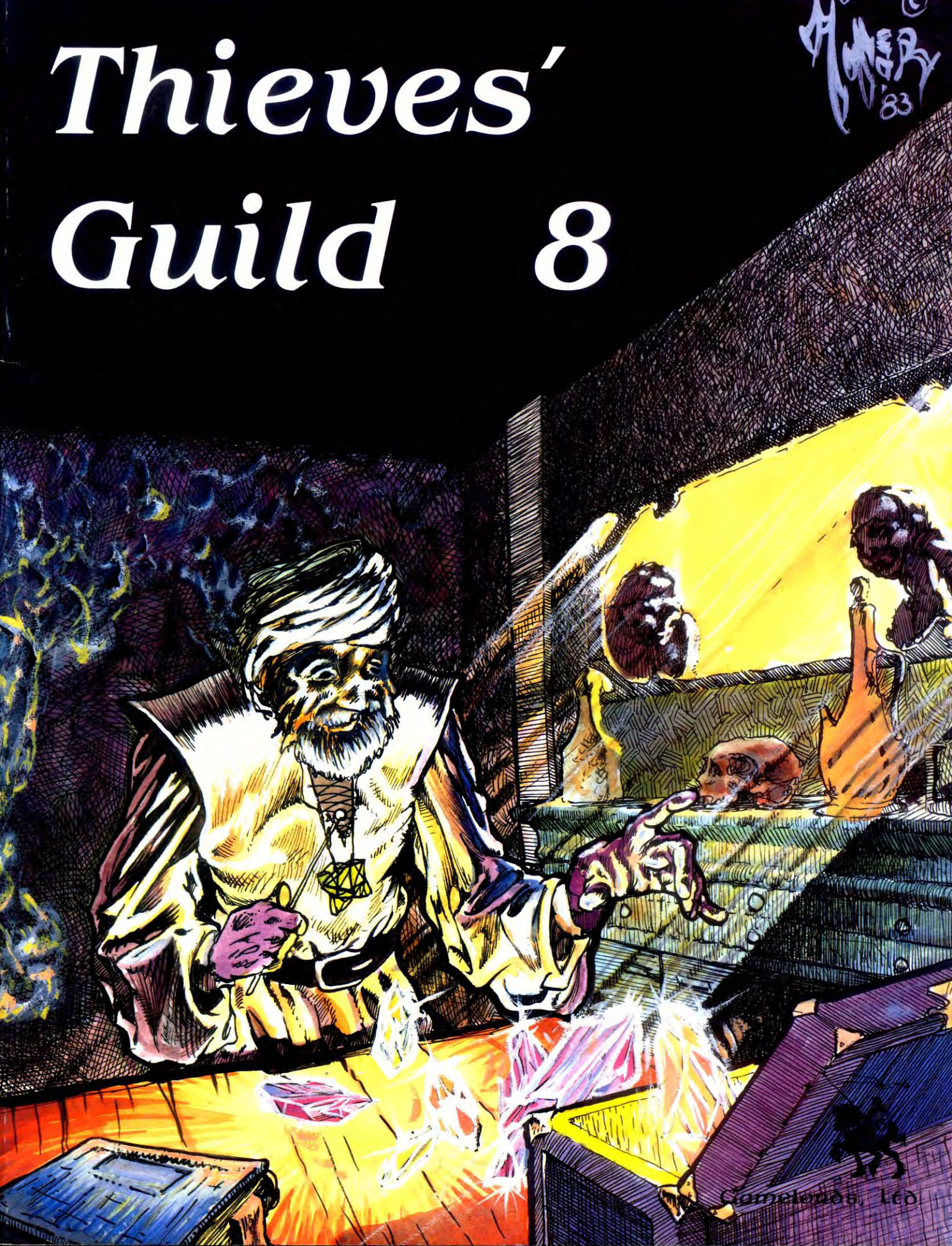


Thieves' Guild 8

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THE GUILDMASTER SPEAKS

Here we are again -- another stupendous issue of Thieves' Guild, with fascinating scenarios and interesting rules additions and expansions. The rules expansion this issue is in the realm of ranged weapons, particularly bows. There is a new series of highwayman encounters, and charts that include all previous encounters (from TG, TG2, and Special #1), with a randomization table provided to facilitate choice. The two scenarios involve the rescue of a fair young bride-to-be and her handmaidens from a cavern complex occupied by a large and hungry family of trolls, and one of the most complex scenarios included to date -- "The Crystal Mountains" takes the players from Huy Lankh, a opulent and barbaric city at the foot of the Golden Plateau, onto the Plateau itself, through various exciting encounters with the nomads who populate the area (light cavalry possibly unequaled in the rest of the world), on through the ghostly Eregin Forest (where people have been known to lose their way . . . forever), and into the Valley of the Ostrakhonoi, at the base of the Crystal Mountain, source of the powerful Lissar Crystals (potent healers and rejuvenators) and home of some of the most unusual mages one has ever met.

Gamelords proceeds apace upon its merry way. We'll be at most of the bigger summer conventions, presenting this year's "Prince of Thieves" competition, and TG9 (which will be available as of Saturday, August 20, at GenCon) will contain the scenario used as the first round of that tournament (we'll report the names of the winners in TG10). Meanwhile, many of our fans have noticed that our HAVEN series has increased by a book -- "Secrets of the Labyrinth" is now out; it is planned to have the third volume of HAVEN, "Intrigue on the North Bank", out this summer as well. And much more is on the way! This fall should see the publication of the role-playing game for Downbelow Station, the Hugo winner by C. J. Cherryh, and spring will bring warm air, flowers, and The Realm of the Ten Cities -- plus whatever else we manage to get out in the meantime (like Traveller® material -- two already, see the catalog in back, and more in production).

We are still looking for writers here at Gamelords. If you would be interested in seeing your material in print (and making some money in the process), send us a synopsis of your scenario idea, along with a sample of your writing (we mean prose, not handwriting); we'll look it over, and get in touch with you -- if you want the original material returned, please include a SASE big enough to hold it. Whether it's for Thieves' Guild, Traveller®, or simply generic, we're glad to look it over and give you an indication of its chances of getting published; if it's good, but something we just can't use, we'll refer it to the proper publisher. We're also interested in original game designs as well; all submissions will be carefully considered -- return provisions for games are the same as for scenarios.

Well, that's it for this time. We look forward to receiving comments and suggestions about what should be included in TG in the future, and how you liked what is in the various products we publish -- we like to know that our material being read. So send us some letters; comments are appreciated whether good or bad.

INDEX OF KEY ABBREVIATIONS

Throughout the Haven series, as well as the accompanying books in 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 carried by a character or NPC

APP, AP - Appearance: a measure of the character's personal beauty or comeliness

BT - bit(s): a small coin made of iron; 10 BT = 1 CP

CDN, CO - Coordination: a measure of the character's dexterity, the ability to make correct deliberate physical movements

CP - copper piece(s): a small coin made of copper; 5 CP = 1 SP

D (3D6, 1D8, xDy, etc.) - Die: the number (x) of dice of (y) sides to be thrown while resolving a combat or particular situation

DSC, DN - Discretion: a measure of the character's common sense, memory, and ability to think clearly under pressure

EAC - Effective Armor Class: represents the total effect of skin or various armoring devices used or worn by beings, plus - in the simple method for resolving combat - dodging ability

FRP(G) - Fantasy Role Playing (Game): any of a general class of games using constructed or randomly generated characters to adventure in a make-believe medieval land of high fantasy

GM - GamesMaster: the referee or moderator of an FRP game; considered to be the "god" of the particular universe s/he has created, in which players adventure

GP - gold piece(s): a small coin minted from gold; coins usually weigh 100 to the pound; 1 GP = 10 SP = 50 CP = 500 BT

HTK - Hits To Kill: the amount of damage that a character can withstand before dying or becoming unconscious or comatose

HACØ - Hits Armor Class Ø (Zero): number that must be equaled or exceeded on the roll of 1D20 to strike an unarmored foe; an enemy's EAC and dodging ability are added to HACØ to get HP

HP - Hit Probability: the chances of striking an opponent

INT, IQ - Intelligence: a measure of the character's ability to learn and to profit from experience

MA - Movement Allowance: the number of hexes (normally 5' from side to side) that a character can move in one 15' melee round

MAG, MG - Magnetism: a measure of the character's charisma, attractiveness, sex appeal, personality, and/or leadership

MGR, MR - Magic Resistance: a measure of the character's innate ability to resist magic spells and other arcane effects

mr - melee round: 15 second span used to regulate the flow of play in combat; minutes and hours are used normally

REF, RF - Reflexes: a measure of the character's reaction speed, the time it takes to make instinctive movements

SP - silver piece(s): a small coin minted from silver; 10 SP = 1 GP

SR - Saving Roll: an attempt to accomplish a feat extraordinaire; this is usually tested by rolling 2D12 against a given requisite

STM, SM - Stamina: a measure of the character's ability to endure hardship or withstand wounds

STR, ST - Strength: a measure of the character's physical power, brute force

TAL, TL - Talent: a measure of the character's ability to use and/or understand magic

Thieves' Guild 8

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Ranged Weapons

(The following rules section is an expansion primarily designed for those desiring more realism and accuracy in the use of ranged weapons such as bows, spears, throwing knives, et al. Many of the treatments given here require a bit of study by both GM and players, and should not be blithely entered upon.)

Ranged weapons are an entirely different style of combat from close weapons. Seldom is the defender (i.e., the target) in any close proximity to the one attacking him; the victim seldom gets any chance for a reprieve. Additionally, almost all ranged weapons (rocks and throwing hammers being the major exceptions) are piercing weapons, similar in effect to the rapier and various daggers; damage received from impalement (the standard result of a piercing weapon) is generally different from damage received from cutting or smashing weapons (swords and/or maces), and tends to have a more serious effect on the victim (a whole lot more internal damage). These circumstances dictate a different method of handling combat, when one of the parties involved is using a ranged weapon (bows and crossbows primarily, although the other forms will be covered more fully at the end of this section).

There are three basic styles of ranged or missile weapons: fired, cast, and thrown. Fired weapons include those which employ some form of ammunition separate from the weapon itself — the weapon is basically a delivery system, rather than an actual source of damage; the basic forms are bows, crossbows, slings, and blowguns. Cast weapons include weapons which are both delivery system and ammunition — frequently these are relatively streamlined and aerodynamic; basic forms are daggers, spears and javelins (used alone or with an aid like an atl-atl or spearthrower), although lariets, nets, bolos, and other flexible weapons may be included. Thrown weapons are mostly smaller versions of close weapons — they tend to do their damage from smashing or cutting rather than piercing; basic forms are rocks, throwing hammers, and throwing axes (such as the francesca — a light axe favored by the early Frankish tribes — whence the name). Bows are by far the most commonly used of the ranged weapons, and most of the guidelines presented here will concentrate on them; the other weapons will be handled in relation to bows.

Bow Types

The type of bow most commonly used is the self bow. "Self" means that the user himself draws the bowstring just prior to release, rather than pulling and cocking the string long before release, as in the various crossbows. For purposes of simplicity, these rules recognize only three basic types of self bow (a compound or pulley bow has been developed as well, but this style is very, very rare — GMs please note — and should be treated with the status of an arcane artifact):

Short bow — the bowstave is quite short (3' to 4' in length), and fairly light in construction. It does not require much strength to pull, but carries the shaft only a short distance. It can be easily used in relatively confined spaces, or from the back of a horse.

Horse bow — the bowstave is slightly longer (3-1/2' to 4-1/2' in length), and, usually, heavier, than the short bow. It is harder to pull, but will send a shaft a correspondingly greater distance. This style of bow was designed primarily for use from a horse's back — it is not as readily usable in confined areas.

Longbow — the bowstave is normally figured at the user's height plus a head (5-1/2' to 7' in length), and is of very heavy construction. It requires substantial strength to pull, but is capable of sending an arrow a great distance. The longbow is strictly an artillery-style outdoor weapon (deriving its greatest effect from the "grey goose flock", a large flight of arrows from many bows), and is very difficult to use from horseback or in a confined area.

Weights — Pounds Pull

Bows are classed by weight (the number of pounds of pull required to draw the bow to full extension), and it is usually a very good idea to have the bow matched to the user's strength. Both overbowing and under-bowing can cause problems: the snapping of staves and strings if the bow is too light, or the wavering of the point of aim from stress if the bow is too heavy. The various weights and classes of bows are given below. Weights marked with an (x) are relatively normal weights, which are easy to purchase ("off-the-rack" bows, so to speak); special (S) indicates a non-standard bow for which the maker will usually charge all the traffic will bear, and dashes (-) means that bows of that style are simply not made in that weight. Suggested prices in GP are included for the normal weights — these are for bows of average quality and workmanship; GMs should be able to interpolate a fair price for a specially made bow (the authors suggest 20 to 30 times the normal price for a non-standard bow), or for a bow of above average materials or workmanship (the suggested rate is 5 to 10 times normal price). A general STR range is given for each weight, and the maximum effective range (the greatest distance that a shaft from an unaltered standard bow can be fired) is also shown.

BOW CLASSES and WEIGHTS

Weight	STR	Range	Short	Horse	Long
10lb	1-2	200'	x (6)	-	-
20lb	3-4	250'	x (9)	-	-
30lb	5-7	400'	x (12)	x (20)	-
45lb	8-10	550'	x (16)	x (25)	x (40)
60lb	11-13	700'	x (20)	x (30)	x (50)
80lb	14-15	900'	S (*)	x (50)	x (70)
110lb	16-17	1200'	S (*)	x (75)	x (100)
150lb	18-19	1600'	S (*)	S (*)	x (150)
200lb	20-22	2000'	-	S (*)	S (*)
250lb	23-25	2400'	-	-	S (*)
300lb	26+	3000'	-	-	S (*)

Adjustments to Accuracy

The Base Hit Prob (BHP) for bows varies with the range of the target, and should be adjusted for target size as well; it is much harder to hit a quarter-sized coin at 20' than it is to hit a man at 100'. There are five ranges: point-blank, close, medium, long, and extreme. The ranges vary with the type of bow.

RANGES and BASE HIT PROBS

Range Description	General Type of Bow				BHP
	Short	Horse	Long	Cross	
Pointblank	10'	15'	25'	25'	3
Close	40'	60'	90'	100'	6
Medium	(thru 30% of total effective range)				11
Long	(next 35% of total effective range)				16
Extreme	(last 35% of total effective range)				20

For example, a standard 110lb longbow, with effective range of 1200', would have as operational ranges:

Pointblank	up to 25'
Close	25' to 90'
Medium	90' to 360' (the remainder of the first 30% of the bow's effective range — 30% of 1200' is 360')
Long	360' to 780' (the next 35% of the bow's effective range — 35% of 1200' is 420')
Extreme	780' to 1200' (the last 35% of the bow's total effective range — again, 420')

Size of target should cause adjustments to BHP. The target size is the visible area of the target — a rabbit on the ground, for instance, will have the same apparent size (at whatever range) as a man's head sticking above a wall. The suggested method multiplies the actual range in feet by a factor related to the size of the target to get the effective range in feet. The factors for the sizes are given in the table below.

SIZE ADJUSTMENTS

Description	Multiplier
Miniscule (playing card size or smaller)	x 4.0
Tiny (rabbit sized or smaller)	x 3.0
Little (baby sized or smaller)	x 2.5
Small (hobbit sized or smaller)	x 2.0
Short (dwarf sized or smaller)	x 1.5
Average (man sized)	x 1.0
Large (horse sized)	x 0.7
Big (cottage sized)	x 0.3

GMs may wish to use the preceding principle to allow for aimed shots, or for targets under cover of some sort. Estimate the size of the area being aimed at or currently exposed above cover (his left hand, right buttock, etc.), and apply the proper factor. If the archer in question does make a roll which will hit the target (in the overall sense, not the particular), the GM should probably allow the hit if the target is in the open. If, however, the target is in cover, the arrow has struck the cover material (this will likely cause the target to have second thoughts about breaking cover); if the cover material is soft (i.e., bushes, a small cluster of narrow boied trees, etc.), there might be chances for the shot to penetrate and strike its intended target.

Under- and Overbowing

As mentioned before, overbowing (using a bow for which one has too little strength) and underbowing (using a bow for which one is too strong) can cause problems. Missing the shot is the least of these.

Even if one is overbowing tremendously, it is still virtually impossible to pull a bow which is more than 2 weight levels above one's own (approximately double

one's normal weight rating). When an archer is using a too-strong bow, the point of aim for the arrow will waver and wiggle all over the scene, and make it much harder to hit one's target. If the archer is using a bow only 1 weight level above his norm, there is an adjustment of -3 to the **attack die roll**; note that this adjustment is to the die roll, not to the Base Hit Prob — an archer is much more likely to fumble when using a bow he is not strong enough to use properly. However, this procedure does not destroy the value of any "20" rolled on the die — one still rerolls, and adds half the new result; the adjustment for overbowing would be made to the final result of the roll. Should the bow be 2 weight levels above norm, the adjustment would be -7. It is suggested that anyone attempting to use a bow 3 or more weight levels above his norm simply be unable to pull the bow at all (although some GMs — one of us nasty types — might wish to give characters attempting this feat substantial chances of hernias from strain).

If the archer is underbowing, there is a great likelihood that the bowstave he is using will snap if he should draw it to full extension, leaving him with a useless weapon and an unfired arrow; even should the archer be exercising due care to avoid breaking the bow, there would be penalties to the attack die roll (as above) to compensate for the strain on the archer. Determine the number of levels difference between the archer's normal weight rating and the rating of the bow he is using; the chart below gives chances for the bowstave to snap if he should draw the bow to a normal extension, and the adjustment to the **attack die roll** if he does not pull the bow fully.

UNDERBOWING PENALTIES

Levels:	1	2	3	4	5	6	7	8
Breakage (%):	10	25	45	75	85	90	95	99
Adjustment*:	-1	-2	-3	-5	-7	-10	-14	-18

* adjustments are to **die roll**, not BHP.

Bowstrings

One of the most fragile yet most important parts of a bow is the bowstring. Without the bowstring, the bowstave is just a lightweight and very expensive quarterstaff (which can't even stand much punishment). In most cases, bowmen learn (rapidly) to carry extra bowstrings with them in a readily accessible place (like a belt pouch).

Bowstrings are meant to take strain in the process of propelling the arrow from the stave, but they are not meant to take continuous unrelieved strain. Few good bowman keep their bows strung for long periods in any but emergency situations, as the strain greatly increases the chances of the string snapping at an inappropriate moment. If a bow is kept strung for more than two hours, there is a 5% chance the string will snap at the next use; the chance increases thereafter at a rate of 5%, cumulative, for each additional hour the string is under tension.

