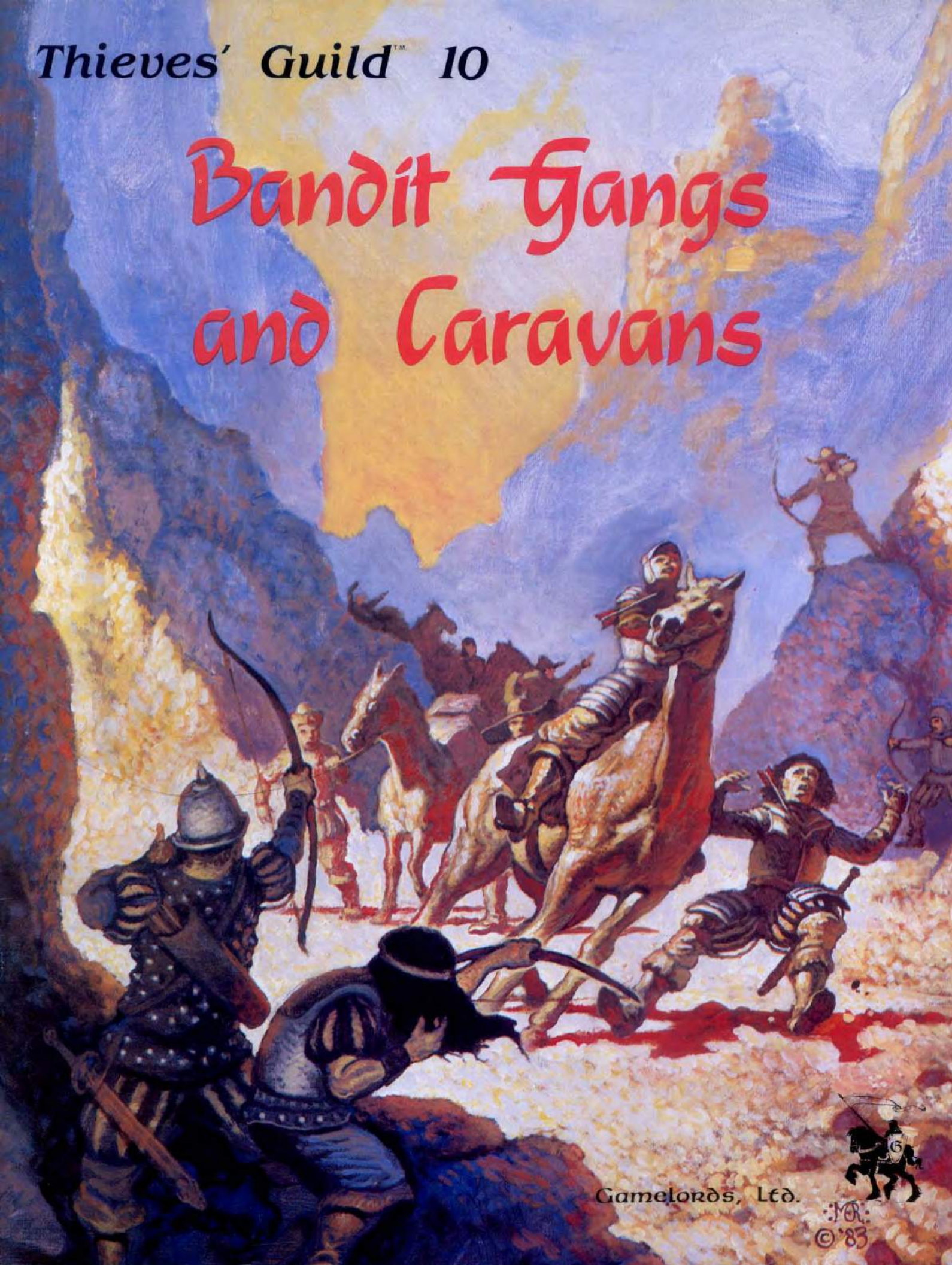


Thieves' Guild™ 10

Bandit Gangs and Caravans



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THE GUILDMASTER SPEAKS

Although I am loathe to delay you from carrying out my vengeance against that traitorous merchant Avar Isman, on the start of your lucrative bandit careers, there is important news on several fronts I feel I should impart to you. So ears up, lads and lasses — I'll try to be brief.

Prince of Thieves — The third annual Prince of Thieves Tournament was held this summer at both GenCon and EastCon (the latter in a somewhat abbreviated, two-round format due to scheduling problems). Winners were (respectively) Tim Wodke and Charles Hickok. Observers at the GenCon final round described the sessions as some of the best role-playing they had ever encountered, and indeed the final judging took almost a half-hour to unravel a decision. Congratulations to all the prize winners — we look forward to seeing you (and any of our other brothers and sisters unable to participate this year) at 1984's cons.

New Features for Thieves' Guild — Starting with the next issue, *Thieves' Guild* will be instituting some new semi-regular features to sharpen your senses and bedazzle your imagination. These features will include: **Guild Profiles** — detailed personal descriptions of some of Haven's most notorious Guildsmen, describing their aliases, modus operandi, common haunts, and outlining ways in which these characters can be used to provide player adventure opportunities; **Situations Offered** — descriptions designed primarily for solo adventuring; and **Notes from the Underground** — News of coming criminal opportunities, Guard activities, and Guild and Haven city politics, all in the inimitable purple prose the city's most scrupulous rumor-monger, "Weasel" Jarryd. Watch for these, my hearties — the campaign they save could be your own!

Coming Attractions — More commonly known as the fictional portion of our usual news and notes, this discussion usually presents our hopelessly optimistic projections about when new products will be available. As always, we thank you for your indulgence with these ill-fated prophecies (nobody said we were clairvoyant), and will try to reward you with a new resolution — oh, we'll only tell you **what** we're working on, not **when** it's coming out! However, even with that we're pretty excited about what we're working on these days — a boxed edition of the original **HAVEN**, a science-fiction role-playing game and campaign supplement based on C. J. Cherryh's Hugo award-winning novel, **DOWNBELOW STATION**, and (wonder of wonder, miracles of miracles!) a boxed, totally reworked *Thieves' Guild* — **The Fantasy System**, which will include the long under-development books *Paths of Sorcery* (also known as **MAGIC!**), and **NAKED SWORD** (both of which will be available separately), and a somewhat expanded consistent character creation system for all these classes. Like the original *Thieves' Guild*, both *Paths of Sorcery* and **NAKED SWORD** will contain introductory scenarios; it appears that the revised *Thieves' Guild* portion of the boxed package (which will definitely include all additions to the rules 1 - 7) will probably contain two of the original four scenario sections, and possibly a new introductory for first level characters. When will this cornucopia of knowledge and excitement be available? Now, now, you know your Guildmaster never goes back on his word — but start saving your ill-gotten (hard-earned) gains (that's an order!).

So, now, be off wif ye, and don't come back until your pockets are lined with silver and your tongue with tales of your glorious exploits. Good thieving to all!

INDEX OF KEY ABBREVIATIONS

Throughout the *Thieves' Guild* series, as well as the accompanying books in the Haven 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 - **bits**: 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 armor devices used or worn by beings, plus - in the simple method for resolving combat - dodging ability
FRPG - **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 150 pounds; 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

HACB - **Hits Armor Class 0 (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 HACB 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 extraordinary; 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™ 10

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Bandit Gangs and Caravans

Many large caravans travel the highways and byways of the more populous areas of the world of *Sawreven*. Often these parties are laden with wealth of one type or another -- jewels, gold, rare spices, costly fabrics -- or party members themselves who can be ransomed or sold as slaves. Consequently, it is not uncommon to find groups of highwaymen in these areas banding together into large (often admittedly unwieldy) gangs for the purpose of preying on caravan traffic.

It is unlikely that any GM will have a group of players large enough to completely fill out a 20 to 100 or so member gang. The following section provides rules to enable the creation of thieving bands larger than the usual adventuring party, the construction of the travelling groups that are their targets, and the resolution of conflicts involving these groups.

The rules presented herein are a refinement of those originally presented in *TG6* to resolve ship-to-ship boarding actions. They are designed to be fully compatible with the mass combat resolution techniques presented in *Naked Sword*, the warriors and wilderness GM's guide to *Gamelords'* complete Fantasy System. GMs should feel free to add any modifications they see fit to facilitate ease of play. Included in this section is a pre-generated thieving band, and a caravan constructed using these rules, to enable the GM and his players to learn the mechanics of the mass combat resolution procedure as rapidly and easily as possible.

The rules are presented in a manner which will allow the GM to conduct a full scenario by simply following the various sections as they occur. They are:

- Bandit Gang Creation** -- describes basic construction of a multi-character raiding group: numbers, classes, experience, weapon and mounted combat skills, etc.
- Basic Caravan Creation** -- delineates the basic parameters of a caravan: the master's ability, size, mode of transport, number of guards, value status, etc.
- Caravan Defender Development** -- does creation of the bandits' opposite numbers on the caravan.
- Preparing for Encounters** -- outlines the normal set-up procedures for the raid about to take place.
- Mass Combat Procedures** -- describes methods of dealing with murder and mayhem on an epic scale.
- The Caravan's Cargo** -- details creation of the caravan's valuables (the loot the gang is after in the first place), including special items some of the more important passengers may be carrying personally.
- Special Passengers on the Caravan** -- outlines the types of VIPs on the caravan, ransom chances, etc.

Bandit Gang Creation

The total membership of a bandit gang (not including player characters) will vary widely from group. Each size grouping has its own advantages and disadvantages. A large force, for example, should be able to overpower all but the most heavily guarded caravans it encounters; but it will also stand a greater chance of attracting unwanted attention from the local

authorities, be far more prone to internal dissensions that may destroy its effectiveness from within, and will require a steady diet of plunder just to maintain adequate levels of basic supplies. To determine gang size, roll D100 on the table below (the results do not include player character members of the gang).