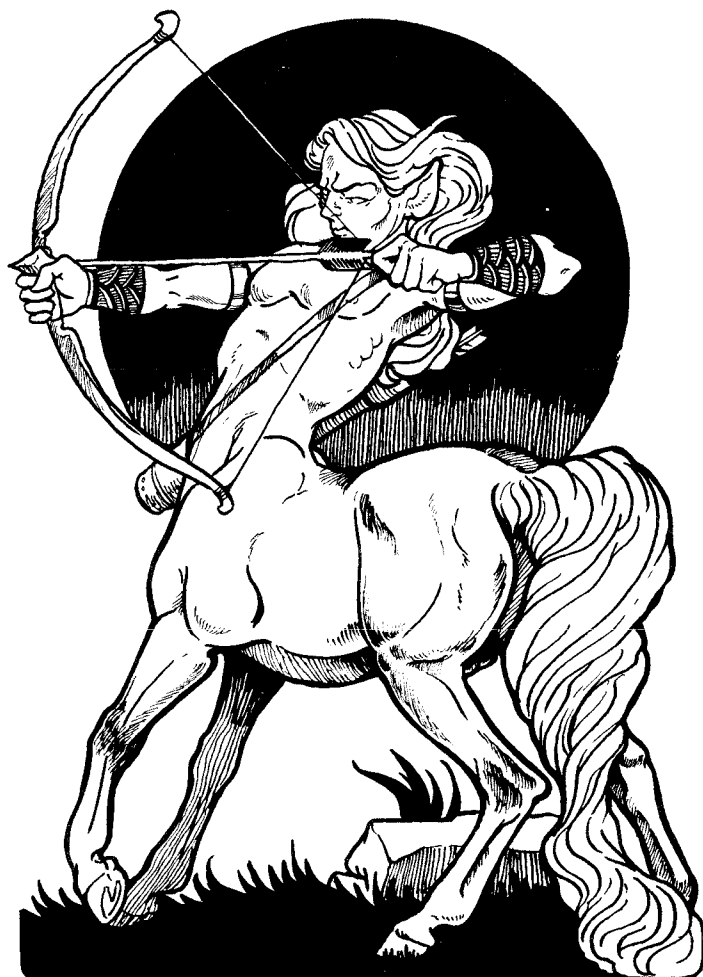
Additionally, strings can simply break from long use. If the string has been on the bow for more than two weeks, there is a 5% chance of snapping, cumulative, for each session of use. For those who enjoy massive amounts of record keeping, the string has a chance of snapping of 2% per hour under strain (i.e., the bow is

strung) plus 1% for each 20 arrows fired from it — check each time the bow is used in a session of firing.

Wet bowstrings are virtually useless, since they tend to stretch and lose power. A wet bowstring draws a penalty of 5 to the **die** roll for firing, and has a 15% chance, cumulative per draw, of becoming completely worthless. If allowed to dry (while off the bow and not under tension), the average bowstring retain its usefulness.

Replacing snapped strings is a relatively simple process if another string is available. It takes 4mr to remove the old string, attach a new one, and string the bow. Under normal circumstances, it requires 1mr (each) for a bowman to uncuse the bow, string it, remove an old string, get a new string, and/or attach a new string. To shorten the process, many bowmen keep a string looped on the belt while engaged in using their bows (it can also be a handy garrotte).

Bowstrings are made of twisted cord or gut, wrapped with thread at the heaviest wear points (the end loops and the nocking section), and frequently lightly waxed. The strings themselves (at about 6-8 SP each) or materials to make them (not very expensive — 5 GP should buy sufficient assorted materials to make 4 dozen strings) can be procured in nearly any population center. Bowstring making is a natural part of the training as an archer. It normally takes about two hours to twist and bind a bowstring; allowances can be made for excellent CDN or long experience, but the probable minimum is 1 hour.



Bowman's Leathers

Most bowmen wear protective gear while firing their bows. These consist of a sheath for the left (gripping) arm and a light glove or tippings for the fingers of the right (pulling or aiming) hand; such equipment is usually made from stiff leather for the sheath, and soft leather for the glove. If a self bow is used without this protection or some equivalent thereof (usually when someone who is not normally a bowman uses one in an awkward combat situation), the following conditions apply:

1. If no protection is worn on the gripping arm — after the first 6 shots a saving roll against STM at a bonus of 6 must be made to be able to continue firing. This saving roll is repeated, and the bonus decreases by 1, for each additional 3 shots made. There are limits to the amount of punishment that the muscles of an arm can withstand before they quit in agony; if the roll is missed, the arm can no longer stand the strain of gripping the bow.
2. If no protection is worn on the fingers of the aiming hand — after the first STM/3 shots, a penalty of 1 is applied to the **die** roll for each shot thereafter. The penalty increases by 1 for each additional STM/3 shots made by the bowman.

In both cases above, a full day of rest and care for the injured area is required before a return to normalcy.

Fumbles

When an archer fumbles, the consequences are seldom as dire as the fumble of a person involved in hand-to-hand or close combat. However, such fumbles can lead to great problems. The chart below may be used for determining the severity of a bowman's fumble.

FUMBLES

Roll	Fumble Description
2	Bowstave breaks; gripping hand is injured, and is unable to hold bow until daily saving roll against STM is made.
3	Bowstave breaks; no injury to bowman.
4	Overdrawn; point of arrow is buried in thumb of gripping hand; a saving roll against 2/3STM is required to be able to hold the bow.
5	Overdrawn; point of arrow is buried in grip; requires saving roll against STR to remove.
6	Overdrawn; bowman has stuck thumb in eye; unable to see to aim properly until saving roll against STM is made; may fire at penalty of 7 to die roll until such time.
7	String breaks; shot fails to get off.
8	String breaks; shot fails to get off.
9	String breaks after shot gets off.
10	Leathers torn off by string.
11	Leathers torn off by string; string breaks.
12	Leathers torn off by string; string breaks; saving roll against REF required to avoid injury to gripping arm or aiming hand.

Target Movement

Whenever a target is moving, that target becomes correspondingly harder to hit. Adjustments to the Base Hit Prob should be made at the time of firing to account for target movement, according to the list below.

SHOT CLASSES

Hit	A	B	C	D	E	F	G	H	Bane
G	0-5	0-3	0-2	0-1	0-1	0	0	0	
F	6-12	4-10	3-9	2-8	2-6	1-5	1-3	1	
S	13-20	11-17	10-15	9-14	7-12	6-10	4-8	2-5	
H	21-26	18-23	16-21	15-19	13-17	11-14	9-12	6-9	
C	27-31	24-28	22-26	20-24	18-21	15-17	13-15	10-12	0-4
M	32-35	29-32	27-29	25-27	22-24	18-19	16-17	13-14	5-8
D	36+	33+	30+	28+	25+	20+	18+	15+	9+

TARGET MOVEMENT ADJUSTMENTS

Description	Adjustment
No movement (stationary target)	0
Straight, at 90° to line of fire	-2
Straight, directly away from archer	-3
Straight, directly toward archer	0
Above normal speed (running)	-1
Moving at up to 45° from any above	-2
Zig-zagging in open	-3
Dodging from cover to cover	-4

All of these adjustments are cumulative. Thus, a target moving away from the archer, setting any course up to either diagonal ($\leq 45^\circ$), and zigzagging as it moves will make adjustments of -3, -2, and -3, or -8 total; if the target is moving rapidly, the adjustment is -9. GMs should remember that all adjustments to the Base Hit Prob are subtracted from the Base Hit Prob, and that all adjustments to the die roll are added to the result of the die roll.

Arrows and Damage

The arrow is the damaging factor in a bow shot; in most cases, the archer's strength does not contribute to the damage the arrow does — it simply allows him to fire

SHAFT DAMAGES

Type	Damage
Bird (+1)	2
Target	2
Light game	3
Heavy game	4
War (-1)	6
Wood quarrel	3
Steel quarrel	5
Steel bolt (-1)	8

an arrow farther. There are many different types of arrows, each for its own of various purposes, and each doing a base damage in proportion to its size and penetrating power; a fair selection of shaft types is given in the chart on the left. Some of these types do affect the Base Hit Prob of an archer using that type of arrow as a normal offensive

shaft — such adjustments to BHP are indicated within parens after the arrow type. This base damage for an arrow is done on a Firm hit; there are a number of intensities of hit, with final damage depending on the quality of the shot the archer made. These intensities, and the corresponding damage multipliers to the arrow's base damage, determine the final damage. The chart on the right gives the grades of intensity in ascending order of damage, and the multiplier to apply to the base damage for

INTENSITIES

Grade	Multiple
Graze (G)	0.5
Firm (F)	1.0
Solid (S)	1.5
Hard (H)	2.5
Critical (C)	5.0
Mortal (M)	8.0
Fatal (D)	DEAD

the shaft type given above. The intensity of hit is determined by the archer's Shot Class, a set of ranges for amounts above the Base Hit Prob (the bare minimum roll required to score a hit) which determine how severe the damage from the hit was. The higher above minimum, the better the hit and the greater the damage given. All characters will start with a fairly low Shot Class, but everyone has a chance to advance their Shot Class

Rating — (01-25)D100 for each experience level attained. Those untrained with bows will automatically fall into SC-A at the beginning, and require two successful advancement rolls to attain SC-B; they advance normally from that point. Those with training, however, may start at (roll D100): 01-75 = SC-B; 76-95 = SC-C; 96-00 SC-D; they advance normally at all times. SC-H is the upper limit; GMs are responsible for any Shot Classes above H. "Bane" is not a Shot Class attainable by people; it is reserved for arrows which have been enchanted to be Banes to certain creatures (see Magical Enhancement, below).

Breakage or Loss of Ammunition

There is a reasonable chance that a given arrow or quarrel will break when it hits some object, even its intended target. There is also a reasonable chance for shafts to be lost, simply not findable. For each arrow fired (assuming that the archer wishes to recover it — if he's quite rich, he may not care), roll D20:

LOST or DAMAGED SHAFTS

Ammunition	Hard Target	Soft Target	Just Lost
Arrows	14-17	16-17	18-20
Bane Arrows	8-18	12-18	19-20
Quarrel, wooden	11-15	14-15	16-20
Quarrel, steel	15	-	16-20
Bolt	13	-	14-20

Of course, if the target should depart with the item of ammunition still in it, the shaft is almost certainly lost. For purposes of the chart above, a humanoid or animal wearing non-metallic armor is considered a soft target; heavily armored people or animals (those which wear metallic armor or scales or carapaces) are hard targets, as well as trees, rocks, houses, etc.

Custom Bowing and Fletching

It's possible to procure (by a number of different methods) specially made bows which have been (or can be) fitted to the particular user. These bows will have been constructed, usually, by experts (at least, those supposed to be experts) in the three fields of bowry:

tapering — a process of shaving and tuning bowstaves, designed to improve accuracy;

backing — a system of binding additional, very springy material to and into the backs of bowstaves, designed to improve range without corresponding increase in STR requirements;

composition — (or building) a method of constructing bowstaves involving lamination of assorted materials, designed to increase the hitting power of the bow, and raise the damage potential.

One can occasionally find a bowyer who is capable of doing all three of these enhancements, and doing them well, but normally a bowyer will be relatively expert in at most two of the fields (a bowyer should have only one of the three fields at a Skill Level greater than his own general Skill Level, and that field should be a maximum 2 levels higher at most). It is also possible to acquire arrows made by master fletchers; such shafts are specially balanced to achieve greater accuracy. There is not much anyone can do to increase accuracy in crossbow ammunition — the metallic items are already machined to a great extent, and the wooden ones break too often for balancing to be economic. Skill Levels required to make a success of various enhancements are given in the chart below.

ENHANCEMENTS and SKILL LEVELS

Skill Level	Tapering (BHP)	Backing (Range)	Building (Damage)	Arrows (HP)
0	-5	-25%	-75%	-2
1	-3	-10%	-50%	-1
2	-2	+0%	-25%	-1
3	-1	+5%	0%	0
4	0	+5%	0%	0
5	0	+10%	+10%	0
6	0	+15%	+10%	+1
7	+1	+20%	+20%	+1
8#	+1	+25%	+20%	+2
9#	+2*	+30%	+30%	+2
10#	+3*	+35%	+40%	+3
11#	+5*	+40%	+50%	+3
12#	+8*	+50%	+65%	+4

Bows of these levels of improvement have essentially been stretched to their limits by the skills of their maker; consequently, they tend to extreme fragility (a 5% chance each month of breakage with the most careful of care, 15% with average care, and higher with either dis- or mis-use; violence done to the staves in any form [such as wrestling matches, falls, etc.] will send the chances for breakage to 50% or higher).

* These bonuses require prime wood (enchanted for +5 or +8); such stave blanks tend to be very costly (the GM should squeeze every copper he can out of players wishing to commission this quality of bow — assuming they can find a bowyer of this quality), as well as difficult to locate. There is a 15% chance a bowyer will require three stave blanks, and 40% he'll require two — one must be careful to get the best if one wishes the best possible product.

The GM should generally arrange to have the bowyer making the bow (such bows as these are not available "off-the-rack") charge all the traffic will bear (and then some! 150-200 times normal prices for a high performance customized bow would not be out of line). Time from order to delivery in manufacture of a good customized bow could stretch to as much as three years ("Yu wouldn't want me to hurry, und spoil de bow, now would yu?"), although normally a year should be more than sufficient for a reasonably good job. Bowyers are not hard to locate — there is usually one in any population center — but the chances of finding one capable of doing the quality of work demanded are not high, and are given below; GMs should check for the

bowyer's overall Skill Level using the chart below, and ascertain his abilities in each of the specialties.

BOWYERS' SKILL LEVELS

0 any untrained man off the street					
001-060	1	501-650	5	951-990	9
061-150	2	651-800	6	991-996	10
151-300	3	801-900	7	997-999	11
301-500	4	901-950	8	000	12

Once a bowyer's overall level has been decided, his various specializations should be determined. Roll

BOWYERS

Roll	Specialties
01-12	Tapering only
13-45	Backing only
46-74	Building only
74-80	Tapering, backing
81-86	Tapering, building
87-98	Backing, building
99-00	Three specialties

D100, and use the chart to the left. If a bowyer has a single specialty, it will be two levels above his overall base Skill Level, while the other two will be two and four levels lower than the overall base level (GMs should determine levels randomly); the bowyer has Fletching at (01-25) a level equal to his overall level, (26-55) one level lower, (56-85) two levels lower, (86-00) not at all. When he has a double specialty, a bowyer will be one level higher in both of the crafts he knows, but the third will be five levels lower; Fletching will be at (01-15) equal to overall level, (16-35) one lower, (36-60) two lower, (61-85) three lower, (86-00) not at all. The rare triple specialty man will have all three specialties at a level equal to his overall level, but will not practice Fletching at any level worth talking about.

In all cases of customized bows, the weight class is the primary determining factor for limiting users; only a person of the proper STR range can use a customized bow efficiently — die roll adjustments even more severe than those outlined above should be given to bowmen underbowing or overbowing. None of the regular bonuses for the customized bow should be allowed by the GM when the bow is in the hands of a stranger; these bows are as truly personalized as a set of fine custom-made armor, and no casual handler will know the bonuses for the bow — it should require long handling or special instruction to understand a bow's capabilities.

Crossbows

Crossbows, a short bowstave mounted upon a stock similar in shape to the modern gunstock (funny thing about that!), are handled in the same general manner as self bows. Exceptions are in training and accuracy at ranges. Even a person untrained in the weapon can pick one up and fire with reasonable accuracy (however, they might have trouble reloading it for another shot. . .); the weapon is very easy to use; untrained people will only have a penalty of 2 to Base Hit Prob (rather than 4). The accuracy exception occurs at most of the ranges (there is a small general increase in shot accuracy at shorter ranges, and a decrease at longer ones): Pointblank, (+)4 bonus to BHP; Close, (+)2 bonus to BHP; Medium, (+)1 bonus to BHP; Long, (-)1 penalty to BHP; Extreme, (-)3 penalty to BHP.

In most other respects, both styles of weapon are handled in essentially the same manner. General ranges

for crossbows have been given with those for self bows. There are only five basic weights of crossbows.

CROSSBOWS

Description of Crossbow	Maximum Range	Reloading Method	Time	Normal Ammo
Target (20lb)	400'	Hand	1mr	Q(wood)
Light (45lb)	700'	Hand	2mr	Q(wood)
Medium (110lb)	1200'	Claw	4mr	Q(steel)
Heavy (200lb)	2000'	Winch	8mr	B(steel)
Extra (300lb)	3000'	Winch	12mr	B(steel)

The claw is a belt mounted hook in which the string of the bow is placed; there is a stirrup at the end of the stock in which the crossbowman's foot is placed — one straightens the leg to cock the medium crossbow. For both the heavier models, a winch is placed on the butt of the bow, with a hook on the string, and wound until the string is cocked (the extra-heavy model has a very thick steel bow, and is very difficult to cock). Should wooden quarrels or bolts be fired from either of the heavy models, the likelihood (65%) is that the missiles will virtually explode on leaving the stock; when steel quarrels (rather than bolts) are used in the heaviest model, there is a 15% chance for each one fired that it will catch on the bow and bend itself into uselessness.

Magical Enhancements

Arcane enhancement of self bows and crossbows, and their various forms of ammunition is a not uncommon resort. Self bows and crossbows are usually treated with ACCURACY spells (a DAMAGE INTENSIFIER spell cast on or embedded in a bow would only be of use if one intended to use the weapon as a club and try to beat something to death with it), and occasionally with spells affecting the requisites of the user — STR, CDN, etc. Ammunition may be treated with either ACCURACY or DAMAGE INTENSIFIER spells, but few will bother with those altering users' requisites (what good does it do you to double your target's STR or increase his CDN?). Occasionally (and we do mean occasionally), a BANE arrow is produced by a powerful Artificer — these arrows will affect only a certain class of creature, but usually have a hefty chance of immediate death on a hit built into the enchantment, along with quintupling or octupling of damage (all hits would automatically be Critical or Mortal, see the Shot Class chart for these chances); Bane arrows would normally have additional chances to hit as well, in the form of ACCURACY spells.

Other Ranged Weapons

The remainder of the fired weapons and the other classes of ranged weapons, cast and thrown, deserve of some treatment.

The sling (fired) would be handled in much the same manner as a 110lb longbow for accuracy and ranges. The ammunition for a sling is either smooth stones (6 points of damage) or lead pellets (5 points of damage); such ammunition is nearly impossible to recover — stones of the proper weight and shape can usually, however, be found in nearly any stream. The sling is not an easy weapon to learn, and those who have not been trained in its use are at a great disadvantage; among other things, their chance to fumble is 1-5 on the attack roll. Most (65%) of these fumbles involve cracking themselves "upside the skull" with the loaded ammo pocket of the

sling (2D4 damage, saving roll allowed against 2/3 STM to avoid unconsciousness), the remainder causing neighbors and (former) friends to duck rapidly, usually with muttered curses and threats to life and limb. Untrained people are also restricted to Shot Class A for the first three levels of use, and begin with a penalty to Hit Prob of 8 (rather than the usual 5). Slings may be fired with no windup ('flat'), when hurried or in close quarters, but will have a range penalty of 50%, and a penalty to Hit Prob of two size classes (go toward the smaller sizes and use their multipliers instead); a windup on a sling requires about 4' of free space beside the person winding up. Slings are capable of being enchanted with the same spells as bows and crossbows.

The blowgun (fired) has very limited range, pointblank 5', close up to 15', medium 25', long 35', and usually less than 50' for extreme. The ammunition is a small bushy feathered dart (1 point of damage), normally used as a carrier of some form of poison (delivered if the target takes any bodily damage from the dart) — there is no "Fatal" result from a blowgun dart other than from poison. Little training is required to use a blowgun, but the untrained person fumbles on 1-4; fumbles are usually (85%) inhaling while the mouthpiece of the pipe is at one's lips — this can cause some serious problems, particularly if the dart just swallowed was poisoned.

Spears and javelins (cast) are limited in range by the strength of their caster (extreme range is 10.0' and 12.5' per point of caster's strength, respectively), and take their ranges from the 20lb horse bow; they do, respectively, 12 and 8 points of damage. An atl-atl (spearthrower) will add 50% to all ranges, but this device requires choice as a weapons training (untrained people using such spear throwing devices are usually quite comic in their misadventures, but very dangerous to their spectators) — penalties for no training include fumbles of 1-7, 35% of range, and 3 size classes to Hit Prob. These weapons are usually easily recovered (unless the target leaves with it), and can be readily loaded with the same sort of spells as the actual bows and crossbows as well as their ammunition.

Lariats, nets, whips and bolos have already been covered elsewhere in the Thieves' Guild series, and are sufficiently specialized that they do not need to be rehashed. They may be enchanted with ACCURACY spells of varying potency. Training is virtually required for these flexible weapons, as the fumble throw is 1-7 for untrained people. Fumbles for lariets and nets normally (90%) involve securely entangling one's self in the ropes; for whips and bolos, however, the entanglement chance is only 60% — the next 35% can be fatal to the user of the weapon (it is not hard to snap one's own neck with an incorrectly thrown whip, and the free-swinging weights at the end of the bolo's cords can all too easily smash in a skull).

Thrown weapons (rocks, knives, hammers and axes) have a range limitation of 7.5' per point of thrower's strength for extreme range for the lighter versions, and 5.0' for the heavier. These take their general ranges from the 10lb short bow; they do damage equal to the average of their close weapon dice when thrown. Anyone can throw rocks without penalty, but other types of thrown weapon require training (training also helps rock-tossers). Lack of training with other than rocks penalizes range by 15%, and HP by 1 size class.

Bandit Scenarios and Highwaymen Adventures

For the first time in several issues, we present a new sampling of highwayman encounters. In addition, the following chart gives a complete listing of all encounters described so far in the series, and percentage chances for occurrence of each encounter. Each of the various encounters is also identified as to the volume in which it appears:

The Highwaymen Volumes of Thieves' Guild:

TG1 - Thieves' Guild (the original);
 TG2 - Thieves' Guild 2;
 TGX1 - Thieves' Guild Special #1, "Prince of Thieves";
 TG8 - Thieves' Guild 8, the current volume;
 and are listed in the order in which they appear in the assorted volumes.

Encounter Chances by Category

Category A Farmers		Category B Merchants		Category C Travellers	
Going to Market (TGX1)	01-50	The Textile Merchant (TG1)	01-05	The Escaped Prisoners (TG1)	01-06
Coming from Market (TGX1)	51-00	The Master Tanner (TG1)	06-11	The Travelling Players (TG1)	07-10
Category D Warriors		The Silversmith (TG1)	12-15	The Pilgrims (TG1)	11-16
		The Spice Merchant (TG1)	16-18	The Beggars (TG1)	17-24
The Company of Fanagar the Reckless (TG1)	01-10	The Fur Trappers (TG1)	19-23	The Royal Herald (TG1)	25-29
		Drogann, Weaponsmaker (TG1)	24-26	The Mountain Man (TG1)	30-32
The Company of Kulloden the Cautious (TG1)	11-20	The Coppersmith (TG1)	27-34	The Animal Trainer (TG1)	33-38
		The Jewel Speculator (TG1)	35-39	The Lady in Transit (TG1)	39-43
Grulak's Band (TG1)	21-30	The Slavers (TG2)	40-43	The Fortune Teller (TG2)	44-47
Militia on Manuevers (TG1)	31-45	The Rug Merchant (TG2)	44-48	The Healer (TG2)	48-52
The Knight Errant (TG2)	46-50	The Cooper (TG2)	49-53	The Competition (TG2)	53-58
The Berserkers (TG2)	51-60	The Wine Seller (TG2)	54-58	The Plague Wagon (TG2)	59-60
The Centaur Scouts (TGX1)	61-65	The Courier & Guards (TGX1)	59-66	The Gypsy Caravan (TGX1)	61-67
The Mercenary Company of Galidonos Goldenhoof (TGX1)	66-70	The Convoy of Joy (TGX1)	67-72	The Road Engineers (TGX1)	68-69
		The Bullion Shipment (TGX1)	73-75	The Stagecoach (TGX1)	70-79
The Posse (TGX1)	71-90	The Travelling Tailor (TG8)	76-80	The Transported Debtors (TG8)	80-85
The Sad Procession (TG8)	91-95	The Medicine Wagon (TG8)	81-88	The Wedding Party (TG8)	86-90
		Hobart the Peddler (TG8)	89-98	The Honey Wagon (TG8)	91-98
A Big Group (TG8)	96-00	The Reliquarian (TG8)	99-00	I, Spy (TG8)	99-00

Merchants

Party B-16

THE TRAVELLING TAILOR

What the Players See:

A small board-sided cart with a canvas roof ambles down the road behind a slow-moving ox. Seated on the driver's bench is a little man, who is industriously plying a needle and a length of thread to the pile of cloth on his lap. He appears not to pay attention to his surroundings, and when the ox stops at the roadside to munch some particularly tasty-looking clumps of grass, it is many minutes before he notices the stoppage and clucks him on.

GM's Description:

Donegin Tightseam (#101) is a fine tailor who has a desire to see much of the world before he dies. He

travels in the small cart with Nasturtium, his ox, and will stop in the various towns and villages through which he passes to sew a custom garment or two to earn his living. His prices are moderate, and the work he does is superb, although, on occasion, the cloth used is not of the finest quality (35% chance for half normal wear due to poor quality cloth).

The little tailor is not without courage, and he will stand up to anyone, armed only with his belt dagger. He has an inflated opinion of his own abilities as a combatant, and so far has been successful in all his fighting encounters — not ability, but luck. 'Tis said the gods favor fools and children, and Donegin is most certainly one of the favored fools; he is most likely to fumble his own attacks (penalty of 8 to the tailor's combat die roll on any attack), but his opponents seem unable to touch him (penalty of 14 to the die rolls of any who attack the little man) and, indeed, become the victims of some of the most bizarre accidents (tripping

on roots as they charge, slipping on the only cow pie in a 200 yard radius, hitting an overhanging branch as they swing, bowstrings snapping, etc.). Unfortunately, Donegin has ascribed these accidents to poor tactics on the part of his opponents (none of them are as good as he is, of course), and has counted the confused retreats of the bewildered attackers as "having driven off the bounders"; he will not attack without provocation, however, considering himself an honorable man.

Donegin will behave in friendly fashion to the party if they approach him in an open manner. He will join them for the night if they invite him, and will offer to repair whatever minor rips, tears and wear holes the party's costumes exhibit to pay for his dinner. He will also provide milk and part of a wheel of home-made cheese. The little man is a fount of knowledge concerning the gossip of the locale (the last town he stopped in), and will regale the party with a seemingly endless stream of trivia. There is a 35% chance that he will divulge 1D3g items of some worth or interest for each hour of gabble the players endure.

The tailor will move on the following morning unless he has been hired to produce clothing for one or more of the group; it usually takes him one day to complete an outfit (he is very quick with a needle). There are sufficient bolts of assorted materials in his cart to make 13 sets of clothing, and at the moment all cloth in his possession is of good quality.

Possessions and Cargo:

As mentioned above, the cart contains a quantity of bolt cloth; there are also three small chests containing needles, shears, thimbles, spools of thread, and multitudinous other items of needleworking paraphernalia. Hanging from one of the roof supports are six gowns for women and four suits for men, all needing minor alterations to fit most normal sized people (giants and dwarves need not apply).

Ransom Chances:

Donegin is all alone in the world (give him a chance and he'll tell you all about being an orphan), and there is no one to ransom him.

Party B-17

THE MEDICINE WAGON

What the Players See:

Two sorry looking excuses for horses drag a closed caravan along the road; the reins are tied to the side of the wain near the driver's seat, and the animals proceed at their own pace (very slowly). The sides of the wagon were brightly painted (now the paint is faded), and advertise the presence of

DOCTOR WILBERT OF BUNDERREFONS
Fizzician Extrarodinaire
Ailments Cured, Teeth Pulled, Horses Doctored
Inventor and compounder
of
THE WONDROUS ELIXIR OF GLOWING HEALTH
Sovereign Remedy for All the Ills of Man

From inside the wagon comes the sound of clinking, banging, clanging and sloshing as the rig meanders down the thoroughfare. Occasionally a sulphurous oath rings out from the dark and nearly invisible interior.

GM's Description:

Although he is a quack when it comes to treating most ailments, Wilbert (#102) is a decent dentist; he can pull a tooth with little damage to the surrounding mouth. Tall but round like a ball, the travelling medicine man has a ruff of curly white hair snaking its way around his skull just above his ears — the top of his head is entirely hairless, but the remainder extends some eight inches out wherever it grows. Loud, and generally cheerful, Wilbert peddles his noxious home remedy (the elixir mentioned on the wagon's side) in all the towns in which he stops; he draws a lot of customers, and even many repeat customers (anything that tastes that bad has to be good for you... somehow) — and, to be honest, the slop he sells is an excellent laxative (which frequently will help alleviate many of the ills to which mankind is subject).

The good 'doctor' will react to stoppage in a fairly bombastic manner (reminiscent of the traveling medicine man in "The Wizard of Oz"), and will offer to sell some of his remedy to the group at reduced prices. If the party becomes threatening, he will turn craven, and beg to be left unharmed, offering the location of a "fabulous treasure" as an incentive to release him — he sounds quite convincing in his description of the place, and the reason he has not gone after it himself (a 'horrible' monster which he is not strong enough to conquer), and there is a good chance the party will believe him if he is properly played. Since the treasure's location is some five hundred miles in any direction of which he can think, it is unlikely that a gullible party of players, once departed from the area, will ever meet up with him again.

Possessions and Cargo:

Some worn and oft repaired clothing, a few personal effects, and a 30 gallon cauldron and 400 one-pint leather bottles are the items to be found on a cursory search of the interior of the wain (most searches of the wagon are likely to be very cursory, since the stench from the brewing of the elixir is usually enough to gag a maggot). The cauldron is about half full of a thick, dark brown substance with an evil appearance, and some 150 of the bottles have been filled and corked; a ladle with a deep bowl hangs from the side of the cauldron, dripping onto the floor.

Wilbert's one good magic possession is hidden in the cabinets built in under the shelf that serves as seat and bed within the wain. It is a block of polished white stone, 10" x 10" x 6", with a circle incised into the top and marked in a brilliant red. When metal is placed upon the circle, the stone begins to heat it, and functions quite well as a stove; it can be used for heating as well since a small pot or pan placed on it without contents will shortly begin to glow red with energy — the block does not, however, bring metal (except lead) to its melting point.

Ransom Chances:

None

Party B-18

HOBART THE PEDDLAR

What the Players See:

A dusty man mounted on a fine palomino stallion leads a string of four well laden pack horses along the side of the road. He looks constantly about him, and seems very tense (25% chance of sensing ambush), sitting his horse as if he intended to spur him to a high gallop at any second.

GM's Description:

Hobart (#103) travels this particular stretch of road frequently on his regular rounds of trading; he hits it about four times a year, and is always wary — since he has been robbed on it six times in the last five years. The trader is a medium height half-elf of spare build, with reddish hair and black eyes; he will not attempt to fight if stopped, but will drop the lead line for his packtrain, and spur the palomino on up the road. The horse is a superb runner (see the statistics for the animal in the section on Possessions and Cargo), and should be able to outdistance any pursuit except a well aimed arrow. If blocked from the front, Hobart will attempt to jump the stallion over the people (etc.) blocking his way — the horse has a good chance to clear most obstacles less than 7' in height (SR against 2/3AGL). If the jump is unsuccessful, the horse will fall (most likely on Hobart); a SR against 2/3STM will save the beast from serious injury.

Hobart will trade, information as well as goods, if the players approach him in a friendly manner (granted an unlikely attitude for thieves). The peddler also has three maps (in a pouch on his person, not on the pack animals) which he hopes to sell to a wealthy collector of oddments in a city at one end of his route; the maps all purport to lead to great treasure, but of the three, only the smallest and most crudely drawn is a true treasure map. Hobart feels the sale price of the maps will cover any losses he might sustain in abandoning his goods, since he believes (erroneously) that the man he is going to see will pay 4,500 GP for the three maps; unfortunately, the collector (Benzoamon Rackley, of the Museum of Oddities near Thieves' Market in Haven) will only pay 250 GP each for them.

Possessions and Cargo:

The packs contain many of the amenities that contribute to a comfortable life in those areas away from the major population centers — needles, pots and pans, scented wax blocks, ribbons, small pieces of costume jewelry, etc. The total value of the load (if completely sold out) is in the neighborhood of 3,000 GP, but the players will almost have to continue Hobart's route to make the maximum profit. Few of those with whom the trader normally deals will have cash money with which to purchase items; the standard transaction is bartering — "Ah'll give yuh dis niz beaver pelt fer dem needles 'n da thimble 'n da mirror, 'n Ah gotta good pair'a dekarated moccasins ta trade fer a block er two o' dat dere purty smellin' wax." — or equivalent bargains. One of the storekeepers in a nearby town could pay up to 1,000 GP for the entire load (starting much lower, of course), but might summon the local constables if he recognized Hobart's gear (15% chance) or felt he could get a better deal on confiscated goods.

The palomino stallion is of Excellent quality, SPD:31, STR:22, AGL:24, STM:26, INT:15, TMP:18, and has been trained by a highly qualified trainer. His value could be as high as 2,000 GP if sold in the proper market. The four pack horses are of decent quality, but are nothing special.

Ransom Chances:

Hobart — Ransom level 4; chance of response 35%; local.

Party B-19

THE RELIQUARIAN

What the Players See:

Along the road comes a closed carriage (similar in configuration to one of the old Wells-Fargo stages) drawn by a four horse team. The driver, a small but burly man, sits on the high seat, keeping the team at a reasonably comfortable clip (the carriage is hardly lurching at all) with occasional flicks of the reins (he does not seem to have a whip). A few large chests are strapped to the roof of the coach behind the driver.

Inside the coach can be seen a finely dressed man. He is partially surrounded by small and medium sized boxes with which he is fussing. (As the coach nears the thieves' position,) he leans from the window opening nearest him and calls something to the driver, who promptly begins to brake the coach and four to a halt.

GM's Description:

Kensol Harithwaite (#104 — the man inside the coach) is a seller of bogus relics. Most of his stock is contained in the boxes in the interior of the coach — fingerbones of saints, pieces of "the very wheel on which T'sori the Compassionate was broken", the shroud of Aris Gurcol, etc. He travels about in his coach, bilking fatuous collectors with such other items as a phial of vampire's blood, shards of the Turquoise Throne of Tavaltaimitensicor (say that one three time fast!), and other "holy relics". Kensol, tall, slender, and very suave, is a fast and smooth talker, and is capable of selling shoes to snakes and salt to a man dying of thirst in the desert; a saving roll against DSC is required to avoid falling under the spell of his verbiage if he is allowed to get started talking (think of Professor Harold Hill, as played by Preston Foster in "The Music Man", and you'll get the picture); success on the SR simply means the character realizes that Kensol might be exaggerating just a little, not necessarily lying.

The driver is Boggi m'Alharkhi (#105), who has served as Kensol's confidant, servant and driver for nearly a decade. He is a man of small stature but incredible strength, and for some reason is devoted to the sophisticated pitchman he serves — certainly, the amount of pay he receives from Kensol provides no incentive for the feeling he has for his boss. Boggi will, if circumstances require, sacrifice his life for Kensol, with no second thought.

The coach is stopping because Kensol has felt the "call of nature"; if the thieves delay their ambush a second, they may see the lanky salesman amble into the brush at the edge of the road. When he returns, Boggi will whistle the team onward (if they've not yet been jumped by the ambushers).

If the coach is stopped and captured, Kensol will attempt to talk his way out of the fix in whatever way

comes to mind (and he has a facile imagination — remember the SR against DSC if he gets rolling in a spiel). One likely ploy involves a treasure map he has been keeping for just such a possibility. Kensol knows it isn't any good — he drew it himself; however, he happens to have duplicated (by sheer coincidence) the layout of an ancient temple, which has not been yet looted (GMs, have fun — you get to construct this one), and pinpointed its location.

Possessions and Cargo:

Kensol's business in the pair's last port of call was quite successful, and there is quite a sum hidden in the false floor of the coach, nearly 12,000 GP. Under the coach seats can be found a goodly supply of some of the various relics mentioned above, and one of the chests bound to the top of the coach contains some forty pieces of whales' rib, which Kensol is peddling to his marks as "dragon's rib", commonly believed to be a cure for many ills when ground and imbibed (one could say that the ribs are a whale of a rip-off). The other chests (there are five, all told) on top of the coach contain high quality clothing, and personal items for both men, but nothing else of major interest.

The small boxes inside the coach are a form of flashy packaging. Each is made of good wood, well fitted, and is lined with velvet. Kensol will frequently have a new supply made by a cabinet-maker in a town where he is vacationing or "just visiting".

Ransom Chances:

Kensol — Ransom level 5; chance of response 10%; long distance.

Boggi — Ransom level N; only Kensol cares for the little man, and he loves money more.

Travellers

Party C-16

THE TRANSPORTED DEBTORS

What the Players See:

A party of ragged and worn people, staggering under large packs, straggle down the road; there are fifty-odd of the poor wretches. They are being driven and guarded by about half-a-dozen lightly armored men with swords and whips, two of whom are mounted (one on a large bay gelding, the other on a small blue roan mare). Occasionally the crack of a whip and a shrill cry of pain will be heard.

GM's Description:

A party of debtors is being driven to market to be sold as indentureds; they were the dregs of the last indenture auction in the locale they came from, and the authorities hope they can be sold in another area. The group is about 70% male and there are none under the age of 18. While it is unlikely that such action may happen, if the players should 'free' the debtors, it is quite likely that some of them will resent the imposition of caring for themselves placed upon them by the rescue. Some of the younger and stronger men might (35% chance) be intrigued by the prospect of outlawry, and one or two of the women (not necessarily the younger or good looking ones) may appreciate the 'romance' of the highwaymen's life. About all any of the

debtors will truly appreciate from the rescue is the chance to rid themselves of the packs they are carrying; it is very unlikely they can be easily induced to pick up the loads again — it should require that the bandits assume the roles of the guards to compel their obedience.

The guards are a group of gaolers from the prison in the locality where the debtors originated. Five of the men (the chief gaoler, mounted — #106, the other mounted man — #107, and the three older guards — #108, #109, #110) feel little compunction about deserting rapidly in the face of any danger, but will stay to fight if the odds are not overly high (if they approach or exceed 2 to 1 against the guards, sayonara!); while they value their jobs, they value their lives more. The sixth (#111 — on foot) is a young idealist who feels that even such scum as these debtors be deserve a small amount of protection; he will stand up to any attack until wounded; at this point, his ideals will evaporate, and he will depart as quickly as the others (if he is able). One of the two mounted guards (the chief gaoler, who rides the roan mare) has the indenturing papers for the various debtors in his saddlebags.

If left to themselves, the debtors will most probably clump together for protection until they reach the next town, and then scatter to the four winds. There are three of the men (#112, #113 & #114) who are smart enough to realize that their indenturing papers will brand them forever as escapees unless they are destroyed. If the players have captured or killed the guards, the three will attempt to obtain the indenturing papers from the chief gaoler's saddlebags, or wheedle them out of the players if possible; they will try not to be too obvious since they do not wish to call attention to the papers. If they can succeed in getting the papers, they will destroy their own, but will manage to retain as many of the others as they can, with the idea of selling their comrades in destitution (select from #115 to #120) to the authorities in the next large town.

If the players realize the value of the indenturing papers, they may assume the identities of the guards (none of whom are known in their destination), and sell the debtors at auction there. Even should the debtors tell a story of an attack by bandits, as long as the bandits maintain an air of equanimity and insouciance, they should be able to carry off the impersonation without a hitch — who'd believe the story of a debtor being sold to satisfy his debts, anyway?

Possessions and Cargo:

There is little of value in the possessions of the debtors other than the group themselves. The packs contain food supplies and minor camping equipment, and comfortable gear for the guards (they plan to hire a wagon for their return journey). There are two blankets for each of the debtors, and sufficient food to reach the next large town.

The guards have been provided with a small sum of cash money (about 200 GP) with which to make arrangements for the auction of the indentureds in the target town. They expect to make contact with those who run the local gaol when they arrive. The indenture papers in the saddlebags of the chief gaoler, however, are the real treasure, and there are papers for all fifty

of the debtors in the group. The party consists of 35 males (x3) and 15 females (x5); age for an individual indenturer is given in the chart below.

INDENTURER AGES

Die Roll	Age Group [Randomize]	Factor
01-10	14 to 19 [13 + 1D6]	8
11-35	20 to 25 [19 + 1D6]	10
36-75	26 to 35 [25 + 1D10]	6
76-90	36 to 45 [35 + 1D10]	4
91-97	46 to 56 [45 + 1D12]	1
98-00	57 plus [56 + 1D20]	1/2

Terms of indenture for each person may be determined using the chart to the right. It is realized that some incongruities may result, such as a 70 year old man with a 17- or 25-year indenture span; however, such things did actually occur — the person's indenture was not sold for very much, but...