BANDIT GANG SIZES

Roll	Size	Range	Staff Die Roll
01-30	Small	13-28 members	3D6+10 men
31-70	Medium	28-49 members	3D8+25 men
71-95	Large	48-81 members	3D12+45 men
96-00	Small Army	73-130 members	3D20+70 men

A gang will usually be comprised of a mixture of pure thieves and other loot-hungry adventurers (including warriors, archers, and even an occasional berserker, mage, or renegade forester). For movement and combat purposes, gangs are broken down into "squads" of 8-25 men each. Each squad will normally operate under the command of a lieutenant, who in turn will report to and take orders from the gang's leader or chieftain. The players may elect to portray these leaders, particularly if they are using experienced characters (6th level or above). In such an event, the players may appoint one of their number to act as gang chieftain. Any method of selection may be used; however, for best results, it is recommended that the players appoint the character among them who receives the highest ranking using the following formula:

$$1/2 \text{ STR} + \text{DSC} + 2\text{MAG} + 3\text{LEVEL}$$

If there are insufficient player characters to command all the squads in a gang, one or more NPC bandits may be rolled up to head the remaining units, using normal Character Creation procedures to generate characteristics and the table below to determine character experience level and related weapon and other bonuses.

LEADER EXPERIENCE LEVELS

Roll	Experience	Roll	Experience
01	3rd Level	71-85	9th Level
02-04	4th Level	86-92	10th Level
05-10	5th Level	93-96	11th Level
11-25	6th Level	97-98	12th Level
26-48	7th Level	99	13th Level
49-70	8th Level	00	14th Level

Lower level characters are not prohibited from acting as leaders, but will suffer significant penalties to the quality of recruits they can attract. Thus, if the players' party primarily consists of relatively inexperienced player characters (5th Level or lower), they may find it more prudent to place NPCs rolled as above in all the gang leadership positions, and to treat themselves as members of one of the raiding squads.

Once a gang's leadership has been selected (or rolled up), composition of the remainder of the gang's membership can be delineated. Each bandit chieftain

receives a certain number of Character Creation Points (CCP), which may be expended to generate and equip the rank and file of the gang. The number of these CCPs is calculated in the process that follows:

- 1) Multiply the number of gang members (excluding player characters) by a value for the Chieftain's Leadership Factor (controlled by his general Experience Level): GR^{een}, LF = 3; IN^{termediate}, LF = 5; VET^{eran}, LF = 7; EL^{ite}, LF = 8; SUP^{erelite}, LF = 9.
- 2) Add 5 for every MAG point over 10 the Chieftain has.
- 3) Add 3 for every DSC point over 10 the Chieftain has.

CCP may be expended on any of three items: 1) selecting an experience rank and character class for each gang member; 2) purchasing extra weapon skills for Fighters, Thieves, and Archers; and, 3) purchasing mounts and Mounted Combat skills for some or all squads. The first of these expenditures must be made for each gang member, with at least 1 CCP minimum spent per man; the second two categories are optional items to be utilized as each chieftain sees fit. Costs and effects of each type of expenditure are described below.

Purchasing Character Class/Experience Level

The bandit Chieftain (or his lieutenants, if he elects to allocate his total CCP between squads, and let each player design his own unit's composition) must assign each member of the gang a Character Class and general Experience Level. The CCP cost of each Class/EL combination is indicated below.

CLASS AND EXPERIENCE LEVEL COSTS

Rank	Thief	Fighter	Archer	Forester	Berserker
GR	1	2	3	5	6
INT	3	4	5	8	9
VET	5	6	7	11	14
EL	7	9	10	14	18
SUP	10	12	14	18	24

Thieves, Fighters, and Berserkers are assumed to be equipped with only close range weapons; Archers are assumed to come equipped with only a missile weapon; Foresters are assumed to come equipped with both close and ranged weapons. Fighters and Foresters add 1 point to normal CV when fighting with close range weapons; Archers and Foresters add 1 to normal MV when fighting with missile weapons. Berserkers fight at double normal CV with close range weapons when they attain a state of battle rage (roll D6 for each Berserker at the beginning of battle: 1-2, rages in 1st mr; 3-4, 2nd mr; 5-6, 3rd mr), but do not use missile weapons at all.

There are no restrictions on the types of characters that can be grouped together in a squad, save that the total CCP value of all NPCs in a gang cannot exceed the chieftain's available allocation; conversely, however, a Chieftain may elect to spend less than all his CCPs on Class/EL selection, so that he may purchase some of the optional capabilities below.

Purchasing Second Weapon Skills

Chieftains may elect to outfit some or all of their Thieves, Fighters, and Archers with a second weapon (i.e., missile weapons for Thieves and Fighters, close range weapons for Archers), at a cost of 2 CCP per character outfitted. All characters using their second

weapon (except Foresters) will have a CV/MV equal to their experience level, regardless of any bonuses they receive with their primary weapon. Berserkers may not be equipped with missile weapons.

Purchasing Mounts/Mounted Combat Skills

Chieftains may at their option equip one or more of their squads with horses, and may also spend further CCPs to increase a squad's competence in fighting from horseback. **Note:** In order to obtain the movement and combat bonuses awarded to mounted units, all the members of a squad must be mounted. Costs of various levels of mounted combat skill, and the effects of each, are described in the table below.

HORSEMANSHIP EFFECTS

Rank	Description	Cost
Rank 0 (M0)	The squad can sit a horse adequately, and not much more. M0 increases squad MA to 16 hexes/mr, but has no effect on squad CV.	1 CCP/man
Rank 1 (M1)	The squad is well trained in horsemanship, but has little or no experience fighting from horseback. M1 increases MA to 18, and adds 10% to the overall CV of the squad if it is attacking unmounted foes at close range.	2 CCP/man
Rank 2 (M2)	The squad is considered battle-trained in mounted combat techniques. At M2, MA is still 18, but the rank adds 25% to overall CV vs. unmounted foes.	3 CCP/man
Rank 3 (M3)	The squad consists of battle-tested veterans of mounted combat. M3 increases MA to 20, and adds 40% to overall CV vs. unmounted foes.	5 CCP/man
Rank 4 (M4)	Squad is expert in techniques of mounted combat. MA increases to 22; the rank adds a total of 50% to overall CV vs. unmounted foes and 10% to overall CV vs. lower rank mounted foes.	7 CCP/man

Mages -- Arcane Assistance

Bandit gangs may not purchase battle-trained mages during the gang creation process; instead, each gang has a base percentage chance equal to Total Gang Size (including player characters and leaders) divided by 3 of having one or more roguish magic-users into its ranks. If the first D100 roll against this percentage is successful, the gang may roll for a second mage at 1/2 its original success chance; if again successful, for a third mage at 1/4 (1/2 x 1/2) the original percentage chance, and so on, until a roll is missed. To determine the experience level of mages obtained by this procedure, roll D100 and consult the table below.

MAGE EXPERIENCE LEVELS

Mage Rank	Chieftain Rank				
	GR	INT	VET	EL	SUP
GR	01-70	71-95	96-99	00	-
INT	01-45	46-85	86-98	99-00	-
VET	01-20	21-55	56-90	91-99	00
EL	01-12	13-40	41-75	76-98	99-00
SUP	01-05	06-25	26-60	61-96	97-00

Mages will usually be attached to the chieftain's own squad. A squad which has a mage receives the following adjustments to its GIVE rating for the purposes of calculating morale and unit reaction speeds: GR, +0.10; INT, +0.25; VET, +0.50; EL, +0.75; SUP, +1.00. These bonuses are immediately forfeited if the mage is incapacitated or killed during the course of a combat. Complete rules for determining the extended spellcasting abilities and qualifications of mages are presented in Thieves' Guild 11; if the GM does not have access to these rules additions, extremely simplified mage rules are provided in the section on Caravan Defender Development under Champions (and Mages).

A Sample Bandit Gang

Tarff the Red, a VET level player character Thief, has been appointed chieftain by his fellow party members. He has MAG 14 and DSC 12. Tarff rolls D100 to determine the size range of his gang, and gets a 63: Medium, 3D8+25 members. He rolls a 3, 5, and 6 on his 3D8, producing a gang of 39. Checking to see if the group has attracted any mages, Tarff rolls D100 for 13 or less (39 members divided by 3), and fails miserably in his endeavor to attract arcane support with a 94 (so much for magic!). He then breaks the gang down into 3 squads of 15, 13, and 11 men, and assigns command of the two smaller squads to two other player-characters, Zaras Thrax (VET Thief) and Hanilos (VET Fighter).

Tarff's CCP allocation is: 39×7 (Leadership) + $[14 - 10] \times 5$ (MAG bonus) + $[12 - 10] \times 3$ (DSC bonus; this equals $273 + 20 + 6$, for a total of 299. Being anxious to improve relations with his comrades (one of whom contested his selection as Chieftain), Tarff decides to let his lieutenants design their own squads; he gives 95 CCP each to Thrax and Hanilos, keeping 109 CCP to outfit his own squad -- he does suggest, however, that one squad (his own) concentrate on providing artillery, one squad design itself as a shock troop, and the third provide cavalry support and pursuit.