The general base value in GP for an indenturer's contract is derived from the following formula:

$$\frac{(\text{Length}^2 \times \text{Sex} \times \text{Age Factor})}{10}$$

All of the factors involved in the formula can be gotten from the information above.

TERM OF INDENTURE

Roll	Term
01-05	2 years
06-20	4 years
21-55	7 years
56-80	10 years
81-91	13 years
92-97	17 years
98-00	25 years

Ransom Chances:

Chief Gaoler — Ransom level 4; chance of response 40%; local.

Other Guards — Ransom level 5; chance of response 25%; local.

Idealistic Guard — Ransom level 4; chance of response 50%; local.

Debtors — you must be kidding; they were tossed into prison because nobody valued them enough to pay their debts off for them.

Party C-17

THE DWARVISH WEDDING PARTY

What the Players See:

A strange conveyance rumbles along the rutted roadway, a brightly painted enclosed wagon drawn by a pair of donkeys. The driver's seat is occupied by an older and imposing dwarf, and half-a dozen others are trotting by the sides of the wagon. The sideboys can be seen to be carrying the standard dwarven war axe, and small round shields despite the weather, they are all clad in chain shirts. Frequent maledictions, directed at the pair of mules, ring out from both driver and sideboys.

GM's Description:

This party of seven dwarves is escorting their kinswoman, Zinara asha Kella (#121) to Haven, the big city in the area, to be married to a very successful dwarven businessman there, Bebli arn Hugin.

The bride-to-be is concealed within the wagon (wishing they'd let her get out and walk for a while —



the heat inside the conveyance is nearly melting her). Zinara is actually quite pretty (especially for a dwarf); she is wearing a very fancy outfit — for presentation to her husband-to-be — and her long reddish-blond hair is done in two floor-sweeping braids. She sits on embroidered cushions among the chests and cases containing her dowry and trousseau.

The driver (leader of the group, Kurgi arn Bokho — #122) is the girl's oldest living uncle, and the remainder of the escort is formed by assorted cousins, mostly Kurgi's nephews, Burin and Gurin arn Boddo, Gari, Bili, and Hari arn Tujin, and Kelin arn Gothi (#123 through #128, respectively). The dwarves are doughty fighters, and will defend their kinswoman to the last man (dwarf?). Part of their defensive ardor is based on the value of Zinara's dowry and trousseau, inside the wagon with the girl; dwarves have a fine sense of value, and a reasonable sense of proportion — frequently, however, younger dwarves consider gold and goods of greater worth than their lives, particularly if they're in danger of losing one or the other).

Possessions and Cargo:

Zinara's dowry consists of a small coffer of gold coins and small gems, worth all told 10,000 GP. Her wedding dress (although it will only fit a well-proportioned dwarven girl) is of white silk, embroidered with small pearls and diamonds, and is worth some 2,500 GP (she comes from a very wealthy family). Other items include a set of tableware (china and flatware) decorated in gold and turquoise inlay (worth 2,000 GP), and four feather comforters, elaborately embroidered and stitched (valued at 250 GP each). There are many other items of value, too numerous to detail.

The armor worn by the dwarves is of especially good quality (handed down as heirlooms in Kurgi's family for some hundreds of years; the chain shirts are +3 to defense (either HP or absorption), and the accompanying shields are +1 each. The axes were well sharpened (+1 to HP, or +2 to damage, depending on combat system used), but are of that peculiar balance which only dwarves can comprehend and use. If attacked, the dwarves will endeavor to protect the wagon as long as feasible; Zinara will be kept inside if missiles are flying, but will be escorted away (as far and as rapidly as possible) if only close weapons are in use.

The best items of treasure are the dwarves themselves. Bebli arn Hugin in Haven will pay well for the safe delivery of his bride. The family of Kurgi will ransom the seven escorts (those that survive), if they can be contacted.

Ransom Chances:

Bride — Ransom level 2; chance of response 100% (from future husband), 85% from family (dwarven women are scarce and valuable); local.

Leader (Kurgi) — Ransom level 3; chance of response 50%; local.

Older dwarves (Burin, Gari, Kelin) — Ransom level 4; chance of response 40%; local.

Younger dwarves (Gurin, Bili, Hari) — Ransom level 5; chance of response 40%; local.

Party C-18

THE HONEY WAGON

(GM's Note: It might be proper to give the party a touch of warning on this one, provided the wind is blowing from

the proper direction. The group may notice a slight stench — just barely enough to knock over any elephant in good health — coming from the vicinity of the wagon.)

What the Players See:

Two tired appearing mules drag a filth-encrusted wagon down the road. The driver, a redfaced man with a huge, mottled red nose, holds the reins listlessly, and lets the mules proceed at their own pace. The wagon is laden with a large number of barrels, which appear to be quite heavily loaded (they do not rock or jump as the wagon wheels hit the ruts in the road). Occasional deep, rasping snores may be heard from the driver's seat.

(Assuming the bandits allow the odiferous procession to pass on its way, nothing more will happen than a bad smell, but if the players come out to surround the man and his wagon...) The driver seems to pay little attention to his surroundings, being asleep. When the bandits stop the rig (they must be no more than a few feet away from the dray), the driver, startled from his somnolence, will stand up on the wagon; there is a good chance that the mules will shy at this action — if so, the back axle of the poorly kept-up vehicle shatters, as the wagon hits a rut. The wagon's tail falls to the ground, the barrels tumble and overturn, and a wave of nauseating, clinging (when it strikes), and offensively odiferous semi-liquid goo rolls over the roadway and whichever of the group are unfortunate enough to be at the rear (it is likely the players may find reason to relocate their ambush site and base of operations after this incident). The driver will leap from the seat of the now defunct wagon, and stand in the roadway, screaming imprecations and maledictions on the players for destroying his sole means of supporting his family.

GM's Description:

"Honey wagons" were used to collect the nightly refuse of local populations; this important end product was used to fertilize fields in the vicinity. Some wagons were not as well repaired as they could (or should) have been — it's hard to get close enough to something that smells that bad to fix it. It might be considerate of the GM to allow his players a saving roll against REF to get out of the way of the splashing muck, should one or more have had the misfortune to be near the tail.

The conduct of this scenario depends, of course, on the players. It is not unlikely that the driver (#129) will be slain out of hand, but should the group (having momentarily taken leave of their collective sanity) decide to act in a humane manner, and offer to replace the man's wagon (the old one is thoroughly defunct), he will claim that it will cost him 500 GP to get another as good. This is palpably exaggerated — new wagons of the type he was driving seldom cost more than 250 GP, and a good used one can be bought frequently for as little as 100 GP. It would be hard to blame the thieves for whatever violent actions they take, given the general offensiveness of the driver and his cargo.

Possessions and Cargo:

Unless someone particularly desires a souvenir of a nauseating episode, there is nothing of value on the driver (or his corpse) or the wagon.

Ransom Chances:

Are you kidding?

Party C-19

I, SPY

What the Players See:

A thunder of hooves is heard approaching down the road, and shortly a man on a black mount comes into sight. He rides fast, occasionally tossing glances back over his shoulder as if he fears pursuit of some sort.

GM's Description:

Cahrre Lejon (#130) has been on a mission for his masters in Mandalai, his home city, and is returning to them to report success. Hidden in his saddlebags are plans and charts of Beinswoddy Castle, a strong point that has prevented conquest of a particular area by the forces of the Duchess for nearly a decade; with these plans, however, successful siege can be laid to the fortress, and the obstacle to conquest reduced. It has required nearly six months for Lejon to get the information all together, and he feels he was compromised during that period — some one is likely to be on his trail (not really, but spies tend to be naturally suspicious).

Lejon will stop for no man, attempting to ride down or leap over any who get in his way. The horse is a Superb gelding, stolen from the stables of Beinswoddy as Lejon left (for this they might chase him — but nobody has noticed the horse is missing yet), and actions for him may be handled as in Encounter B-18.

Possessions and Cargo:

Lejon is carrying little except the plans of the castle. These would be of fair value to either of the two groups involved, although the forces of Mandalai will probably pay more for them than Beinswoddy's Baron (Duncan is likely to arrange a payoff-ambush to wipe out whoever saw the plans, a simple matter of pragmatic protection).

The horse is medium, SPD:32, STR:17, AGL:28, STM:22, INT:12, TMP:16. He has been trained for riding and racing (unfortunately, his speed capabilities were discovered after he was gelded), and likes to run. Value for the animal is about 1,500 GP.

Ransom Chances:

Cahrre Lejon — Ransom level 3 (his masters figure he might be able to recollect some of the weak points of Beinswoddy, and Baron Duncan would pay well to insure his silence — permanently); chance of response 100% (from one or the other); local.

Warriors

Party D-10

THE SAD PROCESSION

What the Players See:

Five horses plod down the roadway. Only two riders, a younger man in partial armor and an older, greying man in commoner's clothes, occupy saddles, but the third horse has a recumbent form slung across its saddle. A fourth horse has pack gear slung upon it and the fifth, a magnificent blood bay stallion, carries only a high cantled saddle, draped in a coat of arms.

GM's Description:

The body slung over the horse was Sir Roald fitzHarold, a knight of the Mallory demesnes. He and his squire, Tolin Mallory (#131 — a grandson of Baron Janulo Mallory), attended a tourney being held by another baron; unfortunately, Sir Roald was accidentally killed in the joust. Tolin is escorting his dead master's body and warhorse home to the Mallory lands; he has hired an older man, Bridos of Novalin (#132), as helper and servant for the duration of the trip.

Tolin is very depressed at the moment; he is still trying to formulate an explanation of the accident (Sir Roald's shield shattered, and his opponent's lance point took him square in the chest, a very unlikely occurrence) which will satisfy his grandfather and the dead knight's family. He is paying little attention to his surroundings, and is riding unarmored, and almost unarmed (a sword slung from his saddle horn and a dagger on his belt); the boy almost wishes he might get killed in a bandit attack, so he won't have to tell the sad story — consequently, if attacked, he will fight fiercely, and resist surrender.

The older man, Bridos, is simply a servant. He is neither brave nor trained to weapons, and will be totally useless in any confrontation. If captured, he will whine and wail and beg piteously for his life.

Possessions and Cargo:

Assorted armor and weapons are strapped onto the pack horse. The set of plate formerly belonging to Sir Roald needs a touch of repair (there is a hole about the size of a lance tip right in the middle of the breastplate), and is built for a man of slightly larger than normal build (it would have to be re-fitted to handle a new wearer comfortably); it is not enchanted, but was of very good quality and has a non-magical bonus to protection of +1 (either HP or absorption).

Roald's heavy warhorse, Kusan, is a true treasure. Of Good quality and excellent build (SPD:20, STR:27, AGL:19, STM:23, INT:15, TMP:7), the stallion is highly trained in war tactics, and has served Roald quite well for nearly three years in tourney and battle. The horse is valued at 8,000 GP; however, it will require a bit of training to get him to accept a new master — he is truly vicious, and will attack others with little warning.

Ransom Chances:

Roald's body — Ransom level 3; chance of response 50%; local.

Tolin — Ransom level 4; chance of response 35%; local.

Party D-11

A BIG GROUP

What the Players See:

(GM's Note: It might take as much as 15 to 20 minutes for this group to pull near the thieves' ambush site; they are actually nearly two miles down the road when first spotted, but appear closer because of size.)

Down the road away, a party is plodding along. They seem near, but are apparently taking their sweet time to travel, since they do not close the gap with any rapidity.

When the group finally arrives, it can be seen that they are of immense size, one of them almost 13' in height, the others ranging from 10' to 12'. The four

appear to be unarmored, but are carrying weapons slung at hips or across backs. One of the group is dragging a cart after him; it resembles a child's wagon in comparison.

GM's Description:

Four Krindorians, who have been serving in a mercenary company in Haven, are heading home for a visit. They are traveling relatively slowly for their race, since this is in the nature of a vacation (one of the reasons they are unarmored, another being that few in their right mind attack Krindorians). The four are Bennikixderedsoverdatreez (#133), Herkoribsovboat-legsaneedzem (#134 — who is a bit nearsighted and tends to loom over those things or people he wishes to see better), Richikanskarumtadethwiddaskowl (#135), and Bobbistommzemfladerdannapankayk (#136 — the tallest); the latter two are brothers and quite devoted to each other (either will berserk on the death of the other, administering double normal damage, and taking three times normal wounds to dispatch) — the others are friends from other families. The weapons they carry tend to be smashing types like clubs and tampers, although Bobbi has recently acquired a greatsword with an 10' blade (carried in a sheath across his back) and is aching to try it out on something other than a tree (he

can draw and swing it in the same mr).

Assuming the thieves do not lose their perspective and attack these mountains of muscle, there is a possibility of recruiting them to aid in the ambush for a while. As long as the story told is plausible (in terms of romantic adventure or revenge or rescue), the giants are likely to believe it (SR against DSC for any of the big group to feel uneasy about the thieves' tale). However, the giants will only stay for one ambush, and will move on shortly thereafter; the players may also be surprised at the cost of feeding them — they consume very, very large quantities of food.

Possessions and Cargo:

The giants' treasure and possessions (including their leather armor) is carried in the cart being dragged by Benni. Most of the items (other than food supplies — the cart contains a smoked ox and 150 pounds of waybread) are not likely to be either valuable or useful to normal sized people.

Ransom Chances:

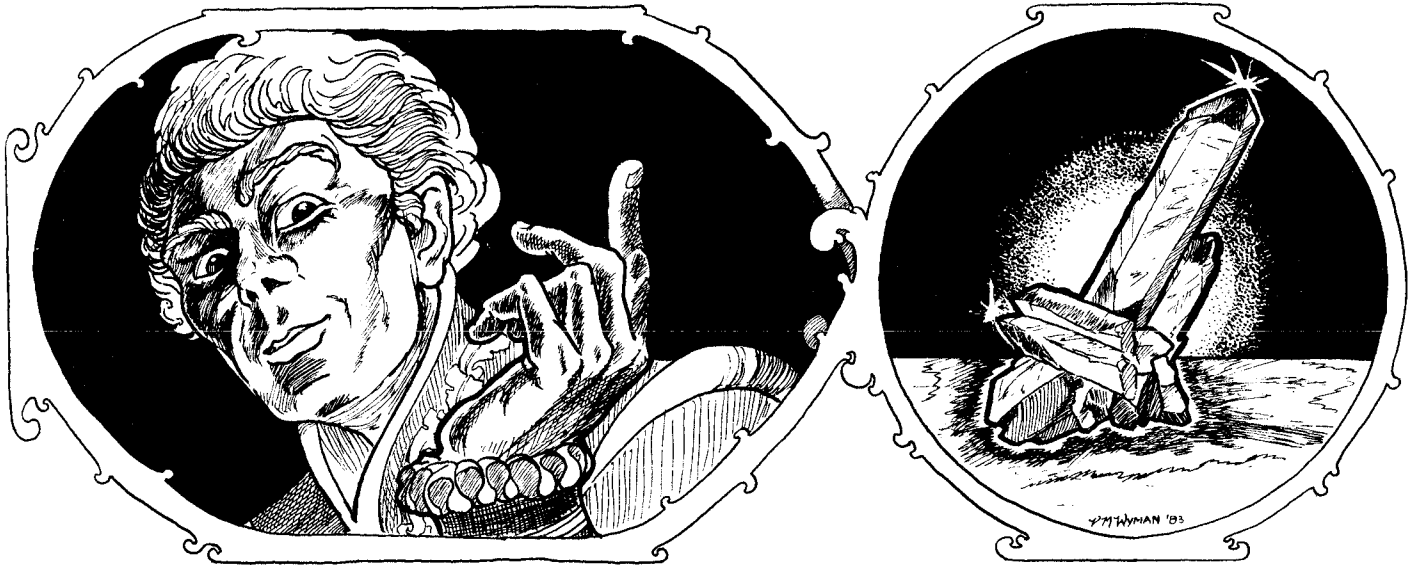
It is unlikely that the giants will be captured; if by some fluke they are, general ransom level is 5, with a 35% chance of response; however, it's a long, long way to Krindoria.

Character Descriptions for THE HIGHWAY ENCOUNTERS

ID#	Name	Character Notes	Class	Purse	Requisites										Weapon	Combat HACO	Damage	Armor Class	HTK
101	Donegin Tightseam	u	VET HU ART	3D5SP	08	16	13	13	08	12	10	10	11	12	DGR	19	1D4	NON 0	20
102	Wilbert of Bondurrefons		INT HU HLR	2D5SP	10	10	10	11	09	11	16	16	14	06				NON 1	21
103	Hobart the Trader	s	VET /E TRD	4D12SP	12	13	12	14	17	12	08	06	13	13	RAPRe	4	1D12	CLO 3	26
104	Kensol Harithwaite	j	VET HU TRD	2D10GP	11	11	11	12	16	13	13	07	19	14				NON 1	23
105	Boggi m'Alharkhi		VET HU FTR		17	14	11	16	09	08	07	16	08	06	SHSWDe	5	6D3	LTH 6	33
106	Chief Gaoler		INT HU FTR	4D8GP	10	12	10	12	15	10	10	10	12	11	BDSWDe	6	3D4	LTH 5	24
107	Mounted Gaoler		INT HU FTR	3D10SP	14	10	11	09	12	11	12	12	08	09	BDSWD	6	3D4	LTH 5	27
108	Gaoler #3	j	INT HU FTR	3D6SP	14	11	11	10	13	09	10	08	07	12	MACE	7	3D4	LTH 4	23
109	Gaoler #4		INT HU FTR	3D8SP	13	11	09	12	11	08	08	07	10	15	SHSWD	7	3D3	LTH 4	21
110	Gaoler #5		GR HU FTR	2D5SP	12	10	13	12	13	09	11	13	09	10	MACE	9	3D4	LTH 4	17
111	Idealistic Gaoler		GR HU FTR	2D8SP	11	13	14	13	07	14	06	11	13	14	BDSWD	8	2D4	LTH 4	16
112	Smart Debtor #1		VET HU ART		08	10	10	13	14	13	13	14	13	10				NON 0	19
113	Cagy Debtor #2		INT /E NON		13	10	12	11	13	15	10	12	10	14				NON 0	15
114	Foxy Debtor #3		INT /O FTR		12	13	09	10	17	12	11	08	12	09				NON 1	17
115	Debtors #4-#14		INT MX NON		14	10	11	10	12	09	12	11	09	10				NON 0	16
116	Debtors #15-#25		INT MX NON		12	09	10	13	10	10	09	10	10	11				NON 0	15
117	Debtors #26-#30	*	INT MX NON		09	12	12	13	09	12	07	11	08	14				NON 0	14
118	Debtors #31-#35	*	GR MX NON		10	12	13	12	11	08	11	12	11	16				NON 0	13
119	Debtors #36-#45		GR MX NON		12	11	10	10	11	10	10	10	08	08				NON 0	13
120	Debtors #46-#50	*	VET MX NON		08	13	08	13	10	09	09	11	11	09				NON 0	13
121	Zinara asha Kellia	*,a	INT DW NON	3D10GP	11	16	14	14	13	13	10	17	07	09				NON 0	28
122	Kurgi arn Bokho	t	EL DW FTR	4D12GP	13	14	12	14	09	10	14	14	11	06	1BBAXe	4	3D5	C&S 9	38
123	Gurin arn Boddo	t	VET DW FTR	3D10GP	17	13	10	15	12	12	13	16	09	08	1BBAXe	5	4D5	C&S 8	37
124	Gurin arn Boddo	t,x	INT DW FTR	3D10SP	14	17	11	13	10	11	12	12	08	09	2BBAXe	5	3D5	C&S 7	28
125	Gari arn Tujin	t,x	VET DW FTR	3D10GP	12	15	10	14	11	10	13	18	09	08	2BBAXe	5	3D5	C&S 8	30
126	Bili arn Tujin	t	INT DW FTR	3D10SP	16	13	12	12	10	10	12	10	07	10	1BBAXe	6	4D5	C&S 7	27
127	Hari arn Tujin	t,j	INT DW FTR	3D10SP	15	12	11	16	09	11	14	14	08	07	1BBAXe	6	3D5	C&S 7	30
128	Kelin arn Gathi	t,x	VET DW FTR	3D10GP	14	15	10	14	07	10	13	13	05	05	2BBAXe	5	3D5	C&S 8	30
129	Driver		INT HU NON		13	09	10	12	08	07	11	14	04	06				NON 0	16
130	Cahrre Lejon		VET HU ASS	2D6GP	12	14	17	13	14	16	14	16	12	10	DGR	6	1D6	CLO 5	28
131	Tolin Mallory	j	INT HU FTR	4D10GP	15	14	16	13	10	11	08	14	13	15	BDSWDe	5	4D4	LTH 6	27
															DGR	9	1D4		
102	Bridos of Novalin	j	VET HU NON		10	10	09	12	11	09	13	11	08	07				NON 0	17
103	Benni	j	VET KR FTR	2D8SP	23	10	08	19	10	07	10	14	08	10	CLUBe	6	4D6	NON 2	58
	(if armored)														TAMP	7	3D8	LTH 6	
104	Herko		VET KR FTR	3D8SP	22	09	09	17	12	09	12	16	07	09	TAMPe	6	4D8	NON 1	53
	(if armored)														CLUB	7	3D6	LTH 5	
105	Richi		VET KR FTR	3D6SP	19	09	07	18	09	06	11	17	08	06	CLUBe	6	3D6	NON 1	46
	(if armored)														DGR	10	1D6	LTH 5	
106	Bobbi	j	VET KR FTR	3D12SP	26	08	08	17	08	07	08	14	10	08	TAMPe	6	4D8	NON 2	49
	(if armored)	u													GTSWD	12	5D10	LTH 6	

Notes:
 * Female
 t Enhanced weapon or armor (value given)
 a NPC wearing valuable or ostentatious personal jewelry
 e Expert with weapon
 j NPC wearing some jewelry
 s Armor consists of shirt only; no protection for head and extremities
 u Untrained with weapon
 x If first attack in mr misses, return strike is allowed at penalty of -4 to HP

Armed Robbery Scenarios and Pursuit Adventures



The Secret of the Crystal Mountains

Part One: Across the Golden Plateau

GM's Note: Due to the complexity and scope of this scenario, it is being offered in two parts. The first segment, Across the Golden Plateau, is in this issue; the conclusion, The Valley of the Ostrakonai, will be published in Thieves' Guild 9.