Since Tarff wants his own squad to have a high MV rating, he initially decides to buy a number of Archers:

Type	Cost	CCP	GIVE	CV	MV
3 EL Archers	10 CCP:	30	21	0	24
5 VET Archers	7 CCP:	35	30	0	35
2 INT Archers	5 CCP:	10	8	0	10
Subtotal		75	59	0	69

He then supplements this force with a few Warriors and Thieves, keeping 10 CCP left over so that some of the squad can add second weapon skills:

Type	Cost	CCP	GIVE	CV	MV
1 EL Fighter	9 CCP:	9	7	8	0
1 VET Fighter	6 CCP:	6	6	7	0
2 INT Thieves	3 CCP:	9	12	12	0
Total (including previous)		99	84	27	69

Lastly, Tarff gives second weapon skills to his three EL Archers, the EL Fighter, and the VET Fighter, expending his last 10 CCP. His final roll call is presented on the Squad Roster below.

SQUAD 1

Leader: Tarff the Red (VET THF)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	V THF*	6	6	6	9	V ARC	6	0	7
2	E ARC	7	7	8	10	I ARC	4	0	5
3	E ARC	7	7	8	11	I ARC	4	0	5
4	E ARC	7	7	8	12	E FTR	7	8	7
5	V ARC	6	0	7	13	V FTR	6	7	6
6	V ARC	6	0	7	14	I THF	4	4	0
7	V ARC	6	0	7	15	I THF	4	4	0
8	V ARC	6	0	7	16	I THF	4	4	0
Total GIVE: 90		(Avg: 5.62; Adj: +0.00)		Rank: VET					
Morale: 17		MA: 7 (F)		CV: 54 +0%				MV: 88	

The squad's average GIVE rating of 5.62 gives it a rating of VET and a Morale of 17 ($5.62 \times 3 = 16.86$, rounded to the nearest whole number). The squad's initial CV of 54 puts it in the 31-60 column for close combat results; its MV of 88 puts it in the 61-90 column for missile fire (with appropriate adjustments for Long and Medium range fire).

After considerable bickering between the two lieutenants, Thrax grudgingly agrees to take on the dirty job of being the gang's primary melee force. He decides to eschew any subtlety and forego all but the most minimal missile firing capability, saving only 6 CCP to equip 3 of his better Fighters with second (missile) weapons. This leaves him 89 CCP for basic troop creation which he spends as follows:

Type	Cost	CCP	GIVE	CV	MV
1 EL Berserker	18 CCP:	18	7	7	0
				(14)	
1 INT Berserker	9 CCP:	9	4	4	0
				(8)	
2 EL Fighters	9 CCP:	18	14	16	0
2 VET Fighters	6 CCP:	12	12	14	0
3 INT Fighters	4 CCP:	12	12	7	0
4 VET Thieves	5 CCP:	20	24	24	0
Subtotal		89	73	80	0
				(91)	

The two berserkers are assuredly a luxury item, but Thrax hopes (not entirely without reason) that their presence will have a demoralizing effect on his foes. Second (missile) weapons are purchased for the two EL Fighters and one of the VET Fighters, using up the last of Thrax' CCP. His final roll call is presented below.

SQUAD 2

Leader: Zaras Thrax (VET THF)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	V THF	6	6	6	7	V FTR	6	7	0
2	E BER	7	7	0	8	I FTR	4	5	0
				(14)	9	I FTR	4	5	0
3	I BER	4	4	0	10	I FTR	4	5	0
				(8)	11	V THF	6	6	0
4	E FTR	7	8	7	12	V THF	6	6	0
5	E FTR	7	8	7	13	V THF	6	6	0
6	V FTR	6	7	6	14	V THF	6	6	0
Total GIVE: 79		(Avg: 5.64; Adj: +0.00)		Rank: VET					
Morale: 17		MA: 7 (F)		CV: 86 (97) +0%				MV: 26	



Thrax' squad is also rated as VET. His base CV is 80 (61-90 column), but if his major berserker (or both berserkers) goes into rage before his squad suffers serious decommissioning injuries, the unit can make the limit for the 91-120 column. The base MV of 26 puts him on the 1-30 column; he would have to subtract 2 from the die roll when making medium range attacks, and 6 on long range attacks, however, as indicated in the Combat Resolution rules.

Hanilos draws the assignment of constructing the gang's only mounted unit. After some deliberation, he decides to make his squad a fairly competent group of horsemen (Rank 2). At 3 CCP per man (including the horses), this costs him 33 CCP off the top, leaving 62 CCP for all other creation tasks. To save some CCP, he decides to construct his unit primarily of Thieves.

Type	Cost	CCP	GIVE	CV	MV
5 VET Thieves	5 CCP:	25	30	30	0
2 INT Thieves	3 CCP:	6	8	8	0
1 GR Thief	1 CCP:	1	2	2	0
Subtotal		32	40	40	0

He then completes his force with three heavy-hitters whom he equips with two weapons each.

Type	Cost	CCP	GIVE	CV	MV
2 EL Fighters	9 CCP:	18	14	16	0
2nd weapon	2 CCP:	4	0	0	14
1 VET Fighter	6 CCP:	6	8	8	0
2nd weapon	2 CCP:	2	0	0	6
Total (including previous)		62	60	63	20

The squad's final roll call is presented below.

SQUAD 3

Leader: Hanilos (VET FTR)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	V FTR*	6	7	6	7	V THF	6	6	0
2	E FTR	7	8	7	8	V THF	6	6	0
3	E FTR	7	8	7	9	V THF	6	6	0
4	V FTR	6	7	6	10	I THF	4	4	0
5	V THF	6	6	0	11	I THF	4	4	0
6	V THF	6	6	0	12	G THF	2	2	0
Total GIVE: 66 (Avg: 5.50; Adj: +0.00) Rank: VET									
Morale: 17 MA: 18 (M2) CV: 70 (84) +20% MV: 26									

This final squad is, as the other two, overall VET in morale; with exactly a 5.50 GIVE average, the Morale rating is just barely 17. Its CV is 70 (and 84 against

unmounted opponents), putting it in the 61-90 column; against unmounted opponents, the squad can even stand one or two casualties and retain the high column. The base MV of 26 puts the unit on the 1-30 column; they would also have to subtract 2 from his die roll when making medium range attacks, and 6 on long range attacks, as indicated in the combat resolution rules.

Basic Caravan Creation

Caravans quite simply consist of any group of people seeking to transport merchandise (or themselves) from place to place, who have decided to travel together to better fend off the many dangers of the open road (bad weather, hostile creatures, and bandits like the players' gang) which beset even fairly civilized regions. A caravan is a complex entity, encompassing passengers and cargo (treasure!) as well as a fighting contingent. GMs should design one or more of these groups well in advance of the actual raid. The following section provides rules that GMs can employ in creating their own caravans, and a sample group designed in the process to illustrate these rules.

Basic Caravan Structure

Most caravans have one individual who holds the ultimate decision-making responsibility -- the Caravan Master. The Master is responsible for maintaining the caravan's equipment and stores, for hiring personnel (including guards, drovers, cooks, bearers, and occasionally scouts or native interpreters), and for obtaining up-to-date information about area conditions. The Master's abilities as a woodsman, organizer and judge of men can greatly influence the success or failure of a given venture -- and his overall rating is an important factor in determining the group's reaction to, and preparedness for, a raid. To rate a Caravan Master for a random caravan, roll D100: 01-15 Poor; 16-40 Fair; 41-90 Good; 91-00 Excellent.

Caravans are classified as small, medium, large, or huge. For a random caravan's size, roll D100: 01-25 Small; 26-60 Medium; 61-90 Large; 91-00 Huge. Add 20 to this die roll if the caravan's Master is rated Excellent, and subtract 20 if he is rated Poor (news, both good and bad, travels fast). The overall size of a caravan will have a bearing on the mode of travel it utilizes, the number of spaces available for passengers and cargo, and the number of guards it carries.

Once the basic characteristics have been rolled up, the caravan's relative Value Status can be determined -- whether it is Poor, Average, Good, or

Wealthy. Value Status plays a large part in determining the proportion of the caravan's available space that is filled with cargo and/or passengers, and the actual worth of the portion that is filled. The Value Status rating is in turn based on two factors: the Caravan Master's ability, and the adequacy (perceived rather than actual) of the caravan's guard contingent. For

CARAVANS

Transport	Size of Caravan			
	Small	Medium	Large	Huge
Wagon	01-30	01-40	01-50	01-60
Pack Animal	31-95	41-97	51-99	61-00
Foot	96-00	98-00	00	-

Transport	Number of Spaces			
	Small	Medium	Large	Huge
Wagon	2D6	3D4 +5	4D6 +10	5D10 +15
Pack Animal	4D12 +10	4D10 +40	5D20 +60	3D100 +100
Foot	5D10 +30	4D20 +60	9D20 +100	-

Size	Guard Contingent			
	Small	Medium	Large	Huge
Guards	4D8 +5	5D12 +10	4D20 +20	5D20 +50

VALUE STATUS

Guard Percent	Value Status of Caravan			
	Poor	Average	Good	Wealthy
Caravan Master's reputation is POOR				
below 50%	01-70	71-98	99-00	-
50-75%	01-65	66-95	96-99	00
76-110%	01-55	56-90	91-98	99-00
111-150%	01-40	41-84	85-95	96-00
151-200%	01-25	26-77	78-92	93-00
201-250%	01-15	16-75	76-90	91-00
over 250%	01-10	11-75	76-90	91-00
Caravan Master's reputation is FAIR				
below 50%	01-60	61-96	97-99	00
50-75%	01-50	51-93	94-98	99-00
76-110%	01-40	41-88	89-96	97-00
111-150%	01-30	31-81	82-93	94-00
151-200%	01-20	21-75	76-90	91-00
201-250%	01-10	11-68	69-88	89-00
over 250%	01-05	06-65	66-85	86-00
Caravan Master's reputation is GOOD				
below 50%	01-50	51-93	94-98	99-00
50-75%	01-40	41-87	88-96	97-00
76-110%	01-30	31-80	81-93	94-00
111-150%	01-20	21-72	73-89	90-00
151-200%	01-10	11-64	65-85	86-00
201-250%	01-05	06-55	56-80	81-00
over 250%	01-02	03-55	56-80	81-00
Caravan Master's reputation is EXCELLENT				
below 50%	01-35	36-87	88-96	97-00
50-75%	01-20	21-81	82-93	94-00
76-110%	01-10	11-75	76-90	91-00
111-150%	01-05	06-66	67-85	86-00
151-200%	01-02	03-58	59-80	81-00
201-250%	01	02-50	51-75	76-00
over 250%	-	01-45	46-75	76-00

GUARDS NEEDED

Caravan Size	Transport Wagon	Animal	Foot
Small	3:1	2:3	1:3
Medium	3:1	2:3	1:3
Large	5:2	1:2	1:4
Huge	2:1	2:5	-

each type and size of caravan, there is a generally perceived consensus about the minimum number of guards that is "adequate" to protect it; these minimums are given in the small table to the left. Thus,

a small wagon-drawn caravan with 8 wagons is perceived to need a minimum of 24 guards (8 x 3), while a large pack caravan containing 115 freight animals would "require" a minimum of 58 guards (115 / 2). If the actual number of guards possessed by a caravan is divided by the number required for "adequacy", the resulting percentage will represent the caravan's Adequacy rating. To determine the caravan's Value Status, cross-index the table and row below that correspond to the group's Master and Adequacy rating, and roll D100.

Once a caravan's Value Status is known, a GM can determine how much of its available space is occupied by cargo and passengers. Each basic transport mode provides a certain number of potential cargo spaces: foot (bearers), 1; pack animals, 4; wagons, 20 (although there are some heavy freight wagons in existence which contain up to 32 spaces). Thus each caravan has a total number of spaces which can potentially be filled. [2D6+5]1% of these spaces are considered to be taken up by the caravan's basic supplies (food, water, etc.), with a minimum of 8 spaces used in this manner. In addition, 1 space is consumed for gear storage for every 10 guards and other caravan employees (drivers at 1 per wagon, drovers at 1 per 5 wagons or 10 pack animals, and other general help [cooks, foremen, wheelwrights, etc.] at 1D4 for Small caravans, 2D3 for Medium, 2D6 for Large, and 3D6 for Huge). The remaining spaces are then allocated between cargo, passengers, and unused.

No caravan travels until at least half of its available spaces are filled. The percentage of remaining cargo space used depends on the Caravan Master's reputation.

STOWAGE SPACE USED

Master	Percentage Filled	Spaces Filled
Poor	[40 + (2D3 x 5)1%]	(50-70% full)
Fair	[45 + (2D4 x 5)1%]	(55-85% full)
Good	[50 + (3D4 x 5)1%]	(65-110% full)
Excellent	[60 + (3D4 x 5)1%]	(75-125% full)

Note that a Caravan under a Good or Excellent Master can actually be filled beyond capacity; in this event, all excess "spaces" are assumed to be filled by additional passengers who are travelling under the caravan's protection but are not using its supplies or stowage capacity.

To determine the percentage of used spaces devoted to passengers, cross-index the caravan's Value Status and the Caravan Master's reputation on the small chart to the right. Passengers on Foot caravans

PASSENGER SPACES

Value Status	Master's Ability			
	P	F	G	E
Poor	70	65	55	50
Average	65	55	50	45
Good	55	50	45	35
Wealthy	50	45	35	30

consume 1 cargo space (a passenger is not a bearer) for themselves, and 1 additional gear stowage space for each 3 passengers (or part thereof). Passengers travelling in pack animal caravans consume 4 spaces (1 riding or pack animal per passenger), while those in wagon-drawn caravans occupy 2 spaces; in both cases, 1 additional cargo space is consumed for every 5 passengers (or part thereof). The remaining unallocated used spaces are considered to hold cargo.

THE CARAVAN OF GOROTIN

Gorotin en-Biristhak, a Caravan Master of Fair repute is leading a small wagon-driven caravan containing 10 wagons and 24 guards. An adequate guard contingent for such a caravan is considered to be 30 guards; 24 (actual guards) / 30 ("adequate" guards) gives an 80% Adequacy rating. Using the proper Value Status table and row, Gorotin rolls a 54, indicating an Average Value Status.

The caravan has 200 total available cargo spaces (10 wagons at 20 each). 13% of these, or 26, are filled with supplies; another 4 are taken up by employee stowage (24 guards + 10 drivers + 2 drovers + 3 general employees gives 39 total employees, at 1 space for each 10 men or fraction); this leaves 170 spaces. As a Fair Master, Gorotin has only [45+(2D4x5)]% of these spaces actually filled; he rolls a 3 and a 2 on the 2D4, giving him 70% of his capacity filled -- 170 spaces x 70% equals 119 spaces used.

A caravan with an Average Value Status under a Fair Master has 55% of its used spaces filled by passengers -- 119 used spaces x 55% equals 65 spaces passenger spaces, representing 32 passengers (on a wagon caravan, 1 passenger uses 2 spaces). These passengers use an additional 7 spaces (32 / 5, rounding up) for the storage of gear and personal possessions. 119 spaces - (65 spaces + 7 spaces) leaves 47 spaces holding cargo.

Rules for developing additional information about the cargo and passengers travelling with the caravan are provided later in this section. To gain access to this potential booty, however, the bandits must vanquish the group's hired and "volunteer" defenders; procedures for constructing these forces are detailed below.

Caravan Defender Development

The guard contingent for any caravan should, like the bandits they face, be organized into a number of squads of 8-25 men each. Most guard squads will travel in the immediate vicinity of the caravan itself, but one or more squads may also be expected to scout out the roads ahead (see the rules below for more information on the use of Scout groups). Individual groups are created using the same procedure described under bandit gangs -- the expenditure of CCP. Each Caravan Master receives a base number of CCP equal to the total number of guards in the caravan multiplied by the point rating assigned to his personal reputation: Poor, 4; Fair, 6; Good, 7; Excellent, 9. He may then receive MAG and DSC bonuses as outlined under Bandit Chieftains (roll the Master's ratings in these categories normally, using 3D6). The Master buys Character Class/Experience, second weapon skills, and mounts/mounted combat skills

for his guards using the same cost charts presented for Bandit Gang Creation with two exceptions:

- 1) A Caravan Master may not purchase Berserker or Thief characters for use as guards; and,
- 2) A pack animal or wagon caravan may provide all of its guards with mounts (Mounted Combat Rank 0, M0) at no additional cost, since without horses, the protectors will be unable to keep up with the cargo and passengers they are safeguarding. All higher levels of Mounted Combat skill cost 1 CCP less per man than indicated -- Rank 1 costs 1 CCP/man; Rank 2, 2 CCP/man; Rank 3, 4 CCP/man; Rank 4, 6 CCP/man.

Scout Squads

At the GM's discretion, one or more of the guard squads may be assigned the task of travelling well ahead of the main body of the caravan, attempting to seek out and identify potential dangers in sufficient time to enable the main body to ready itself for a strong defense. Any squads intended to be used for this purpose should calculate base Sense Ambush and Spot Hidden abilities, using the rows of the tables below that correspond to the squad's overall GIVE rating.

SCOUTING ABILITIES

Rank	Sense Ambush				
	10%	20%	30%	40%	50%
GR	01-50	51-90	91-00	-	-
INT	01-20	21-65	66-95	96-00	-
VET	01-05	06-25	26-70	71-95	96-00
EL	-	01-10	11-40	41-80	81-00
SUP	-	01-05	06-20	21-70	71-00

Rank	Spot Hidden				
	10%	20%	30%	40%	50%
GR	01-90	91-00	-	-	-
INT	01-60	61-95	96-00	-	-
VET	01-30	31-80	81-00	-	-
EL	01-15	16-60	61-95	96-00	-
SUP	01-05	06-30	31-70	71-95	96-00

A D10 roll (with 0 treated as 0) is then added to these bases. In addition, groups receive a 1% increase in these skills for each forester present in the Scout group. A Master may increase his Scout squad's abilities in either of these categories by expending 1CCP/man in the squad for each 5% increase desired (this represents a conscious effort to recruit and properly pay guardsmen with wilderness savvy).

After initial encounter setup, all guard squads assigned to "Scout Duty" may make a D100 ability roll against their Sense Ambush skills once every 4mr to see if they detect the presence of their foes awaiting in ambush. To be on Scout Duty, a squad must be placed a distance of 3 complete movement rounds (120' if on foot, 270' or more if on horseback) away from the main body of the caravan. Only one Sensing roll may be made for each Scout squad, representing its collective efforts; the result obtained should be adjusted according to the overall GIVE rating of the lowest ranked bandit squad participating in the ambush, as follows: GR, +10%; INT, +5%; VET, -5%; EL, -15%; SUP, -30%. The GM should also apply a penalty of 5% for each 50' of distance over 100' the scouts are from the nearest bandit squad. If a squad successfully senses the approaching ambush at

THE CARAVAN OF GOROTIN

Gorotin, our sample Master, has 24 guards in his employ. He elects to separate this force into two squads of 12 men each, rather than maintain a single large unit. He chooses not to set up a Scout squad, because it would remove half his trained fighters from the body of the caravan. He gets a base CCP

For his crack squad, Gorotin wants to purchase only VET and EL characters; his goal is to assemble a group with an overall GIVE rating sufficient to classify it as an ELite squad (average of 6.61 or better). The cheapest way to achieve this is to purchase 8 EL and 4 VET characters (for an average GIVE of 6.67).