Player's Information:

During a visit to the exotic city of Huy Lankh, the players make the acquaintance of Giles (#201), a former adventurer, who buys the whole party a hearty meal at the tavern in return for tales of their adventures. He then invites them to accompany him on a journey of great peril and reward.

Giles was a bold adventurer in his youth, and has travelled to many strange and wonderful places. In one distant valley, however, he met a group of mages who mined powerful magic-enhancing crystals that made the casting of the most difficult spells as easy as blowing out a candle. They could create enchanted artifacts of unbelievable scope and complexity, or use the crystals as focuses to magnify their own powers. But the mages never permitted their crystals to leave their isolated valley, keeping their treasures to themselves. The valley was ringed with enchantments to prevent anyone

from leaving with one of the valuable stones. Giles found a way in — and escaped with a crystal. Now he needs the aid of some courageous companions to return to the valley, for the magical guardians of the valley will not let him pass again. He can guide the party to the hidden valley, where the opportunities for hardy adventurers are enormous; if they can acquire even a few of the powerful crystals, every mage in the realm will be knocking at their door.

The valley lies across the Golden Plateau, a two week ride from Huy Lankh, beyond the lands of the nomads and the mysterious Eregin Forest. Giles claims he knows the Plateau and the nomads well, and can get them there by the quickest and safest route. All he wants from the valley is a Lissar crystal, for which he will give up any other claim to whatever else they manage to acquire. If they are interested, he wants to leave early tomorrow morning.

GM's Notes

Giles is telling the truth, as far as it goes, about the crystals and the Valley. They do exist, and are every bit as powerful as he describes them. He did visit the Valley and stole a Lissar crystal many years ago. What Giles is not truthful about is himself, and will steer away from any sort of personal questions.

Giles was born in Haven, during the last years of the Namori reign, and is a thief and adventurer by livelihood. As a young man, Giles spent a number of years among the nomads of the Plateau, learning their languages and their customs, where he heard tales of

the Eregin Forest and the mysterious beings who dwelt in the Valley beyond.

Some time later, he and a group of roguish companions sought the Valley. Making their way past the Eregin Forest, Giles and his party were befriended by the mages of the Crystal Valley, who sought news of the world beyond their isolated little vale. In the ill-fated attempt to steal one of the major crystals, Giles' companions perished, and Giles himself barely escaped by struggling over the jagged mountains. His only booty was a Lissar crystal, pillaged from the body of one of the high mages who had befriended them. One of the few magic items that ever worked for Giles, its rejuvenation powers kept him youthful for centuries until it was recently stolen. By the time Giles tracked down the thief and recovered his precious crystal, it was dead and useless — for the crystal required periodic exposure to sunlight to maintain its unique magic powers. Now Giles is aging far more rapidly than normal (about 10 years per week), and is desperate to get another Lissar crystal — soon!

Due to his arcanelly extended life, Giles is a loner, and has never stayed very long in one place, lest someone wonder about his seemingly inexhaustable youth. Unschooled but possessing a keen mind, he sought learning where he could. He speaks a number of languages, and knows a great many legends and tales. Through the long span of his life, he has learned many skills, and is an excellent woodsman, tracker, horseman, and an experienced fighter. Giles can accomplish almost any task he sets himself, with one notable exception — Giles has no ability whatsoever in magic, and has trouble even with many magical artifacts (some of which require at least a vestige of talent to operate effectively). This inability in the arcane arts has caused him a great deal of frustration, and often robs him of satisfaction in his many successful accomplishments.

Giles will not readily answer more questions at the beginning of the adventure, keeping his knowledge and experience as his best bargaining chip. During the journey, however, he will tell them anything that he feels they have the need to know. He will promise the players almost anything to get their aid in the quest, but he has only enough assets left to outfit the party with horses and supplies, with less than 100 GP left over. He will not have any magic items, not even an enchanted tinderbox, nor will he see a need for such arcane fripperies. He will not explain why he desires a Lissar crystal so much. While Giles has every intention of keeping the bargain he has struck with the players, his obsessive need for the crystal overshadows all else in his mind, and he will have no patience for anything — or anyone — that delays or prevents the reaching of that goal.

The City of Huy Lankh

Huy Lankh, one of the smaller and younger of the Ten Cities, was founded as a sanctuary by refugees fleeing the conquering Namori legions some five hundred years ago. Geographically isolated from much of the rest of the civilization of the Ten Cities Region, Huy Lankh has an exotic flavor not found in other cities, with its close ties with the Wold and the Plateau, and its lack of feudal traditions. Exploration of the Giant's Stairs and the Plateau above gave rise to a thriving

trade with the nomadic tribes that peopled it, and Huy Lankh grew from a stockaded town into a city. Now, merchants come from all over the Ten Cities come to this colorful city seeking the lucrative nomad trade. Direct contact with the nomads, however, is a jealously guarded monopoly held by local merchants.

It is assumed that the players are either newcomers to Huy Lankh or have only passing familiarity with the city. They should be able to find nearly any goods or services they wish, but the prices of some items may be as much as several times normal cost, due to Huy Lankh's isolation. Horses and leather goods are only 2/3 normal cost, but worked metal goods (weapons, armor, etc.) will be three times normal cost. Magic items or services are expensive, and run about five to ten times normal cost. (The GM is referred to the HAVEN series by Gamelords for ways to generate shops and goods offered there.)

The Golden Plateau

The Golden Plateau rises abruptly from the low hills and woods of the region of the Ten Cities in a long stretch of rugged rocky land and sheer cliffs, creating a formidable barrier to travellers. In the space of a few miles, the elevation rises nearly 1,000 feet. Although determined men with climbing gear, pack mules, and a great deal of patience could eventually make their way to the top of the Plateau, the great majority of travellers use the Giant's Stairs, one of the only easy routes to the top. Here the West Dorian has cut a gorge where it tumbles down in a series of falls and rapids, and a path suitable for small herds of animals or traders' caravans can be found by following the canyon up the river's course.

The Plateau itself stretches 1500 miles from east to west, and 700 miles from north to south, and is a land of great variety, from the geography, flora and fauna, and climate, to the hardy people who wander its vast reaches. The eastern part of the Plateau (the area covered in this scenario) has numerous streams and rivers coming down from the Khuz Mountains. The land is hilly and primarily covered with grass and scrub, with light woods in the river valleys. The hills gradually flatten out to the open grassy plains of the central Plateau, and rivers and streams become less common.

The nomads of the Plateau are a sturdy race of hunters and herders, short and stocky, dark-haired and dark-eyed, with broad faces bronzed by constant exposure to sun and wind. Their society is tribal, with little central organization; they wander in small groups about their traditional territories in search of pasture for their livestock. The tribes on eastern side of the Plateau, the Navarai, the Paralai, and the Erekonai, are primarily herders of sheep and goats, who also hunt small game, fish in the streams, and harvest wild grain and fruit to supplement their diet. Further out on the open grasslands are the Savarai, who follow the herds of yamas, shaggy wild bison-like creatures with long, dangerous horns. The Savarai are primarily hunters, not herders, and have no interest in attempting to domesticate their prey. All the nomad tribes, however, prize horses, and tend their equine herds with far more care than whatever other livestock they raise.

The different nomad tribes share a common heritage, and the basic culture varies only marginally among the tribes. The tribes are divided into small clans of 10-15 interrelated families, which generally consist of a male head of the family, one or more wives, children, his flocks and herds, and possibly slaves. Clans are ruled by a chief, and all the clans of a given tribe owe loyalty to a High Chieftain, who acts as an arbitrator in disputes over territory and as a war leader, should the occasion arise.

The tribes also share the same basic religion of animistic naturalism, according most natural objects and phenomena to spirits of varying degrees. The will of the spirits is interpreted by the tribal shaman, who functions as a priest/weatherman/healer, and sometimes has magical abilities of his own. Certain of the Council of Ostrakonai have been using these beliefs in spirits to further their influence among the tribes; this is particularly evident among the Erekonai, whose entire culture has been slanted towards serving the Spirits who dwell beyond the Eregin Forest.

The same language was originally spoken by all the nomads, and a simple, common dialect (known as "tradetalk") still exists for speaking from tribe to tribe, although tribal dialects can vary widely. Giles speaks tradetalk well enough to handle most situations, and has a 60% chance of following individual tribal dialects. The players will not, unless the GM wishes, be familiar with any of the nomad dialects.

Tribes of the Eastern Plateau

The Paralai

Formerly hunters and herders like the other nomads, the Paralai have found a new role as interpreters, guides, and trade intermediaries between the merchants and the nomads, taking keen advantage of their control of the Dorian's canyon road. Paralai traders also travel about the Plateau, trading with more distant tribes for products of interest to the merchants of Huy Lankh. The Paralai have become sharp bargainers, taking full advantage of their neighbors' lack of ignorance of the value of their goods. Not content with trade, the Paralai have also become notoriously skilled thieves.

The traditional territories of the Paralai run along the southern edge of the Plateau from a point approximately 75 miles west of the Khuz Mountains, and are approximately 300 miles from east to west. From north to south, the territory includes land south and west of Golden Lake and both sides of the Dorian River south of the Broken Lands. A number of clans who specialize in Lowland trade have bent nomad custom and formed a semi-permanent settlement on the top of the Giant's Stairs called Lankhaa. Most of the business of the Plateau conducted between the nomads and the merchants of Huy Lankh takes place here in this sprawling collection of domed nomad tents, livestock corrals, and the camps of the Lowland traders.

Although the Paralai speak their own dialect among themselves, they are the most versatile linguists on the Plateau. There is a 65% chance that any Paralai encountered in Lankhaa will speak Common well enough

to argue prices or trade information. Paralai encountered away from the trading center have a 20% chance of speaking Common.

Due to their extensive contact with other tribes, the Paralai are a wealth of information on their neighbors. However, they are also astute enough to know the value of information, and rarely part with it cheaply. Players willing to do a little bargaining should be able to garner some useful information on the other tribes whose territory they will be passing through.

The Navarai

The Navarai hold the territory of the Gem River basin, just west of the Khuz Mountains, a land of grassy hills and wooded valleys. Primarily, the Navarai are herders, but are also renowned for their craftsmanship in weaving and the making of jewelry and other decorative items. The foothills of the Khuz hold a wealth of semi-precious stones: turquoise, azurite, serpentine, and jasper. Mining (and occasionally panning in the streams) also yields gold and silver. The jewelry created by the Navarai has become very much in demand in Huy Lankh, and the tribesmen now put almost as much effort into creating items for trade as they do in tending their flocks.

The wealth of the Navarai has frequently made them the target of raiders and thieves from other tribes. Needless to say, the Navarai have become an extremely suspicious folk, and do not welcome strangers in their territory. Giles plans to circle around the Navarai lands to avoid confrontations. If the party strays too close to a Navarai clan, they will be warned off; if they do not heed the warning, they will be attacked by 10 + 1D20 mounted warriors who will seek to drive them well away. Killing one or more of this number, however, will incite a desire for revenge among the warriors, who will then seek the death of the offender.

The Savarai

The Savarai are hunters and warriors, one of several similar tribes to found in the open plains of the central Plateau. Their lifestyle has evolved differently than the more pastoral eastern tribes, for the Savarai depend greatly on the wild **yamas** to provide them with the necessities of life: meat for food, wool for felt, horn for tools and utensils, and hide for tent covers and clothing. The only animals they herd are their horses, which they prize highly. The Savarai also have a well-deserved reputation as raiders, particularly among the Erekonai and Navarai in whose territory the Savarai clans like to spend the winter. When the **yamas** and other game are scarce, the flocks of neighbors unwilling to share are a temptation hard to ignore.

The Savarai are proud and aggressive, but not unduly hostile to strangers who approach them openly and fearlessly. Courage and skill with weapons (particularly spear, bow, or knife) are admired. The Savarai do not, however, consider the sword a weapon appropriate for a warrior, and the use of shields and armor seems cowardly to them. Falsehood and failing to keep one's word are serious breaches of a warrior's honor. Interestingly, while lying is considered dishonorable, stealing and raiding are not. Trading is considered unmanly, and is therefore left to the women, who have become fairly skilled at it.

Of all the tribes likely to be encountered, the Savarai are the tribe least familiar to Giles, although he is knowledgeable enough to avoid offending them. Given the choice, he will steer the group away from encounters with the Savarai, and press them on toward his goal.

The Erekonai

The Erekonai were once a small tribe of sheepherders and weavers like the Navarai, until a dramatic meeting with the images of the Crystal Valley. Now the Erekonai continue to herd sheep, but their greater purpose is to serve the **Ostrakonai**, the Spirit-People who dwell beyond the Forest, and to act as intercessors and intermediaries in behalf of the other less-deserving nomad tribes who bring appropriate gifts and offerings.

The shaman-priests of the Erekonai are more numerous and powerful than their counterparts in other tribes. Most of the shaman are in the settlement of Talihuaka, fifteen miles from the Forest's edge. Like Lankhaa, Talihuaka is a semi-permanent collection of tents whose population is primarily transient, as clans come to pay homage (and tithes) to the Spirits.

The lands of the Erekonai lie in the hills west of the Eregin Forest, stretching approximately 150 miles east to west, and reach as far south as indicated by the X on the map.

The Erekonai are not usually hostile to strangers in their territory, since they encourage pilgrimages by other nomads to honor the Spirits. Lacking the inter-clan rivalry of the Navarai and sharing a common purpose, the clans practice a degree of organization and cooperation unknown to other tribes. If the players encounter a clan (15% chance per day), a rider will be sent to the chief shaman in Talihuaka with the news of their coming. The clan will also provide an escort of two warriors (#205) and a shaman (#208) to guide the visitors to Talihuaka — the Erekonai are not immune to raids and prefer not to have potential foes loose in their territory.

The Journey

The route Giles plans to follow across the Plateau is not the shortest possible, but offers the least likely chance of a conflict with the nomads that would delay or weaken the party before they reached their goal. From the Giant's Stairs and the Paralai settlement of Lankhaa, he plans to follow the Golden River (as indicated on the map) up to the Golden Lake, and then bear northwest around the territory of the touchy Navarai, passing near the rugged hills known as the Broken Lands. The party will then swing northeast, crossing part of the lands of the Savarai, entering Erekonai territory at the Lost River, and follow the usual pilgrim's route up to Talihuaka and the Eregin Forest. Since there is no road once they leave Lankhaa, the party will be relying on Giles' knowledge of the Plateau to find their way across the open prairie where no true landmarks exist. The journey covers approximately 650 miles from Huy Lankh to the Eregin Forest, and will take about two weeks of steady traveling, averaging 45-50 miles a day. If Giles or the players desire to push the pace, they can make an

additional 104 miles for each extra hour of travel. However, for each extra hour, there is a 5% chance of laming one of the horses (roll separately for each animal), which will require several days rest to recover.

As previously mentioned, Giles has been aging abnormally fast since the loss of his Lissar crystal. At the start of the scenario, he is physically 40 years old, having already aged ten years. Although he knows he is growing old, he is not yet totally aware of how accelerated the process has become. Giles will age over thirty years during the course of the journey. His condition will become more apparent to the players as they travel, and will begin to affect his physical and mental abilities. All his saving rolls must be made at the adjusted figures, as follows (all effects are cumulative):

Day	ST	CO	RF	SM	IQ	DN	Other Effects
3	-1	--	-1	-1	--	--	hair greying
6	-1	-1	-1	-1	-1	-1	hair grey
9	-1	-2	-2	-2	-2	-2	poor sight
12	-1	-2	-2	-2	-2	-2	arthritis
14	-2	-1	-1	-1	-1	-1	forgetful

Giles will gradually lose up to 40% of his total HTK as he ages, bringing him down to 16 points after 14 days. His hearing, sight, and general endurance will also be declining as the days wear on, as will his temper; he should be growing increasingly more irritable during the journey. Towards the end of the trip Giles will become forgetful, and may not remember to tell the players certain information unless they ask direct questions.

The tribes that the party might encounter are summarized elsewhere in this scenario. Places of interest that the party must travel by include the Giant's Stairs, the settlement of Lankhaa, the Broken Lands, the settlement of Talihuaka, and the Great Dancing Stones; these areas are described below.

The Giant's Stairs

About twelve miles north of Huy Lankh, the land rises abruptly in a series of cliffs and rocky ridges, and the roar of rushing cataracts can be heard in the distance. The road along the river narrows and begins to climb, at times becoming only 10 feet wide, with a thirty or forty drop to the river rapids below. Occasionally the road winds to circumvent great piles of boulders, or to climb around a cliff face where the river tumbles down in a magnificent waterfall.

The trip through the Giant's Stairs is only about 20 miles long, from the first rapids to the nomad settlement of Lankhaa at the top, but the going is slow up the winding canyon road. The party should just make it to Lankhaa by dusk. Giles will have the party riding single file, warning all to be watchful and alert, for the Stairs are ideal for ambush and bandits are not unknown.