Type	Cost	CCP	GIVE	CV	MV
4 EL Fighters	9 CCP:	36	28	32	0
4 EL Archers	10 CCP:	40	28	0	32
4 VET Fighters	6 CCP:	24	24	28	0
Subtotal	100	80	60	32	

This leaves him 4 CCP, which he uses to give 1 EL Fighter and 1 EL Archer second weapons, raising overall CV to 67, and MV to 39. The EL fighter with the second weapon is appointed leader of the squad, and the final roster is presented below.

SQUAD 1

Leader: Xarphen (EL FTR)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	E FTR*	7	8	7	7	E ARC	7	0	8
2	E FTR	7	8	0	8	E ARC	7	0	8
3	E FTR	7	8	0	9	V FTR	6	7	0
4	E FTR	7	8	0	10	V FTR	6	7	0
5	E ARC	7	7	8	11	V FTR	6	7	0
6	E ARC	7	0	8	12	V FTR	6	7	0
Total GIVE: 80 (Avg: 6.67; Adj: +0.20) Rank: EL									
Morale: 21 MA: 16 (M0) CV: 67 +0% MV: 39									

least 1mr before an attack is made, the bandits will lose the benefit of surprise from their initial assault (see Combat Resolution, Step 2; note that the bandits may still receive any bonuses to which they are entitled for Charge Attacks). A successful Scout squad may try to further exploit its advantage by using its Spot Hidden abilities to pinpoint the locations of the ambushing bandit squads -- they may try to spot 1 squad per mr; roll randomly to determine the target squad (ignoring previously located squads). The following adjustments should be applied to the result, depending on the overall GIVE rating of the target squad: GR, +20%; INT, +8%; VET, -5%; EL, -12%; SUP, -20%. Any bandit squad whose location has been identified may be targetted for aimed missile fire, although the squad may not be actually fired upon until it exposes itself in the open.

The disadvantage to the use of Scout squads is that, in the event that the groups' sensing efforts are unsuccessful, these squads are very vulnerable to quick rout, and reduce the defenses available around the main

allocation of 144 (24 x 6, for his Fair rating); rolling for MAG and DSC on 3D6, he gets results of 14 and 9, respectively. He receives no bonus for DSC, and 20 bonus CCP for MAG, yielding a total of 164 CCP. Gorotin elects to make one of his squads a crack group of professional warriors (104 CCP), and the other largely cannon-fodder (only 60 CCP). He also provides both squads with mounts at Mounted Combat skill Rank 0, which costs him no CCP.

Gorotin's 60 CCP squad cannot afford EL or even many VET troops; he chooses instead to make all his forces INT or less in experience, saving CCP to provide the bulk of the squad with second weapon skills. His expenditures for the second squad are:

Type	Cost	CCP	GIVE	CV	MV
4 INT Archers	5 CCP:	20	16	0	20
7 INT Fighters	4 CCP:	28	28	35	0
1 GR Fighter	2 CCP:	2	2	3	0
Subtotal	50	46	38	20	

Gorotin then assigns second weapon skills to 3 of the INT Fighters, and 2 of the Archers, yielding revised CV and MV of 46 and 32, respectively. One of the INT Fighters with two weapons capabilities is appointed leader, and the final roster looks like:

SQUAD 2

Leader: Bargglon (INT FTR)

#	R/C	GIVE	CV	MV	#	R/C	GIVE	CV	MV
1	I FTR*	4	5	4	7	I FTR	4	5	0
2	I FTR	4	5	4	8	I ARC	4	4	5
3	I FTR	4	5	4	9	I ARC	4	4	5
4	I FTR	4	5	0	10	I ARC	4	4	5
5	I FTR	4	5	0	11	I ARC	4	0	5
6	I FTR	4	5	0	12	G FTR	2	3	0
Total GIVE: 46 (Avg: 3.83; Adj: -0.30) Rank: GR									
Morale: 11 MA: 16 (M0) CV: 46 +0% MV: 32									

With both squads of guards reasonably well outfitted, Gorotin feels able to set out on the road as soon as he assembles the passengers and cargo.

caravan. If successful, however, a good Scout group can blunt much of the advantage that the bandit gang usually possesses in the first (and often most critical) few melee rounds of battle.

Non-Guard Participants

When a caravan is attacked, it can usually be expected that some portion of its passengers and non-guard employees will assist in its defense. This can amount to anywhere from a handful of people to a number of good-sized squads (in larger travelling groups). To determine the number and type of these participants, use the procedures outlined below.

1) The rules in the Basic Caravan Creation section indicate the total number of passengers and employees in the party. To determine the percentage of each group (rounded down) that will participate in combat, roll D100 and consult the appropriate column of the Combat Participation table below. For passengers, add 5 to the die roll result if the caravan's guard contingent

has an Adequacy rating of 80% or less; subtract 10 if the Adequacy rating is 150-249%, and subtract 25 if the rating is 250% or higher; subtract 10 if the Caravan Master's rating is Excellent, add 5 if it is Fair, and add 15 if it is Poor -- passengers will be more likely to fight if they perceive a serious threat to their own safety, and less likely to get involved if they believe the caravan to be well run and protected. Caravan staff will react in an almost completely opposite manner, as their willingness to risk their necks for something that is "not my job" will be primarily dependent on their morale. Thus, employees add 20 to the die roll if the Master's rating is Excellent, add 5 if his rating is Good, and subtract 15 if it is Poor.

COMBAT PARTICIPATION

Participation Percentage	Caravan Size			
	Small	Medium	Large	Huge
10%	01-05	01-06	01-08	01-10
20%	06-15	07-15	09-18	11-20
30%	16-25	16-27	19-30	21-35
40%	26-40	28-40	31-45	36-50
50%	41-60	41-55	46-63	51-65
60%	61-75	56-67	64-75	66-80
70%	76-85	68-80	76-87	81-90
80%	86-95	81-92	88-94	91-97
90%	96-00	93-00	95-00	98-00

2) (2D4 x 10)% of the total non-guard participants (rounding up) will fall into the category of general Non-combatants; Non-combatants have a GIVE value of 2 and a CV of 1. To determine Experience Level and Character Class of the remaining characters, roll D100 for each NPC and consult Character Descriptions below.

CHARACTER DESCRIPTIONS

Die Roll	EL	Class	VIP	GIVE	CV	MV
01-10	GR	Fighter		2	3	0
11-22	INT	Fighter		4	5	0
23-29	VET	Fighter		6	7	0
30-33	EL	Fighter	*	7	8	0
34-35	SUP	Fighter	*	8	9	0
36-38	GR	Archer		2	0	3
39-41	INT	Archer		4	0	5
42-43	VET	Archer		6	0	7
44	EL	Archer	*	7	0	8
45	SUP	Archer	*	8	0	9
46-48	GR	Merchant		2	1	0
49-54	INT	Merchant		3	2	0
55-60	VET	Merchant	*	4	2	0
61-64	EL	Merchant	*	5	3	0
65-66	SUP	Merchant	*	6	3	0
67-71	GR	Trader		2	(1)	(1)
72-77	INT	Trader		3	(2)	(2)
78-82	VET	Trader	*	5	(3)	(3)
83-85	EL	Trader	*	6	(4)	(4)
86-87	SUP	Trader	*	7	(5)	(5)
88	GR	Thief		2	2	0
89-91	INT	Thief		4	4	0
92-93	VET	Thief		6	6	0
94-95	EL	Thief	*	7	7	0
96	SUP	Thief	*	8	8	0
97-99		Mage	*	-	-	-
00		Champion	*	*	*	*

Those individuals marked in the VIP column are special passengers; VIPs are described in the Special Passengers on the Caravan section. GMs should note that they may equip Trader characters with either close or ranged weapons, but not both. Champions are designed using rules in the next section; Mages are covered briefly, and expanded rules for use with both bandit groups and caravans are provided in TG11. Once the makeup of the non-guard contingent has been identified, the GM can allocate characters as appropriate.

THE CARAVAN OF GOROTIN

Gorotin's caravan is transporting 32 passengers and 15 non-guard employees. Rolling for each group on the Small column of the Combat Participation table, the Caravan Master rolls 63 and 42, respectively. His die roll modifiers are +20 for passengers (+15 for 80% or less Adequacy rating, and +5 for Fair reputation), and 0 for employees, yielding final results of 80 (70% participation) and 42 (50% participation). $32 \times 70\%$ is 22.4 or 22 passenger combatants, $15 \times 50\%$ is 7.5 or 8 employee participants -- a total of 30 characters. A 4 and a 2 result on the 2D4 roll gives 60% of these as Non-combatants, 18 characters. Gorotin then rolls 12 times on Character Descriptions to determine the abilities of the remaining characters. The final results are:

Type	SQD	GIVE	CV	MV
10 Non-combatants	A	20	10	0
8 Non-combatants	B	16	8	0
2 INT Fighters	A	8	10	0
1 VET Fighter	B	6	7	0
1 GR Archer	A	2	0	3
1 VET Merchant *	B	4	2	0
1 EL Merchant *	A	5	3	0
3 INT Traders	B	9	0	6
1 VET Trader *	A	5	0	3
1 VET Mage *	A	6	2	12
Total (30 men)		83	42	24
Subtotal (17 men)	A	48	25	18
Subtotal (13 men)	B	35	17	6

Gorotin has elected to split the characters into two additional squads, one of which (A) he makes slightly larger and more potent. The GIVE ratings for the two squads are relatively low, A: $42/16 = 2.63$ (GR -- Morale 8), and B: $35/13 = 2.69$ (GR -- Morale 8), so he assigns the Mage (he proves to be VET level; see the following section, Champions [and Mages] for mage level determination) to the first squad (A), which somewhat improves the group's morale but not their level (to $48/17 = 2.88$, with an adjustment for a VET mage, +0.50, for 3.38 (GR -- Morale 10), not enough to get to INT). Note that the group contains 4 characters marked (*) for VIP status.

Champions (and Mages)

If a caravan is sufficiently large and wealthy, it may be entitled to receive official protection in the form of one of the local ruling authority's sworn Champions. Only Large or Huge caravans with Good or Wealthy Value Status have a chance of being granted

such an escort; the percentage chances of such a grant are: Large/Good, 6%; Large/Wealthy, 12%; Huge/Good, 10%; Huge/Wealthy, 18%.

Additionally, caravans may obtain the services of Champions (and occasionally Mages) by rolling them as non-guard combat participants. The only difference between these two sources is that characters obtained by the first means will tend to be assigned to one of the guard squads, while those taken from the ranks of the passengers will normally be assigned to a non-guard unit.

To determine a Champion's rank, roll D100: 01-05, GR; 06-20, INT; 21-65, VET; 66-95, EL; 96-00, SUP. Champions have 3 benefits over normal Fighters:

- 1) a Champion's CV is equal to $1.5 \times \text{GIVE}$, rounded up:
GR, 3; INT, 6; VET, 9; EL, 11; SUP, 12;
- 2) all wounds sustained by a Champion are reduced one damage level, as if he were magically protected;
- 3) a Champion can perform Emergency Saves on mortally wounded characters, under the following limitations:
GR 25% success chance; save up to 1 character
INT 40% success chance; save up to 1 character
VET 50% success chance; save up to 2 characters
EL 65% success chance; save up to 3 characters
SUP 75% success chance; save up to 3 characters

Caravans which obtain mages from the Character Description table determine their general experience level from the Mage Experience Levels chart below. Mages are much more useful in missile casting (MV equals twice GIVE value), although they do have some slight ability in close combat (CV as for Merchants); mages may also perform healing functions, curing one level of wounds per mr for each overall level of experience (GR, 1; INT, 2; VET, 3; EL, 4; SUP, 5), provided they do nothing else in any mr in which they are curing wounds (their CV, and MV values are temporarily subtracted from the squad's totals). Expanded rules for a mage's spellcasting power, individual spells, and ability ranks in those spells, are covered in TG11.

MAGE EXPERIENCE LEVELS

Mage Level	Master's Rating			
	Poor	Fair	Good	Excellent
GR	01-65	01-40	01-25	01-10
INT	66-92	41-75	26-50	11-30
VET	93-99	76-96	51-85	31-75
EL	00	97-99	86-98	76-97
SUP	-	00	99-00	98-00

Preparing for Encounters

Once the various squads in a bandit gang and their potential opponents have been set up, the GM can introduce an encounter and let the battle begin. GMs should prepare a fairly large general terrain map for the encounter area, and give the bandits some time to reconnoiter it and prepare their strategy (though he may also spice this waiting period with one or more random animal or small party encounters). The amount of forewarning the bandits receive of the caravan's approach will vary, depending on the size of the caravan, the physical obstacles to line-of-sight presented by the terrain, and the efforts of the gang to establish a good lookout position; we recommend that the encounter begin when the most forward element of

the caravan is $[150 + (203 \times 100)]$ feet from the bandits' position. Note that a good-sized caravan will tend to sprawl over a substantial amount of area.

The bandits may initiate their attack at any point they see fit (the longer they wait, the closer targets their erstwhile victims will be; however, delay also increases the chances that the caravan's scouts will detect the ambush before it is sprung, effectively removing the benefits received from a surprise assault). Every 4mr after the encounter is initiated, each Scout squad (if any) deployed by the caravan may roll against its Sense Ambush chances to see if it detects the ambush; bandit squads attempting to Hide in Cover may not move more than 2 hexes per turn without exposing themselves to plain view.

Before beginning the encounter, GMs should prepare a Squad Roster sheet for each bandit and caravan squad. A reproducible copy of the Squad Roster sheet is provided for GM and player use. Instructions for filling out this sheet are:

Line 1 **Squad Number or Name** -- Simply fill in the appropriate name or number for the squad.

Line 2 **Squad Leader** -- Indicate the leader's name, rank (GR, INT, VET, EL, or SUP) and class (FTR, THF, ARC, BER, MAG, or FOR), and GIVE adjustment (based on experience level). The squad leader's pertinent data should be entered at Character #01 in the body of the sheet.

Line 3 **Champions and Mages** -- List all mages or champions (if any) assigned to this squad by experience level. The total accumulated GIVE bonuses associated with their presence are entered in the final slot. They should also be assigned individual character lines in the body of the roster.

Line 4 **Squad Statistics** -- Indicate overall totals and ranks for each squad:

- a) the total number of men in the squad;
- b) the mount status of the squad (if unmounted, indicate F; if mounted, indicate M and the numerical rank of the squad's horsemanship skill (0, 1, 2, 3, or 4);
- c) the normal squad MA (8 if F, 16 if M0, 18 if M1 to M2, 20 if M3, 22 if M4); and,
- d) if M1 or higher, the % bonus to be applied to CV.

Line 6 **Individual Squad Statistics** -- Each squad member (including player-characters, leaders, mages, and champions) should be assigned a character number on this list, and his essential data entered. The column headings to be filled out for each character are listed and described below.

R/C Rank/Class of the character. Abbreviations used for rank are G, I, V, E, S; for the various classes, those normally used are: ARC (Archer), BER (Berserker), CHA (Champion), FTR (Fighter), 2FOR (Forester), MAG (Mage), MER (Merchant), NON (Non-combatant), THF (Thief), and TRD (Trader).

GV GIVE rating value of each character. Normal values are: GR, 2; INT, 4; VET, 6; EL, 7; SUP, 8; values for TRA, MER, and NON are lower (see Non-combatant Participation in Basic Caravan Creation).

CV Close (melee) combat value of a character. Those without close range weapon skills have CV 0.

MV Missile (ranged) combat value of a character. Those without missile weapon skills have MV 0.

SM Stamina (STM) saving roll base. This is used to determine if a character has been incapacitated by a

Serious Wound (see **Combat Procedures**, below). SM ratings may be left blank, and rolled randomly as needed during play; or they can be filled in based on the following average values: THF, 11; ARC/MAG, 12; FTR, 14; CHA, 16; BER, 16 (22 in battle rage); others, 9.

HTK Damage (either in Wounds or actual hits against HTK) taken during combat. This space should normally be left blank at the beginning of the encounter.

MHT Damage in Wounds taken by a character's mount (if any) during combat. This space should also normally be left blank at the beginning of the encounter.

Line 26+Squad Totals and Statistics -- Fill in all spaces as described below.

- a) **Total GIVE** -- sum of all GIVE values from lines 6-30.
- b) **Avg GIVE** -- total GIVE divided by the number of Men (from line 4). This is carried to 2 decimal places.
- c) **Adj GIVE** -- average GIVE plus any adjustments from lines 2 and 3. This is also to 2 decimal places.
- d) **Rank** -- the squad's overall experience level (GR, INT, VET, EL, SUP), based on adjusted average GIVE.
- e) **Morale** -- adjusted average GIVE times 3, rounded to the nearest whole number.
- f) **Tot CV** -- sum of all individual CVs from lines 6-30. Include any adjustments for mounted attack if the squad is entitled to it.
- g) **Tot MV** -- sum of all individual MVs from lines 6-30.

Mass Combat Procedures

For movement and combat purposes, each side in a large scale encounter is broken down into smaller functional units. The precise size of these units will depend on the total size of the opposing forces. Where the total troop strength of the larger force is less than 300 men, the basic level of troop organization used is the **squad**, a unit comprised of 8-25 men. Each individual character in the squad is assigned a point rating designed to reflect his basic Combat Value (CV); these ratings are based on the character's general experience level. Five general experience levels have been defined, as shown in the chart below.

EXPERIENCE LEVELS

Level	Equivalent	CV
Green (GR)	1st-2nd level	2
Intermediate(INT)	3rd-5th level	4
Veteran (VET)	6th-8th level	6
Elite (EL)	9th-12th level	7
Superelite (SUP)	13th level up	8

These point ratings are used for two principal purposes during encounter resolution:

- 1) The sum of the point values of all the characters in a given combat unit, divided by the total number of men in the unit, provides an overall rating of the group's competence called the **GIVE** (for Green, Intermediate, Veteran, Elite) rating (see below); this rating determines the squad's initial morale rating, and the amount of time required to perform desired special maneuvers.
- 2) The sum of all the point values of the characters in a unit who possess melee weapons represents its unit Combat Value (CV) in close range combat. Similarly the sum of the ratings of all those characters possessing missile weapons represents its unit Missile (Combat) Value (MV) in ranged combat. These combat values determine the column on the Combat Results table that the unit uses to determine the effects of an attack. Certain character classes (Fighter, Archer, Berserker, etc.) receive bonuses to their GIVE rating when calculating CV or MV, while others (Trader, Merchant) receive penalties, as described in the sections on **Bandit Gang Creation** and **Caravan Defender Development**.