Lankhaa

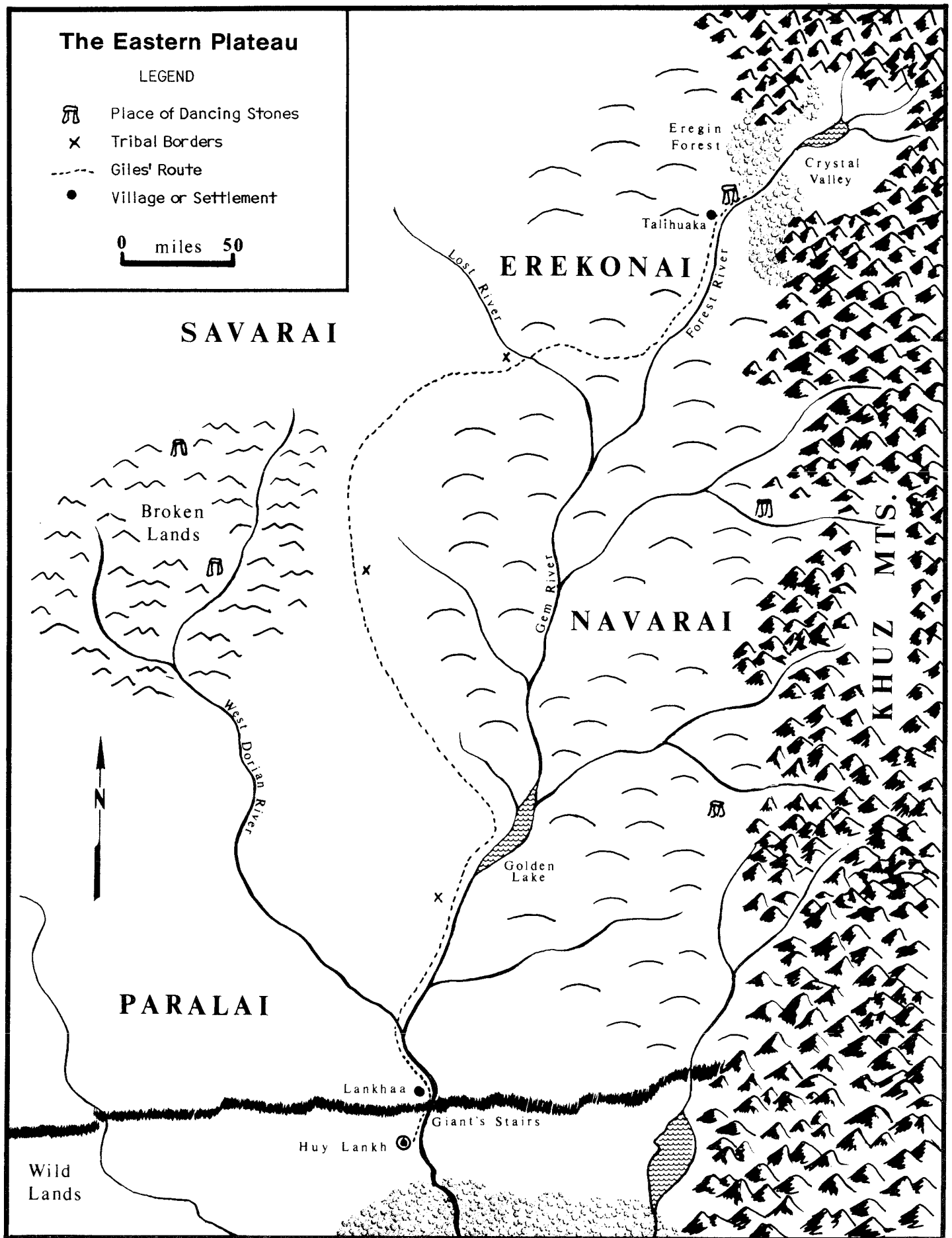
The trading outpost of Lankhaa is a sprawling, disorganized settlement of nomad tents, livestock corrals, and merchants' pavilions, gathered in the interest of commerce. There is no particular order or system to trade in Lankhaa, or even in how the settlement is laid out at any one time. The atmosphere is noisy and bustling, as the Paralai traders compete

The Eastern Plateau

LEGEND

-  Place of Dancing Stones
-  Tribal Borders
-  Giles' Route
-  Village or Settlement

0 miles 50



fiercely for the best goods of the Lowland merchants; at times, the presence of the Chieftain's warriors is the all that prevents rivals from coming to blows or attempting to sabotage each other's trade goods.

Needless to say, strangers are welcome in Lankhaa. As Giles and the players enter the camp, they will be accosted by traders shouting in accented Common, offering them fantastic deals in everything from yamas hides, Navarai jewelry, and horses, to slaves and nomad liquor (fermented mare's milk — not for everyone's taste). When it is finally apparent that the party is not interested in trade, they will be left alone for the moment to find a camping spot somewhere in the suburbs, and the Chieftain will be notified of their arrival.

The Paralai are suspicious about the purposes a Lowlander might have who wants to travel on the Plateau, since they profit by being the only trade contact with the other nomad tribes. Encouraged by the fact that the party does not appear to have any goods to offer in trade (and by a substantial bribe), the party is finally granted 'safe passage' through Paralai lands. This guarantee is about as good as the sheepskin it is scrawled on once the party leaves Lankhaa, but it will prevent any further harassment from eager traders (or thieves) within a day's travel of the settlement.

The Broken Lands

As the party travels east around the territory of the Navarai, their route takes them within a few miles of an area known as the Broken Lands, which can be seen as a range of rough, irregular hills on the western horizon, about twenty miles away. Giles will not lead the party any closer, but will veer due north to parallel the distant hills. During this part of the trip, the party will pass several great standing stones a short distance off their path. Each monolith is easily six feet across, twenty feet high, and appears to be very old. A closer look will reveal runic carvings in the stone, almost completely obliterated by time. These particular stones will not register as magical by any DETECT spell.

Talihuaka

Like Lankhaa, Talihuaka is not a town of permanent structures, but a transient settlement of tents, livestock pens, and outdoor campfires whose population is constantly shifting. The only year-round residents are the leaders and shaman-priests of the Erekonai tribe. Talihuaka is more a loose gathering of independent camps than a consolidated town, with ample buffer space between the separate camps. Red banners on long poles mark outlying camps, the sign of visiting pilgrims from other tribes. The Chieftain's warriors, wearing red sashes at their waists, keep order among the various camps, which are sometimes comprised of feuding clans; the Spirit's Peace is strictly enforced.

The settlement is located on the Forest River, fifteen miles from the Great Dancing Stones and the mysterious Eregin Forest, quite close enough for the average nomad. Only clan leaders and shaman go to the Dancing Stones for the ritual and sacrifices.

The chief shaman, Speaker-to-the-Spirits (#202), is the only one who can enter the Eregin Forest without losing his own spirit — and his sanity — to the guardians said to dwell there. The present Speaker is a tall, lean man of later years, shrewd and calculating in the ways

of power among men. He wears a necklace of quartz crystals and a bronze headband with a single blue gem, that not only enables him to ignore the illusions of the Eregin Forest, but also allows the high mages of the Ostrakonai to occasionally "listen in" on what is going on in Talihuaka.

While pilgrims are common in Talihuaka, non-nomad travelers are not, and the arrival of Giles and the players will certainly create a stir. Five of the Chieftain's guards will show the party where to camp (on the outskirts, a good distance from other Erekonai and pilgrim camps). The guards will act as an escort, discouraging curious onlookers and keeping the players in their camp until the Speaker-to-the-Spirits sends for them.

By this time, Giles is between 65 and 70 years old: white-haired, hard of hearing, in pain from arthritis, easily tired, and impatient with the slightest delay. He is also having trouble remembering things of importance — like what to tell the players to expect in the Eregin Forest or the Crystal Valley. The players should have figured out the specific malady affecting their employer, but Giles will still deny the truth, claiming only to be sick.

The Erekonai are suspicious of Lowlanders who claim to honor their Spirits. Giles speaks at length in Tradetalk to the shaman, which the players cannot follow; Speaker-to-the-Spirits listens, and finally agrees to escort the party to the Dancing Stones at dawn, where he will speak to the spirits and confirm their story. The players are escorted back to their camp and six guards remain to insure their cooperation.

The party is taken out to the Great Dancing Stones the next morning, with an escort of 20 warriors and 6 shaman. The Dancing Stones are a circle of the post-and-lintel monoliths, nearly a hundred feet in diameter, with a second circle inside the first. If the players have any means of detecting magic, the Dancing Stones will register off the scale. Less than a mile away is the forboding green shadow of the Eregin Forest. The players wait with the guard escort while the Speaker and the shaman go into the circle for their ritual.

Giles is very restless with his goal so near, and he does not expect the Erekonai to allow them to peacefully enter the Forest. Although the party is under watch, their armor and weapons have not been taken if the party has not offered violence. Giles will now demand that the players take action to escape into the Forest (the guards, of course, do not speak Common). If the party does nothing, the Speaker will return around mid-day, and denounce them as blasphemous spies and false men, saying that the Spirits want the party killed (in actuality, the Speaker is acting upon his own initiative to eliminate them as potential rivals to his position with the Ostrakonai).

Whether the party responded to Giles' urgings earlier, or waited, they probably cannot avoid a fight. Statistics for the guards (10 GR, 6 INT, 3 VET, and 1 EL) can be found in the NPC lists at the end of the scenario. Speaker-to-the-Spirits and his shaman will only use spells if they themselves are attacked, leaving the dirty work to the warriors. The players should have a chance to get to horses and ride for the Forest; the guards will

not follow them once they get within 100 yards of the trees.

With either situation, the same fate awaits them. Once on the safety of the path, Giles will collapse, falling from his horse; age and a well-aimed arrow have caught up with the ancient adventurer. He will have enough life left, however, to give last-moment warnings about the Eregin Forest, and to mutter something about not needing the crystal anymore. Then Giles will die, leaving the players trapped by hostile nomads in a forest of perilous sorcery, with no apparent choice but to go on and attempt to finish their quest.

Random Encounters on the Golden Plateau

GM's Note: The following encounters are offered for the GM's convenience, for use during the journey. The encounters can either be selected by the GM, or rolled off the chart provided below. As long as Giles is with the party and still capable of reason, he will not allow the players to make any mistakes out of ignorance in dealing with the nomads or normal occurrences on the Plateau, since that might delay the quest.

Encounter Chances by Area

Encounter	GS	PA	BL	NA	SA	ER
Yamas herd	-	01-15	01-20	01-15	01-25	01-15
Rabbit hole	01-25	16-30	21-40	16-30	26-45	16-35
Nomad boy	-	-	41-50	31-40	46-60	-
Glint of gold	26-50	-	51-55	41-60	-	-
Pilgrims	-	31-40	56-75	61-70	-	36-55
Traders	51-00	41-60	-	71-80	-	-
Nomad camp	-	61-70	-	81-90	61-70	56-70
Hunters	-	-	76-85	91-00	71-85	71-80
Thieves	-	71-85	86-90	-	-	-
Wolves	-	86-00	91-00	-	86-00	81-00

GS - Giant's Stairs	SA - Savarai Lands
NA - Navarai Lands	BL - Broken Lands
PA - Paralai Lands	ER - Erekonai Lands

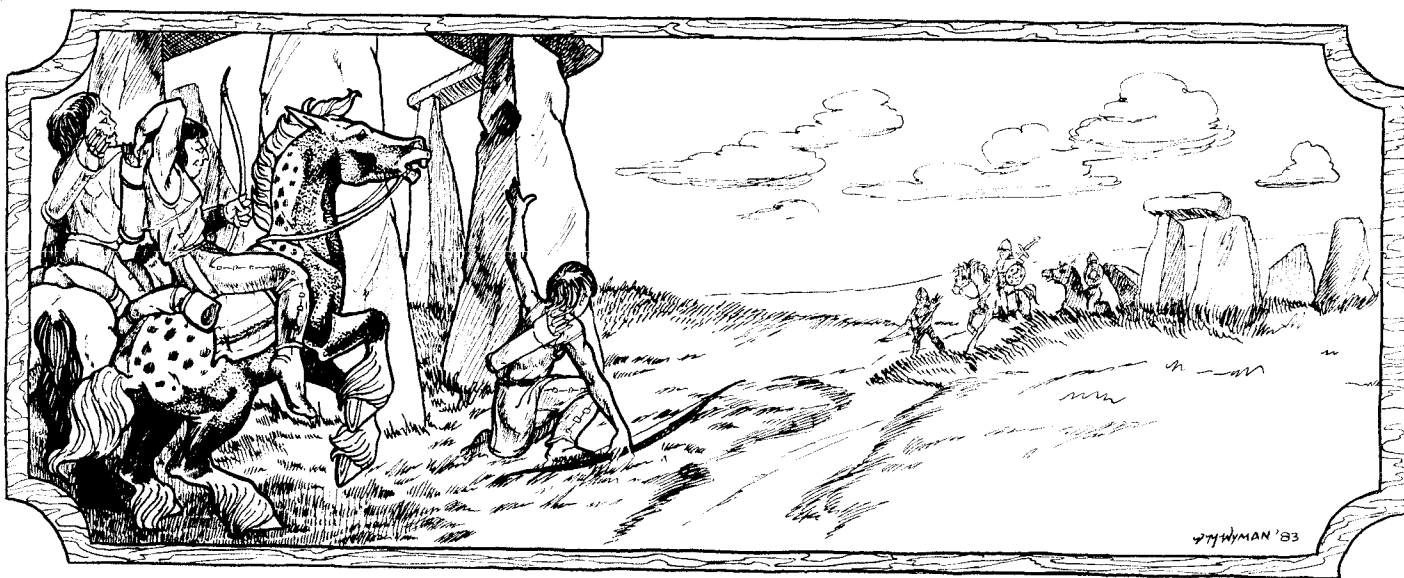
1.) The players' party comes upon a herd of around a hundred large, shaggy, humped cattle-like creatures with long, sweeping horns. Giles can identify them as **yamas** (#215). As long as the party stays a reasonable distance away (100 feet), the **yamas**, who are very near-sighted, will continue to graze placidly. If the players attempt to get closer, the **yamas** will move away, ambling slowly, but can be goaded into running with little provocation. As a rule, **yamas** are wary of men on horseback, but they can be very dangerous to a man on foot. The GM should also note that while it is easy to startle a herd into flight, a single animal will often fight rather than run away.

If the party is in Savarai territory, there is a 15% chance that the herd is the target of a group of 1D6 Savarai hunters (#204), and it is quite possible that the party's actions will have spoiled their stalk by causing the herd to flee, or alerting the animals to the presence of men.

2.) The players are riding along when one of their mounts (roll randomly) steps in a rabbit hole. The rider must make a SR vs REF to avoid 1D4 points of damage from the fall. There is a 60% chance that the horse is merely lamed, and only needs a few weeks of rest to recover; otherwise, the leg is broken. If, by some chance, the party was traveling at a trot or faster, the rider will take 1D6 of damage (no SR), and the horse has a 75% chance of a broken leg. If this occurs on the Giant's Stairs, there might also be the danger of being thrown over the edge of a precipice by the fall.

3.) The party encounters a lone nomad on horseback, a boy (#216) in his mid-teens. He is dressed in only a loincloth and boots, with little in the way of weapons or supplies. He will not approach the party, but will ride away. Giles will discourage anyone from following the boy, which would delay the journey.

The boy is on his Rite of Passage, a tradition practiced by many of the tribes. He will not ride far, and will trail the party until they camp for the night. After the players have settled down for the night, he will attempt to sneak into their camp and steal a weapon, either a bow or a knife. Each player on watch (if they set watches) has a 10% chance of hearing the boy when he is in the camp (the kid's good at this — he



got his mount in the same way . . .). If discovered, the boy will flee (his horse is not far); he will only fight if kept from escaping. The GM can determine what the young thief has made off with.

4.) The party is riding along a stream or river, when one of the players spots a glint of something shiny on the bank. Closer investigation will reveal a small nugget of raw gold (worth 1010 GP) in the mud. Careful searching along the bank, however, will reveal nothing else.

5.) In the distance, the players see a group of 12 riders, carrying tall lances with red banners waving in the breeze. As the two groups draw closer together, the players can see that the nomads are dressed in colorful, highly decorated garb of felt and embroidered leather.

The group is from a tribe in an adjacent territory, and is traveling to beseech the help of the spirits by a special ritual and dance at the nearest place of Dancing Stones (a relic of a long-dead civilization, similar in structure to Stonehenge). The group is led by their shaman (#207), who will answer for the group if the players ask anything. Otherwise, the pilgrims will ride on their way, having little interest in anything besides their mission (6 #213, 3 #214, 2 #205).

6.) The players encounter a party of five Paralai traders (3 #209, 2 #210) and their pack animals traveling along in the opposite direction. The traders will be very interested in stopping to talk, exchange news of the road, do a little trading, have lunch, or whatever the GM deems appropriate. If the players handle the situation well, they should have a chance to pick up some information on an upcoming encounter. However, Giles will not be pleased at any delay.

7.) The players see a nomad camp over the next hill. As it is late afternoon, they have the option of going to join the tribe for the night. Giles will push for several

more hours of riding, and not contacting the clan at all. The reception given them by the nomads will vary according to whose territory they are in; the GM is referred to the section on the tribes for more information on what the party may expect.

8.) The players are approached by a group of 106 nomad hunters (#203, #204) riding across the plain. They are dressed in comfortable leather breeches and loose shirts, and well armed. They will be very interested in what the players are doing in their territory, and may be difficult to convince that the players' quest (the story Giles will give is one of pilgrimage to Talihuaka in payment of a vow) is legitimate.

9.) The party's camp is the target of a group of 106 Paralai thieves (#211, #212) during the night. Each player on watch has a base 10% chance to hear something suspicious (see Thieves' Guild 4 for more detailed rules on hearing abilities). The thieves will go for anything of value that is easily accessible — blankets, weapons, food, clothes, and, of course, the horses. They will flee if discovered, but will surrender fairly easily if they cannot escape; their clan (some four days travel out of the way) can be forced to pay a ransom of horses and trade goods for their freedom worth about 500 GP each.

10.) The party's camp is the target of a pack of 206 wolves (#217), who see the tethered horses as a tasty snack. The horses will panic at the wolves' attack, breaking their tethers and scattering into the night unless the pack can be kept away from the herd. It will take all of the next day to round up the scattered horses, and there is a 10% chance per animal that it has either been killed by the wolves, or simply cannot be found.

Character Descriptions for THE SECRET OF THE CRYSTAL MOUNTAINS, Part One

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
201	Giles	d	EL HU THF VET HU RGR	6D10GP	11	15	16	12	14	15	01	17	13	09	BDSWDe DGRe LBOW	3 7 0/4/7	3D4 1D6 1D6	LTH 7	39
202	Speaker-to-the-Spirits	o	VET HU MAG		09	14	11	14	15	14	16	13	12	08	SPELLS			NON 1	26
203	Nomad Warrior A	s	GR HU FTR		11	14	12	15	10	08	07	10	09	10	LBOW	3/7/10	1D6	LTH 4	15
204	Nomad Warrior B	s	INT HU FTR		14	12	13	14	08	09	08	05	07	11	SPEAR	4/7	3D5	LTH 5	24
205	Nomad Warrior C	j,s	VET HU FTR		17	14	15	15	09	10	06	16	09	08	LBOW DGRe	1/5/8 8	1D6 1D6	LTH 6	30
206	Nomad Warrior D	j,s	EL HU FTR		15	17	16	12	11	12	08	11	14	09	LBOWe SPEARe	0/4/7 1/4	1D6 4D5	LTH 7	36
207	Nomad Shaman A	m	INT HU PRT		08	11	10	11	14	12	08	11	15	11	DGR	9	1D4	CLO 2	15
208	Nomad Shaman B	j,k	INT HU MAG		10	12	13	11	14	12	15	09	11	08	QSTF	8	2D4	CLO 2	22
209	Nomad Trader A	j	INT HU TRD		11	14	10	10	14	13	08	10	14	10	LBOW	2/6/9	1D6	CLO 2	16
210	Nomad Trader B	j,s	VET HU TRD		13	11	08	09	16	14	07	06	14	11	SPEAR	5/8	2D5	LTH 5	21
211	Nomad Thief A	j	INT HU THF		09	12	11	10	09	07	12	03	13	07	DGR	8	1D4	LTH 5	17
212	Nomad Thief B	s	VET HU THF		12	14	10	08	14	09	10	07	11	09	LBOWe	0/4/7	1D6	CLO 3	21
213	Nomad Pilgrim A	s	INT HU FTR		11	12	11	15	10	09	07	10	07	08	SPEAR	4/7	2D5	CLO 3	21
214	Nomad Pilgrim B	*,j,s	GR HU NON		07	13	16	12	12	14	12	09	11	15	KNIFE	11	1D4	CLO 3	12
215	Yamas		ANIMAL		22	14	13	20		01	09				TOSS/GORE TRAMPLE	9 x	3D8 D	FUR 5	45 +2D10
216	Nomad Boy		GR HU FTR		11	14	17	10	12	11	08	13	10	11	DGR	10	1D4	NON 2	16
217	Wolves		ANIMAL		14	16	15	14		02		11			BITE	6	1D6	FUR 4	24 +1D6

Notes:
 * Female
 d Statistics are degenerating — see text
 e Expert with weapon
 j NPC wearing some jewelry
 k NPC has 40% chance of knowing spells
 m NPC has 10% chance of useful (not-combat) magic item
 o NPC has offensive magic item on person
 s Armor consists of shirt only; no protection for head and extremities

Rescue Scenarios and Abduction Adventures

Rescue from the Trolls' Hole

The man's face registers traces of badly concealed rage. His hands tremble slightly as they lay on the table before him. "My daughter, gentlemen — they had the temerity to kidnap my daughter, on her way to her wedding, along with her servants and the oxen from the train containing her dowery."

He takes a moment to calm himself and breathe deeply. "I can give you the location of the recreants' hideout — that was noted when the girl was kidnapped, but the four men who charged in to attempt to rescue her never returned. I don't know how many trolls occupy that cavern, but I do know that it would take an army to root them out by force, and a few months of time, and by the time the army got there, everybody would have gone into the trolls' stewpot. It will require stealth to get my daughter out, great stealth and great care. If you wish to attempt the rescue, I will give you whatever help I am able to provide in the way of money or equipment; I may even be able to provide some useful magic."

"But I want my daughter back, and as many of the maidens that were with her as you can possibly save. That is worth quite a bit of gold to me, 10,000 for my baby girl, and 1,000 for each of her handmaidens. What say you? Is that enough to tempt your roguish hearts?"

GM's Notes

Alenkith Vorsak (#301) is a wealthy man, and his daughter is quite important to him, not as important for personal reasons as he intimates, but as a pawn in a major trade agreement he is negotiating with her future husband. He will do virtually anything (within reason) to get her back, including being honest and paying the reward for her safe return — he has a reputation for sticking to his deals.

The suggested number of players for this rescue is six, working as two teams of three. Using this approach, it is more likely that the thieves (and who else would you hire for a job involving stealth and care?) will be able to find the girls and get at least some of them out. Information on trolls and their habits is provided below, and should be made available to the players if they choose to take on the mission, when they seek it out in proper fashion.

The trolls' hole is located in the hills overlooking the main trade road about eighty-five miles from the city; it is not hard to reach, and few adventures should occur on the road as the party travels to the cavern site. The wedding party was still traveling at dark, against the advice of many of the people in the caravan they had split from, and were surprised by the trolls as the wains ambled down the road. The main entrance hole is well marked, as are four other subsidiary entrances to the complex, and a map showing the locations of the

various entrances is available to the thieves. The complex itself is *terra incognita* to the participants, and the interior map should not be shown to the players.

It is perhaps surprising that the trolls did not simply take the wagons in which the party was traveling along with the considerable treasure contained in them for the dowery of Adrumilda, Vorsak's daughter (#302). However, such wains would have difficulty fitting into the passages of the trolls' caverns, and would be a dead give-away for the location of their hole if left outside; the trolls, being of very high intelligence, have not yet realized that their whereabouts are well known to the folk of the surrounding area, and thoroughly avoided under normal circumstances — i.e., after dark and before dawn. Vorsak has recovered the majority of the treasure being sent with his daughter, and he will inform the group that only a small jewelry case and a chest of gold coins were missing from the wagons; if they should happen to find and recover them, it would be appreciated but, it is not mandatory. The trolls did, of course, take the oxen that were pulling the wagons, which gives some hope for the survival of the girls for at least a small while — the oxen, a dozen-and-a-half of them, would most likely be slaughtered and consumed before the trolls started using the maidens as the main course.

If the group does take on the job, they will be provided with up to 1,000 GP worth of normal supplies, weapons, etc., of their choice. Additionally, they may select a number of magic items from the stock provided on the next page to use in the fulfillment of their quest. The items each have a cost in points (rather than GP), and the crew has a limit of 100 points of magic they may select; multiples of a given item may be selected up to the number available given in the description. If a cost in Tau points is specified, the stat may be developed for the characters using the items; the formula is $(STM + TAL) / 2$ — power is regenerated by sleeping: 1/2 after 6 hours, 3/4 after 7, all after 8.

Troll Talk

The following section gives much of the general knowledge on trolls. The GM should study it carefully, for if the thieves should run into a troll or two while carrying out their investigations of the cavern complex, it is likely some type of battle may result. Additionally, the thieves will only have available that knowledge which has been sought out, and may attempt interesting ploys based on erroneous assumptions.

The information is presented in paragraphs within levels of knowledge (some statements are true, some false; all are marked as to verity — the GM should not tell the players the truth condition of the statements they get). The levels of knowledge are Everybody Knows (to be read to the players immediately), Found Questioning (to be given to the players if they ask questions from most people about trolls), Library

MAGIC ITEMS

Item (Number Available): Powers	Cost
Blazer (2): a ball of crystal capable of flashing very brightly (noon in the Sahara); will operate 4 times before power is exhausted . . .	40pts
Self-tying Rope (4): these 100' strands will knot themselves around whatever they are thrown at, rock or person; will operate 3 times each before exhaustion of power . . .	20pts
Troll Scent (1): this liquid completely masks normal scent and makes the recipient smell like a troll; there is sufficient to apply to 2 people . . .	50pts
Spider Paws (3): a set of grey felt gloves which allow the wearer to climb surfaces just like a spider; these will work as long worn . . .	15pts
Silencer (2): a medallion which makes the wearer very quiet - 35% penalty to hearing for those listening; it can be commanded for complete silence in a 5' radius 3 times a day - silence lasts 4 mr . . .	20pts
Scrolls (12): various scrolls for the casting of spells are available; each scroll will cost a certain amount in <u>Tau</u> power to set off (insufficient power for spell operation is taken as damage by caster, 2 HTK per point lacking).	
Silence (2): creates a zone of silence around the caster 5' radius; non-mobile, lasts 20 mr, costs 6 <u>Tau</u> points to cast . . .	15pts
Fly (1): allows recipient to fly like a bird for 1 mr per <u>Tau</u> point invested; base cost 3 <u>Tau</u> points plus 1 per mr of flying time . . .	30pts
Blaze of Noon (3): creates a very bright flash of light at the point designated by caster within line of sight (50' limit); lasts 20 mr, mobile with caster, costs 5 <u>Tau</u> points . . .	25pts
Fiery Hand (1): caster's hand seems to blaze up in flame; any touch will produce 2D6 points of damage on the victim - SR against MGR for no damage; lasts 1 mr, plus 1 mr per additional 3 <u>Tau</u> points invested, base cost 6 . . .	15pts
Flame Gush (2): causes flames to spew forth from the caster's mouth (like dragon's breath); victims take 6D8 damage, SR against MGR for half damage; one shot only, costs 12 <u>Tau</u> points . . .	40pts
Healing (3): enables caster to cure 1D4 points of damage per 2 <u>Tau</u> points invested . . .	10pts
Healing Potion (4): when drunk, will cure 3D4 points of damage in 3D4 mr . . .	15pts
Fire Breakers (6): small (and very fragile) glass balls, filled with a liquid which bursts into flame on contact with air; each ball will burn for 1D4 mr, and will do 3D6 damage each mr it burns . . .	15pts
7 League Boots (1): allow the wearer to run at ten times his normal speed; will function only once before recharging is necessary . . .	40pts
Soft Glows (2): a 1' stick with a 3" ball of softly glowing wax on the end, these provide illumination equal to the natural level in the trolls' caverns; they are always on, but are indistinguishable in daylight or brighter . . .	5pts

Research (what knowledge is available if they consult the local library or someone with a reasonable supply of knowledge), and Expert Knowledge (what they find out if they consult the local troll expert - whoever he is).

Everybody Knows

that trolls eat people - True;
 that trolls are very big and powerful, and mean fighters as well - True;
 that trolls turn to stone in daylight - False;
 that trolls live in families - True;
 that troll families contain 40 to 50 individuals at a minimum - False.

Questioning discovers

that trolls do eat people, preferring luscious young females best - True;
 that the average troll is about twice as strong as the average man, and is an excellent hand-to-hand fighter - True;
 that trolls turn to stone in daylight - False;
 that a set of troll caverns is usually occupied by one family - True;
 that troll families generally consist of 20 to 30 individuals - False.

Library Research shows (all information true)

that trolls burn incredible amounts of energy due to their huge size, and will normally eat cattle or any other protein source they can get their paws on; they prefer to eat people, but consider them a delicacy (particularly young females), and prefer to save them (when possible) for special occasions - like the Dark of the Moon ceremony;
 that trolls average about 8' in height, and that the female of the species is as large as the male; all trolls are very strong (at least twice normal human strength), and have a regenerative capability which helps reduce the damage taken from various weapons to one half that dealt;
 that trolls in general are not badly affected by bright daylight (they do tend to sunburn quickly), although (since they are an essentially underground race) their eyesight is severely limited in strong light conditions; one rare but seldom found species of deep troll is affected by the ultraviolet in sunlight, and becomes weakened;
 that most troll cavern complexes are usually the abode of only one troll family, but very large ones may contain two or three families;
 that the average troll family consists of 10 to 15 members.

Expert Knowledge says (all information true)

that trolls prefer to save their occasional humanoid captives for special semi-religious occasions such as the Dark of the Moon, a monthly occurrence, and usually do not eat them immediately (GM's Note: the next such occasion - moon dark - is due in about a week);
 that trolls usually fight with their claws rather than weapons (some will occasionally utilize very large weapons taken from their victims); they can take enormous amounts of damage, but will try to flee if very severely wounded (if they have taken damage in excess of 80% of total HTK);
 that trolls' sight is very poor in any kind of bright light, but that their night sight is incredible; their hearing is very acute, and it is possible for a troll to locate some one who is breathing heavily by sound alone (hearing 50% - give bonuses for noisy situations); there is a chance that a troll will run away in fear if surprised with a very bright light close to him (saving roll against triple

the troll's DSC to stay) — if he does not run, a troll will be at a penalty of 3 to Hit Prob for 1D6 + 4 mr, until his eyes adjust to the light; trolls fear fire, since they are not able to regenerate damage from burns, and will avoid it if they can, but will not run in fear from it;

that, in many cases, troll complexes that are close together will have a number of tunnels or passageway connecting them together, and families visit back and forth;

that the average troll family consists of two to four adult males, two to four adult females, and five to eight young; the young are just as capable as their parents of fighting, and troll females will defend their young with ferocity (plus 2 dice of damage);

that trolls are capable of climbing very rapidly, with little danger of falling, on most rough surfaces (like the walls of a rock chimney); they can carry fairly heavy loads in the process of such climbs;

that trolls have very sensitive noses, and can detect very small amounts of pheromones (odor-carrying particles); most troll families identify each other by scent, rather than sight, and can identify an interloper quickly, simply by his unfamiliar smell.

WITHIN THE COMPLEX

The cavern complex inhabited by the family of trolls is extensive, partially natural, partially dug out by the trolls themselves. The natural areas (rooms F, G, I, K, L, O, Q, S, W, X, and corridors and chimneys A=>F, F=>G, F=>Q, F=>S, G=>L, G=>S, G=>C, H, I=>W, I=>X, K=>Q, K=>S, L=>O, Q=>S, S=>W, W=>X) are lit by a soft glow cast

by a luminescent fungus growing over most of the walls, while the troll-dug corridors and rooms are totally dark to anyone not possessed of hypervision or some light source. The sheer drops marked on the map indicate vertical chimneys between portions of corridor or room; those between natural areas are lit by the fungus, but are slippery as a result of its growth (saving roll against CDN to avoid a fall, if attempting to negotiate without special apparatus). Players will be able to negotiate the various chimneys between levels without too much difficulty if they have brought climbing apparatus of some sort (ropes and grapples, climbing spikes, Spider Paws, pitons and a hammer — although the noise from pounding the pitons into the rock is likely to bring the trolls to investigate). Most of the chimneys are too wide to allow a character to go up or down it using the back-and-legs inchworm method, particularly if he is carrying a frightened girl with him.

With the description of each area is provided a table for possible habitation and/or visitation by various members of the troll family. The trolls will attempt to capture rather than kill, since one of their major monthly holy days (the Dark of the Moon ceremony) is fast approaching and the more people available as food for the celebration the better, and the group is expecting a number of other troll families as guests for this sacred observance.

There are 14 members of this troll family, 5 adult males, led by Gharnagh (a very large and powerful example of trollhood), 4 adult females, and 5 younglings (2 infants, 1 toddler, 1 child, and 1 adolescent). Statistics for these trolls can be found in the special section at the end of the scenario, as #303 to #316.



One item of troll lore that may not be mentioned by the experts is the fact that, as a race, trolls' sense of smell is very highly developed. The troll scent in the magic items list is actually a form of trap. Trolls know by scent all the others who belong in their family and those who are privileged to visit the family's complex; if a strange scent is discovered, it will be tracked down by a rather angry set of trolls and the possessor of said scent summarily dealt with. As it happens, most humanoids have a relatively neutral scent as far as trolls are concerned, and their presence will cause little or no sensation on the basis of smell alone.

The Entrances

The five entrances to the caverns are not well concealed, and all five are known. The main entrance (A) is a 20'-25' wide cave opening in the side of a rocky hill overlooking the main trade highway in the area; the trolls only occasionally use this path, since it is fairly obvious. The second entrance (B) is beneath a very large oak tree on the opposite hill; it drops down about 100' from the roots of the tree, at a 45° angle, and crosses under the road — there is a 65% chance of a troll stationed there at any time after dark, as a lookout to watch for traffic on the road below. The third (C) is in the rocky side of a stream gorge about half-a-mile east of the complex proper, on the other side of the hill in which the caverns lie; this pathway is not natural, but is broad, although strewn with large chunks of rock the trolls did not remove in construction. Entrance four (D) leads from the top of a rocky tor about two miles west of the complex, dropping at a steep 60° angle at its beginning but levelling out at about 200' depth — its length is almost choked with rubble; the trolls do not use it much, since the tor doesn't overlook much of interest any more (it used to be a great place to steal cattle, before the farmer gave up and moved away). The fifth entrance (E) dives deeply (and steeply — 90° for the first 50' drop, 60° for the remaining 300' — before it flattens out) into the earth from its beginning about four miles southeast of the caverns in a heavily wooded valley inhabited by a large herd of deer; the trolls use this tunnel about three times a week on hunting expeditions — there is a 40% chance that trolls will be using this corridor any evening or pre-dawn.

Corridors within the Complex

The passageways in the trolls' caverns are either natural (connecting the naturally formed rooms) and relatively uncluttered with debris, or troll-dug and very rough-hewn, with large chunks of rock scattered about in many places (65% chance of a hiding place big enough for a humanoid). The very broad corridors (A=>F, F=>G, H) have a multitude of potholes, sinkholes, crevices, and pits to provide concealment for a would-be rescuer unlucky enough to get caught by the approach of a troll (85% chance to locate one in this instance).

The corridors also show various degrees of busyness, depending on time of day. Trolls are nocturnal, and they seldom tend to be very active during the daylight hours. The chart below gives the chances of meeting trolls in any of the corridors of the complex; encounters should be rolled each 50' of corridor traversed in extended corridors, and once in the shorter ones.

Meetings in Corridors

Daytime	Nighttime
Busy — (25% meet, 1D3g trolls) G=>S, G=>T, G=>C, H, S=>T, T=>V	Busy — (35% meet, 1D4 trolls) F=>G, F=>S, F=>B, G=>L, G=>S, G=>T, G=>C, H, I=>P, K=>S, K=>E, T=>V
Occasional — (10% meet, 1D4g/2 trolls) I=>W, I=>X, K=>Q, K=>S, K=>E, Q=>R, Q=>U, R=>S/T, S=>W, T=>U, U=>V, V=>W	Occasional — (15% meet, 1D3g trolls) F=>J, I=>W, I=>X, J=>K, K=>Q, Q=>R, Q=>U, R=>S/T, S=>W, T=>U, U=>V, V=>W
Deserted — (3% meet, 1 troll) All others	Deserted — (5% meet, 1D4g/2 trolls) All others

Areas Within the Caverns

Room F: The Entryhall —

This broad and high natural cavern has little in it except the broken remains of a farmer's wagon, splintered against the northeast wall. The trolls use this room only sparingly during the daytimes, because of the influx of bright daylight from the entrance.

Light: always empty.

Dark: 01-65 Empty

66-80 One adult troll (usually Gharnagh) going for a quick look outside at the road.

81-90 Three adult trolls (one male, two females) taking 1D3 of the female prisoners (leashed, of course) for an exercise and relief walk.

91-00 Four adult trolls (mixed sexes) returning from a raid; they will be carrying the carcass of either a deer or a cow.

Room G: The Gathering Place —

In the center of this large cavern is a large pit filled with ashes, and the bony remains of past repasts (contrary to popular belief, trolls will use fire and do like their food cooked — although they have no scruples about eating it raw). Seldom is this area deserted (5% chance it's empty of trolls at any given time), and the fire in the center pit glows all during the night hours.

Light: 1D4 assorted trolls can be found in this area (insomnia, maybe?).

Dark: there will always be at least 2 trolls in this area, and generally more (75% chance of 1D6 + 2 trolls).

Room H: The Sacred Walk —

This broad passageway leads to the next cavern, and functions as a natural joining between the Gathering Place and the Great Hall of the Gods.

Light: 50% chance of meeting 1D3g trolls in this stretch.

Dark: 85% chance for 2D3 trolls to be passing through.

Room I: The Great Room of the Gods —

In this huge cavern, one finds an unusual natural phenomenon — the entire room twinkles and sparkles from the facets of the many crystals that line the walls, floor and ceiling. In the near center is a very large hunk of rosy quartz which seems to have the shape of a troll's head (yes, it's natural — trolls are superstitious, not deifactory); below this enormous visage is a large altar of glistening black stone (a huge chunk of obsidian, weighing nearly two tons, worth some 100,000 GP — although it will be impossible for the characters to move it; it took over twenty adult male trolls to get it into the cavern in the first place; the overall worth of the cavern's crystalline embroidery is high, but not excessive).

Light: 65% chance of 1D3 trolls in their holy place.

Dark: there will always be at least 1 troll in the temple, with an 80% chance of 1D4 more.

Room J: A Storage Room —

This room and the connecting tunnels are all troll constructed. It is used for storage of interesting but

unimportant objects, many of which the youngling trolls use for playtoys. Among other things (a few skulls, old clothing, etc.), there is a greatsword here, two maces, and a double-bitted battle-axe; both the sword and the axe are enchanted, but the trolls are unaware of this (and could care less if they knew!).