Effects of Leaders and Other Special Party Members

Each squad is assigned a player character or NPC leader. This leader's personal experience level can affect the unit's overall efficiency by altering its

SQUAD _____ ROSTER							
Leader _____	Rank _____		GIVE Adj _____				
CHA _____	MAG _____		GIVE Adj _____				
Men _____	Mounts _____	MA _____	CV Adj _____				
MAN	R/C	GV	CV	MV	SM	HTK	MHT
#01	_____	_____	_____	_____	_____	_____	_____
#02	_____	_____	_____	_____	_____	_____	_____
#03	_____	_____	_____	_____	_____	_____	_____
#04	_____	_____	_____	_____	_____	_____	_____
#05	_____	_____	_____	_____	_____	_____	_____
#06	_____	_____	_____	_____	_____	_____	_____
#07	_____	_____	_____	_____	_____	_____	_____
#08	_____	_____	_____	_____	_____	_____	_____
#09	_____	_____	_____	_____	_____	_____	_____
#10	_____	_____	_____	_____	_____	_____	_____
#11	_____	_____	_____	_____	_____	_____	_____
#12	_____	_____	_____	_____	_____	_____	_____
#13	_____	_____	_____	_____	_____	_____	_____
#14	_____	_____	_____	_____	_____	_____	_____
#15	_____	_____	_____	_____	_____	_____	_____
#16	_____	_____	_____	_____	_____	_____	_____
#17	_____	_____	_____	_____	_____	_____	_____
#18	_____	_____	_____	_____	_____	_____	_____
#19	_____	_____	_____	_____	_____	_____	_____
#20	_____	_____	_____	_____	_____	_____	_____
#21	_____	_____	_____	_____	_____	_____	_____
#22	_____	_____	_____	_____	_____	_____	_____
#23	_____	_____	_____	_____	_____	_____	_____
#24	_____	_____	_____	_____	_____	_____	_____
#25	_____	_____	_____	_____	_____	_____	_____
Total GIVE _____	Avg GIVE _____		Adj GIVE _____				
Rank _____	Morale _____	Tot CV _____		Tot MV _____			

overall GIVE rating, as follows: GR, -0.75; INT, -0.30;

SPECIAL BONUSES

Rank	Champion	Mage
GR	+0.10	+0.10
INT	+0.30	+0.25
VET	+0.60	+0.50
EL	+0.90	+0.75
SUP	+1.25	+1.00

VET, no effect; EL, +0.20; SUP, +0.50. Similarly, the presence of a Champion or a Mage in a given unit will enhance its GIVE rating (bonuses awarded for each of these characters present) as listed in the Special Bonuses chart to the left.

(GM's Note: Champion and/or Mage bonuses are immediately subtracted if these characters are incapacitated or killed during a combat. All aforementioned GIVE adjustments are always made prior to calculation of a unit's initial Morale rating.)

GIVE Ranks and Effects

When all adjustments have been made to a fighting unit's GIVE rating, the final rating should be compared to the GIVE Rankings chart on the right to determine the unit's overall experience level. A squad's rank determines the amount of time it will require to accomplish various maneuvers (see the Special Maneuvers section below). In addition, the squad's initial Morale Rating can be calculated by multiplying its final adjusted GIVE rating by 3 and rounding to the nearest whole number.

GIVE RANKINGS

Range	Rank
0.00-3.65	GR
3.66-5.50	INT
5.51-6.60	VET
6.61-7.50	EL
7.51-8.00	SUP

Combat Resolution Procedure

Actions taken during mass combat are broken down into 15 second melee rounds (mr). Each melee round consists of seven phases:

- 1) Magical Spellcasting (both sides)
(Note: Expanded rules for mages are provided in TG11; if there is no access to this book, use the simplified rules for Mages presented above, assigning them CV and MV while active in their squads.)
- 2) Bandit Movement/Maneuver
- 3) Caravan Movement/Maneuver
- 4) Bandit Attack Resolution
- 5) Caravan Attack Resolution
(Note: Steps 4 & 5 are considered simultaneous.)
- 6) Casualty Removal and GIVE Recalculation
- 7) Morale Checks (if necessary)

Activities in each of these phases are described below.

Movement

All movement in squad scale actions is conducted on a hex grid where one hex = 5'. Basic squad movement speeds in flat, open terrain are: Unmounted (Foot), MA = 8; Mounted (Horseman Rank 0), MA = 16; Mounted (Horseman Ranks 1-2), MA = 18; Mounted (Horseman Rank 3), MA = 20; Mounted (Horseman Rank 4), MA = 22. GMS should note that MA costs are increased for units moving through difficult terrain as follows:

Wooded	2/hex	Brush	2/hex
Rough, Broken	2/hex	River (at ford)	2/hex
Steep incline	3/hex	River (no ford)	4/hex

A unit may also expend 1 point of MA (2 points for mounted units) to change its facing 60° left or right. Units intending to perform missile fire during the combat portion of the mr may not move more than 1/4 of their

total MA (rounded down). Units wishing to make close range attacks during the combat phase may not move more than 1/2 their total MA. Units that have assembled themselves into Charge Formation (see Special Maneuvers below) may move at charge speed; a charging unit may move up to 1.5x its adjusted MA (after all terrain and attack adjustments have been factored in), but may not change its facing by more than 60° per mr.

All active (non-casualty) members of a given squad are assumed to move as a unit. For ID purposes, GMS should design markers that can be used to plot the movement of each squad, equipped with a directional arrow to indicate current facing. The size of the marker used will depend on the size of the squad; the general proportions recommended are given below.

SQUAD MARKERS

Squad Size	Marker Sizes	Dimensions
<8	4 hexes	(4x1 or 2x2)
8-10	6 hexes	(6x1 or 3x2)
11-14	8 hexes	(4x2)
15-19	10 hexes	(5x2)
20-25	12 hexes	(6x2 or 4x3)

GMS should be prepared to allow for some flexibility in interpreting moves. For certain types of actions, such as attempting to hide in cover or to search/loot a series of wagons, GMS may allow individual squad members to spread out over a wider scale area up to 3 hexes beyond the limits of the actual squad marker. As always, the GM's discretion is the final arbiter as to whether a given move is allowable.

Movement and Combat

If a unit ends its movement phase in contact with any portion of an opposing unit, the two units are considered to be engaged. Engaged units may not move in future mr until combat is resolved, with 2 exceptions:

- 1) The unit may elect to withdraw 1 Hex per mr in the direction immediately away from its foe. Its opponent may either follow and maintain the engagement, or allow the units to become disengaged. If both units involved elect to withdraw, disengagement is automatic.
- 2) A unit which Routs due to a failed morale check will immediately flee at twice normal MA (full run), giving its opponent one mr of Pursuit Fire (see Morale Checks for further explanation).

Special Maneuvers

During the course of a battle, units may elect to undertake certain special combat or organizational tactics in lieu of their normal movement and combat phases. Time required to execute these actions is dependent on the squad's overall experience level. GMS should note, however, that both bandits and caravan defenders are limited in the types of maneuvers they can attempt, compared to full-fledged military or mercenary units. The three Special Maneuvers available to units in these encounters are described below.

Rally represents a squad's ability to reform into an effective fighting force after it has been Routed. Before a squad can rally, it must make a successful Morale roll against twice its current GIVE (rather than the normal 3 times). After this roll has been successfully made, a

squad will take the following amounts of time to rally: GR, 3mr; INT/VET, 2mr; EL/SUP, 1mr.

Form for Charge allows a disengaged unit to prepare to make a charge attack at a foe. A bandit squad may elect to start in Charge formation at no time cost. Time required to form for a charge is 2mr for GR or INT units, and 1mr for all other units. While forming, a unit may not move or range fire, but may defend itself if it becomes engaged.

Aimed Fire allows a squad using missile fire to attempt to concentrate its attacks on a limited amount of desired targets, at a reduced overall hit rate. Organizing for aimed fire requires 1mr of targetting during which no shots may be taken; switching fire to a new target similarly requires a new targetting mr. Units using Aimed Fire may assign 1/3 of the total wounds (rounded down) resulting from its attack to any specific characters or objects within the target area. All assignments of hits to targets must be made before the rolls are made to determine the extent of damage done by each, and before the roll is made to determine the random targets struck by the remainder of its hits (some of which may strike the same foes). When using aimed fire, units shift the Combat Results table they use to the left by: GR, 3 columns; INT or VET, 2 columns; EL or SUP, 1 column. These shifts are in addition to any other adjustments made for long-range fire, surprise, etc.

Attack Resolution

The Fantasy System large group combat rules in **Naked Sword** provide two alternative procedures for resolution of the combat phase of mass encounters. In **mass combat resolution**, all characters including player-characters are lumped together into a unit by unit fire resolution. In **mixed combat resolution**, player characters resolve their individual combats separately using normal individual combat rules, while the general flow of the mass combat goes on (and is resolved by the same procedures) around them. Both of these procedures, fully detailed below, greatly reduce the amount of time required to resolve mass battles, while retaining the tension and ebb and flow of the conflict as it progresses.

Mass Combat Resolution

In this method, individual role-playing is eliminated in the interests of speed; player-characters become a line on the Squad Roster Sheet no different than any NPC squad member. During the combat phase of each mr, the same progression of actions is followed:

1) During its attack phase, each squad currently in an attack position (i.e., either engaged with a foe in close combat, or within missile range -- for range purposes, consider all squads to be using the equivalent of snort bows -- of a target) may make an attack, provided that it has readied appropriate weapons and not moved more than its maximum allowable fraction of total MA in its most recent movement phase. If a squad is engaged with more than one foe, it may split its attacks among those foes as it sees fit, provided that at least 30 CV are allocated to each target. Units making missile attacks must attack a single target. A squad may elect to attack non-combatant characters or other objects belonging to its enemy (wagons, mounts pack horses, etc.) instead of enemy squads.