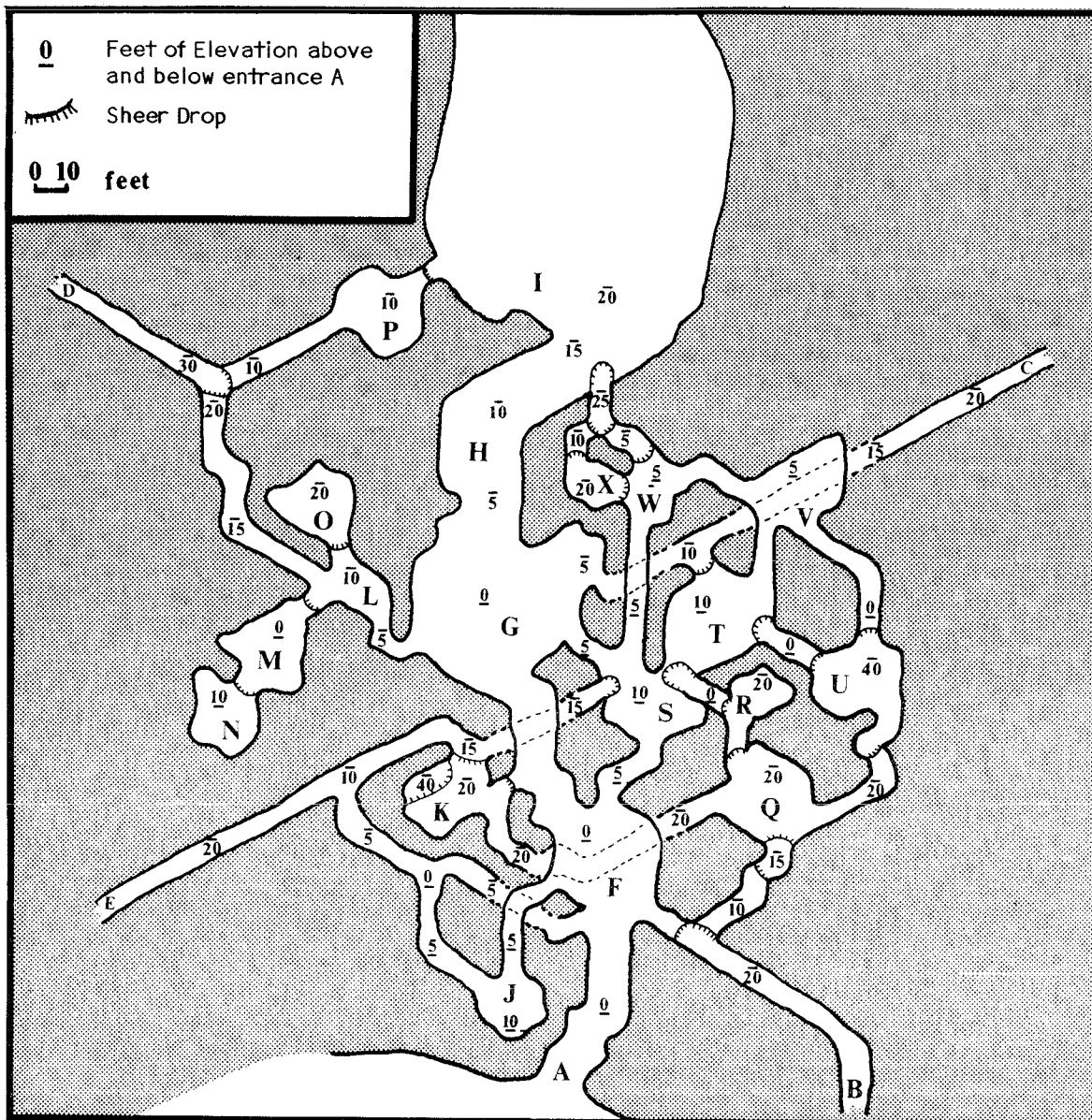
Light: 3% chance of 1 troll here or wandering in (passing through).

Dark: 25% chance for 1D3g trolls to appear, all younglings (toddler to adolescent).

Room K: The Prison Pit —

Along the northwestern wall of this low natural room is a pit about 20' deeper than the rest of the room. Within the pit may be found (and heard — they will make some noise if they hear noises suggesting other than a troll in the room) three of the four would-be rescuers from the girls' capture a week ago (one was killed in the fight with the trolls — he was ceremoniously eaten, in honor of the good fight he put up).

The three men are wounded but partially recovered, and will be willing to join the party to



rescue the girls if released; they know that their armor and weapons were contemptuously thrown into Room J (the greatsword and battle-axe are theirs — the latter belonging to the deceased fourth member of the party), and will seek to retrieve them. However, they tend to have typical fighter mentality, and will be unlikely to believe (or participate) in stealth rather than confrontation, in spite of the obvious failure of such tactics in the past. Blye Corrin (#317) is the accepted leader, and the other two, Bergaus Molhys (#318) and Vertrox Redthatch (#319 — the fringe of hair around his head was at one time bright red, and much bushier), will take their cues from him. Blye is a man of firm opinions and quick temper, and will likely dispute the course of the expedition with the thieves.

Light: 10% chance of an insomniac troll adult wandering in to taunt the prisoners.

Dark: 50% chance of 1D3g trolls already there, taunting the prisoners; if unoccupied, 35% chance of 1D3g trolls wandering in.

Room L: The Foyer to the Storage Chambers —

This room is shaped vaguely like a spearhead; it is quite moist (practically dripping with water, in fact — this is where the trolls get their drinking supplies), and is dotted with stalactites and stalagmites. Two chimneys lead out of the chamber to the north and south. The air temperature in area is quite cold (breath steams).

Near the northern chimney can be seen a large splotch of fresh blood. The blood is slowly washing away under a small drip from the wall, but there is considerable left. A hunk of raw flesh lies near the spot of blood (this is actually part of a haunch of venison, a relic of the trolls' last hunting expedition).

Light: 5% chance of finding or meeting one of the adult females as she gets food for the cookpots.

Dark: if the trolls have been hunting (40% chance per day) and it is near dawn (4am to 6am), there will likely (85% chance) be a troll or two butchering the night's catch. Else, there is a 35% chance of meeting 1 adult female getting supplies.

Room M: The Outer Treasure Room —

Trolls do recognize value in some items, particularly bright shiny metal ones. Within this troll-dug addition to the foyer can be found the trolls' lesser value treasures. There are half-a-dozen small chests of very shiny coins (roll D100: 01-80 copper; 81-95 silver; 96-00 gold), newly minted; the chests hold 500 + 5D100 coins each, and weigh (without the coins) about 6lbs. Several gaudily decorated weapons are leaned against the walls, including a gem-hilted broadsword, non-magical, in a velvet and gold filigree scabbard — value 1,000 GP; most of the others are strictly flash — average value about 100 GP each — about a dozen all told.

One oddity in the room is the glowing bow in the decorated leather case (the glow will be masked by any light cast by torches or lanterns); a quiver of arrows, shafted in a silvery wood and fletched with black feathers, lies nearby, an obvious accompaniment to the bow. The bow is nearly a relic, taken at death from a Kijeron Bowman (generally the only way the weapons of

this rather unusual cult can be gotten from their owners without joining the cult); it was custom-made by the former owner, and is a 150lb pull (requiring 18 or 19 STR), backed, built, and tapered (all skill 7, +20% range, +20% damage, +1HP). The arrows are enchanted (+1HP — one is a Bane arrow for Gorgons, two are 2D10 Fire Bursts); the arrows can be used on other bows, but derive an extra +1 to HP if fired from the Kijeron bow.

Light: there is virtually never a troll here during daylight hours.

Dark: 5% chance of a troll coming in to fondle treasures; usually, one will climb up into the area only to deposit something of worth.

Room N: The Inner Treasure Room —

Here are kept the trolls' greatest treasures, items of value unknown to most other races. The room is constructed, and fairly rough-hewn; several large lumps of unremoved rock dot the floor. In one corner lies a large leather sack; it contains a 5lb block of dark chocolate (the block originally weighed 8lb, but the trolls have been nibbling for nearly a year — the chocolate is quite stale, but still a delight to the trolls). Midway in the room is a large (3' on a side) wooden crate, holding two dozen very shiny bronze chamberpots. Similar items can be found all over the area.

Light: again, there is practically never a troll here during the day.

Dark: normally this area will be entered only if the trolls have made a successful raid, and have some item they particularly value. There is a 5% chance some troll will be here, chuckling over some item of treasure.

Room O: Cold Food Storage Room —

The air is wet and cold, and the walls drip with moisture (a small spring in this room is the source of moisture in both this and Room L). Several carcasses of cow or deer are stashed here, aging. Imaginative thieves may discern a resemblance between one of the bovine or ungulate cadavers and that of a young girl.

Light: 5% chance of an adult female troll fetching supplies.

Dark: 35% chance of an adult female troll fetching supplies.

Room P: The Robing Room —

Piles of decorative garb can be found in several spots in the room. Bright and shiny cloth, tooled leather armor pieces, gilt or silvered chain, etc., provide dressups for the trolls during their worship ceremonies. There is little here that would be of normal worth (not any more, at least — one wearing by a troll stretches humanoid clothing beyond its limits).

Light: only on the eve of a holy day will trolls be found here; then there is an 85% chance of finding some troll donning items.

Dark: on holy days, darkness is the time of celebration, and only latecomers to the ceremony (10% chance) will be dressing here.

Room Q: The Play Hall —

This natural low chamber is used primarily as a passageway to the other chambers nearby, since its 5' to 6' ceiling height makes it unsuitable living space for any but the smaller trolls, and the adults declined to dig it out. It does tend to function as the children's room, and is used as a playground frequently; there is a large (20' diameter) patch of soft sand in the center (treacherous footing for any one attempting hurried actions — SR against CDN to retain footing), in which the youngsters romp and burrow.

Light: 10% chance of an adult or two passing through.
Dark: 50% chance of 1D3 of the younglings playing in the chamber; otherwise, 20% chance of an adult or two on the way through.

Room R: A Small Room —

There is no light in this hole other than the very tiny illumination which filters in from the chimney (a miniscule fragment at best). Two terrified girls, Corinne naiBeron (#320) and Vallia (#321), are penned here, too scared to attempt to escape. Vallia will bear up, and attempt to cooperate with her rescuers. Corinne, however, is likely to bring the trolls down upon the party with a near-hysterical pleading for rescue, once she determines the entrants are humanoid and not troll; the girl is also a clinger, and will enwrap herself (almost unstickably) around the neck of the first likely rescuer she sees.

Light: 3% chance of a troll checking on the condition of the future meals.
Dark: 35% chance of three adult trolls (1 male and 2 females) coming to take the girls for their nightly walk; if not, 25% chance of 1 adult female bringing food.

Room S: Trolls' Sleeping Hall —

In the center of this chamber is a large pile of rather smelly sleeping furs (yes, even trolls like luxury — hard rock does not a comfortable mattress make!). There is little else to be found here.

Light: 1D3 + 1 trolls (mixed sexes) will be sleeping (etc.) in, on, and around the pile of furs; there is a 25% chance that 1D2 trolls will be awake.
Dark: 25% chance of 1 adult troll lazing (35% actually sleeping!) or passing through. Even asleep, trolls react to various stimuli, and there is a 40% chance whatever troll is in the room will sense something amiss if the party enters, carefully or not.

Room T: Trolls' Sleeping Hall —

Another room with sleeping furs provided, this natural cavern usually resounds with trollish snores during the daylight hours.

Light: 1D3 + 2 adult trolls will be happily sawing wood (or engaging in other activities); 25% chance of a wakeful troll.
Dark: the room is seldom (10% chance) occupied during dark; handle occupants as for Room S.

Room U: A Chamber of Captives —

This troll-constructed chamber houses three of

the girls captured with Adrumilda. All three, Janny a'Le (#322), Kristin Darmasdotter (#323), and Beryl of Astrika (#324), have attempted escapes (nearly successfully in Janny's case), and have therefore been put into what the trolls consider their deepest, and toughest to get out of, hole. The girls will be grateful for any aid in getting shut of the trolls, but their one desire will be to get away from the hole. Two of the three will not aid in rescuing anyone else, and will remain where they are rather than go deeper into the caverns; Beryl, however, has been in the area where Adrumilda is being kept, and will attempt to guide the party there.

The girl's memory is reasonably good, and she has a 85% chance of remembering the correct path at any intersection. Unfortunately, the path by which she was taken to visit with and console her friend is rather devious, since it was the adolescent troll who was assigned to take her, and he tended to wander. The path Beryl remembers is: U to V, V to T, down the northern chimney, up into G, along H, down the chimney near I, up to W, then down the chimney to X. If this path is followed, there is a 65% chance for the group to notice the side passage to X on the way from I to W; there is an appropriate chance they will hear noises (snatches of song) from X as they pass within 20' or so.

If the girls are taken to Room F and released, they will run as far and as fast as they can. If forced to go along with the thieves, Janny in particular will become more and more uneasy the deeper into the caverns the girls are dragged, until she finally breaks into hysterical sobbing and wailing. While they have managed to hold up admirably so far, it will not take much more to break the spirits of all three young women.

Light: 5% chance for 1 adult troll to check on the girls' condition.
Dark: as for Room R.

Room V: Troll Children's Sleeping Hall —

The trollish equivalents of cribs (dug-out holes in the rock, lined with soft furs and hide) might provide stumbling blocks for the unwary; there are four scattered around the room. There is another fair pile of redolent furs centered in this chamber.

Light: the two infants will be occupying cribs and the younglings will be curled and cuddled into the furs. If the party does go through the room, the hearing chances for the sleeping children are 15% — in which case they will wake up and make copious amounts of noise.
Dark: 15% chance for one of the infants to be sleeping in a crib; otherwise, unoccupied except for passers through.

Room W: A Small Chamber —

A small natural chamber with a floor of loose, dry sand (treacherous footing, as in Room Q), this area contains little of interest. There is a 50% chance that the party will here verses of song while passing through this area; the chimney from X acts as a sound funnel.

Light: 10% chance of 1D2 trolls passing through, either from I or from X.
Dark: 25% chance of the walkers coming to get the girls for an exercise session.

Room X: Another Chamber of Captives —

The phosphorescent fungus found in the natural areas grows especially well in this smallest of all the chambers. This is about all that has allowed the two young girls imprisoned here to keep hold on their sanity. The trolls had sufficient sense to realize that the most richly dressed (she was wearing a satin — shiny — dress and a number of strands of gold chain) of their captives was likely the most valuable; so they put Adrumilda and Constance Edain (#325 — the young lady to whom Adrumilda was clinging at the time of the attack) into their most secure holding area, the one closest to the temple.

For the past few days, the two girls have been keeping their spirits up by singing. It is possible that a party investigating nearby rooms or corridors will hear these feeble attempts at staying courageous (50% chance the girls will be singing at any given time — 100% bonus to hearing, minus 10% for each 10' distance [height included] from the chamber to the party). If rescuers should appear, the girls will be tearfully happy

to see them; Constance will promptly faint from relief from the strain, and Adrumilda will dash to help her (of course, she will fall and twist her ankle severely in the process — becoming unable to run in any case, and barely able to walk without support; climbing is obviously impossible).

Once Constance has recovered from her faint, she will offer to help Adrumilda walk. Both girls are smart enough to realize that any noise will likely bring the trolls down upon them again, and Adrumilda will resort to lip-biting if necessary to avoid crying out from the pain in her ankle. Constance knows the way they have been taken for their evening exercise periods (X to I, along H, through G to F, and, twice, out through entrance A); she will tell the rescue party that it is the quickest way she knows — her memory is quite good, and she had concentrated, hoping for an opportunity to escape.

Light: there is a 5% chance a troll will pass through the chamber, simply to check on the girls.
Dark: chances are as for Room R & U.

Character Descriptions for RESCUE FROM THE TROLLS' HOLE

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACO	Damage	Armor Class	HTK
301	Alenkith Vorsak	m	EL HU MER	3D10GP	12	10	11	15	16	15	08	12	16	12	DGR	8	1D6	NON 2	30
302	Adrumilda Vorsak	*,a	INT HU NON		09	12	14	12	12	13	12	11	12	18				NON 0	19
303	Gharnagh	d,h	EL TR FTR		29	09	12	25	05	08	09	21	09	04	CLAWS	5	2D10	SKN 8	88
															BITE	7	2D12		
304	Mhughra	*,d,h	VET TR FTR		24	08	13	19	06	07	12	18	04	03	CLAWS	6	2D8	SKN 7	62
															BITE	8	2D10		
305	Pukargh	d,h	VET TR FTR		23	10	09	23	03	06	08	19	04	03	CLAWS	6	2D8	SKN 7	64
															BITE	8	2D10		
306	Dogaki	*,d,h	INT TR FTR		21	09	10	22	10	07	09	16	05	06	CLAWS	7	2D8	SKN 6	50
															BITE	9	2D10		
307	Rhaghro	d,h	VET TR FTR		25	10	08	23	06	06	10	17	02	02	CLAWS	6	2D8	SKN 7	74
															BITE	8	2D10		
308	Klagha	*,d,h	INT TR FTR		23	11	11	25	07	10	06	15	06	05	CLAWS	7	2D8	SKN 6	49
															BITE	9	2D10		
309	Bundorg	d,h	INT TR FTR		22	08	07	27	05	05	07	19	07	03	CLAWS	7	2D8	SKN 6	58
															BITE	9	2D10		
310	Glanda	*,d,h	INT TR FTR		18	09	10	24	12	09	07	18	03	06	CLAWS	7	2D6	SKN 6	48
															BITE	9	2D8		
311	Frogor	d,h	INT TR FTR		21	08	08	25	04	08	05	14	04	08	CLAWS	7	2D8	SKN 6	63
															BITE	9	2D10		
312	Adolescent	d,h	GR TR FTR		16	10	11	19	03	09	04	12	05	06	CLAWS	8	2D5	SKN 5	26
															BITE	10	2D5		
313	Child	*,d,h	GR TR FTR		11	07	12	16	03	07	07	16	06	05	CLAWS	10	2D4	SKN 4	18
314	Toddler	*,d,h	GR TR NON		08	05	10	14	04	05	12	12	07	09	CLAWS	12	2D2	SKN 3	15
315	Infant A	d,h	GR TR NON		07	03	11	13	02	06	02	17	08	07				SKN 2	14
316	Infant B	d,h	GR TR NON		06	03	11	15	02	10	16	13	08	03				SKN 2	14
317	Blve Corrin (if rearmed)	t	VET HU FTR		16	14	12	15	08	12	08	13	14	11				NON 2	35
															GTSWDe	3	3D8	CHN 9	
															MACEe	7	5D4		
															2BBAX	10	4D5		
318	Bergaus Molhyls (if rearmed)	t2,u,x	INT HU FTR		15	12	13	14	09	13	10	09	10	13	BDSWDe	6	4D4	NON 1	28
															2BBAX	10	3D5	C&S 8	
319	Vertrox Redthatch (if rearmed)	t2,u,x	VET /E FTR		14	15	11	17	08	10	15	11	08	12	BDSWDe	5	4D4	NON 2	33
															2BBAX	3	3D5	C&S 8	
320	Corinne naiBeron	*,j	INT HU NON		08	12	18	12	04	13	13	10	06	16				NON 2	16
321	Vallia	*,j	INT /E NON		09	11	13	11	14	12	08	12	11	16				NON 0	14
322	Janny a'Le	*	GR HU NON		08	12	14	12	10	09	17	11	10	15				NON 0	16
323	Kristin Darmasdotter	*	GR HU NON		07	13	12	10	11	13	10	13	07	19				NON 0	13
324	Beryl of Astrika	*	INT /E NON		09	14	14	12	11	10	14	16	13	14				NON 0	16
325	Constance Edain	*,j	INT HU NON		10	12	16	10	17	11	08	07	14	17				NON 1	17

Notes:

* Female
 † Magically enchanted weapon or armor (value given)
 a NPC wearing valuable or ostentatious personal jewelry
 d Only damage from fire or silver is permanent
 e Expert with weapon
 h Heal 10% of current non-fire/silver wounds per mr

j NPC wearing some jewelry
 m NPC has useful (non-combat) magic item on person
 u Untrained with weapon
 x If first attack in mr misses, return strike is allowed at penalty of -4 to HP

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