2) For each attacking unit, identify the column of the **Combat Results** table below that corresponds to its current CV or MV (depending on the type of attack being rendered). Certain factors may shift the actual column to be used from this initial position:

- A) If the squad is making its first close range attack after completing a mounted charge, shift 3 columns to the right if its Horsemanship is Rank 2 or better, and 2 columns right if its Horsemanship is Rank 1 or lower; if making its first close range attack after an unmounted charge, shift 1 column right (bonuses do not apply to subsequent mr, as they reflect the shock of a hard-pressed initial assault).
- B) An unmounted squad attacking a mounted squad at close range shifts 1 column left on all attacks.
- C) Any attack, either missile or close, made in the first mr after a successful (undetected) ambush shifts 1 column right; any attack made by the defenders in the first mr after an ambush shift 1 column left.
- D) A group attacking with missile fire at Medium range (61-150') shifts 1 column left; a group attacking with missile fire at Long range (151-250'), 3 columns left.

Should the total attack value for a given squad (whether bandits or caravan defenders) exceed 210, the excess portion should be treated as a separate roll, with total casualties dealt equal to the sum of the two results. If adjustments shift the column to be used beyond the rightmost (e.g., a squad with a CV of 160 shifted 2 columns to the right), treat the overage as if it were additional attack factors as above (in the example just given, the squad would roll once on the 181-210 column, and once on the 1-30 column).

If adjustments shift the attack value leftward beyond the 1-30 column, subtract 2 from the die roll result obtained on this column for each additional column of shift needed -- for example, a group with a total MV of 45, attacking with Long range missile fire (shift left 3 columns) would roll on the 1-30 column and subtract 4 from the die roll result before consulting the table (all results less than 1 are treated as 1).

COMBAT RESULTS

		Total of GIVE Ratings in Squad					
D10 Roll	1	31	61	91	121	151	181
	to 30	to 60	to 90	to 120	to 150	to 180	to 210
1	0	1	2	4	6	8	10
2	1	2	3	5	8	10	12
3	1	3	4	7	10	12	14
4	2	4	6	9	11	14	17
5	2	5	7	10	13	16	20
6	2	5	8	11	14	18	22
7	3	6	9	12	16	20	25
8	3	7	10	14	19	22	27
9	4	8	12	16	21	25	30
10	5	9	14	18	23	28	33

- 3) Roll a D10 for each squad and determine the number of wounds it has inflicted on its target.
- 4) Determine which people and/or mounts (if target is mounted) in the defending party receive the wounds dealt by rolling a D100 and consulting the **Target Matrix** below. The numbers in this matrix correspond to the

numbers assigned to characters on the target's Squad Roster Sheet. To use the matrix, find the point on it that corresponds to the die roll result (e.g., a roll of 70 would place one at the intersection of the 0s column and the 70s row). The result indicated in this box is character #5 on the opposing roster; he is the recipient of the 1st wound inflicted. The 2nd wound would be inflicted on the next character listed (box 71, indicating character #16), the 3rd wound to the next (box 72), and so on until all wounds have been assigned.

If a number result in the Target Matrix is followed by an "m", and the target being attacked is mounted, the wound indicated is inflicted on the mount of the character listed instead of the character him/herself (if unmounted, the character sustains the wound). If a result indicated in the matrix represents an impossible outcome (a number higher than the actual number of characters in the target squad, or of a character who has been removed from combat as a casualty in a previous mr), ignore it and move on to the next acceptable result. Thus, if the attacker had initially rolled a 74, yielding a result of 14, and the squad being attacked had only 13 characters on its Roster Sheet, he would skip over this result and move to the result for box 75 (10m) to identify the first target hit.

TARGET MATRIX

Ten's Place	0	1	2	3	4	5	6	7	8	9
00	1	21m	14	5	19	12m	25	16m	4	11
10	18	9m	7	23	10	2	17	6m	21	3
20	8	24	1m	12	20	13	7m	22	5	18
30	11m	4	19	14m	21	1	16	9	24m	6
40	25	13	10	22	15m	17	3	11	2	23m
50	18	15	8	24	5m	14	19	2	20	13m
60	7	21	25	4m	15	12	8m	1	22	19m
70	5	16	20m	9	6	14	10m	23	17m	7
80	12	24	6	16	2m	3	15	10	18m	23
90	4	22m	11	8	25m	17	13	20	3m	9

5) Determine the severity of each wound dealt by rolling a second D100 and consulting the Wound Matrix below. This table lists five classes of wounds -- Death (D), Mortal Wound (M), Serious Wound (S), Light Wound (L), and Graze (G). The effects of each wound class are:

D Death -- The victim is struck with a fatal blow. He cannot be saved by normal first aid emergency save procedures, though he can be saved by a sufficiently high-level spell or Champion's attention administered within 3D10 mr. The affected character is scratched from the Squad Roster (usually with a notation indicating the mr in which the wound was sustained) at the end of the current mr, but remains an eligible target for further wounds for the remainder of this mr.

M Mortal Wound -- The victim sustains 4 points of damage to his GIVE rating, and cannot continue to fight (unless he is a Berserker and makes a STM save) after the current mr. The victim will die from this wound within 3D10 minutes after it is sustained unless he is attended by a character who makes a successful life-saving attempt (either through First Aid skills or magical spell). As in the case of Death above, the character may be a recipient of further damage during the ongoing mr.

S Serious Wound -- The victim sustains 2 points of GIVE damage, and must make a STM saving throw (at a bonus of 3) to be able to continue fighting.

L Light Wound -- The victim sustains 1 point of GIVE damage, but is otherwise unaffected.

G Graze -- The victim receives a glancing blow but suffers no lasting damage to GIVE.

WOUND MATRIX

Ten's Place	0	1	2	3	4	5	6	7	8	9
00	S	L	S	D	G	S	L	M	L	L
10	M	L	L	S	L	G	L	G	L	S
20	S	S	S	L	L	M	L	L	L	G
30	L	L	G	S	M	D	L	L	S	L
40	L	M	L	S	G	L	L	S	M	S
50	L	D	S	L	S	S	L	D	L	S
60	S	L	L	G	L	L	S	S	L	M
70	L	M	S	L	L	S	D	S	L	L
80	L	G	M	L	S	G	S	L	S	L
90	S	S	S	L	M	L	S	L	G	S

If a squad's roll on the Wound Matrix was a 65, the player would look to the 5's column of the 60's row to determine the effects of the 1st wound inflicted -- an L. Character #5, the recipient of the first wound in our earlier example, would thus sustain a Light Wound; 1 point of damage would be marked in the HTK space on his Roster listing to reflect this fact. Matrix result 66 would then be consulted to determine the severity of the second wound, result 67 for the third wound, and so on until all wounds are characterized.

The easiest way to record Target and Wound results is to roll D100 twice to establish initial starting positions on both matrices, have one player act as caller to read off the results in order, and a second player record the outcomes on the appropriate Squad Roster Sheet. If the example attack described earlier had resulted in seven wounds, they would have been allocated as follows:

Matrix#	Target	Matrix#	Wound
70	5	65	L
71	16	66	S
72	20m	67	S
73	9	68	L
74	6	69	M
75	14	70	L
76	10m	71	M

Note, however, that if (as in the example) the target squad contained only 13 characters, all Target results less than 13 would be ignored, yielding the following revised allocation pattern:

Matrix#	Target	Matrix#	Wound
70	5	65	L
73	9	66	S
74	6	67	S
76	10m	68	L
79	7	69	M
80	12	70	L
82	6	71	M

Note that in the revised example, character #6 in the target squad would receive both a Serious and Mortal

wound -- this is a perfectly legitimate outcome (though hardly desirable for poor #6). Remember also that even though these wounds will remove #6 (and #7, and possibly #9 if he fails to make his STM save) from combat at the end of the mr, these characters will still be eligible targets for any other attacks made against this squad during this ongoing mr.

6) Steps 2-5 are repeated for every phasing squad that has made an attack. Then repeat steps 1-5 for each squad on the non-phasing (defending) side that is eligible to make an attack. Remember that casualties are not removed from play until after both sides have had their opportunity to strike; thus all defending squads will attack at the CV or MV level that they possessed at the beginning of the current mr, regardless of any casualties sustained since.

Mixed Combat Resolution

GMs may find that their players are (somewhat understandably) wary of placing their favorite characters into the uncaring meatgrinder of the Mass Combat Resolution procedure just outlined. For such groups, a mixed approach can be employed which combines squad vs. squad actions with personal combat. In Mixed Combat, player-characters are considered to be attached to a given squad for movement, maneuver, and morale check purposes. At the point where their squad enters combat against another squad, however, the PC becomes a separate entity, attacking (and being attacked by) one or more members of that opposing squad in an individual battle resolved using normal combat rules. The procedures used to split off these individual contests vary slightly depending on whether the player's squad is engaged in ranged or melee combat, as detailed below.

Ranged Combat

If a player's squad is making a missile attack on another unit, and his PC is equipped with a ready ranged weapon, the player removes his personal MV from his squad's total, and fires individually at the target squad. Firing players use their normal HAC0 for the range indicated, treating their targets as having an Effective Armor Class (EAC) of 4. If a successful hit is scored, the character rolls normally on the Target and Wound Matrices to determine its effect; if a Critical Hit is indicated, he increases the severity of the wound result obtained by one level. A player may also participate in aimed fire (whether or not the remainder of his unit is using this option); he must take at least 1mr without firing to aim, and may then fire at any character in the target squad he chooses at a bonus of 2 to HAC0 for each mr of aiming taken (if the target selected is VET, EAC5; if EL or SUP, EAC6). If successful, the character rolls on the Wound Matrix as above to determine the damage done by normal or Critical hits. In either case, the player's personal target may also be struck by other members of his squad.

If a player's squad is itself attacked by missile fire, the player can determine whether his character is the target of one or more missiles by dividing the number (not MV) of missile firing attackers by the total number of active characters in the target squad. Then find the row in the table below that corresponds to this result and roll D6:

NUMBER OF PERSONAL MISSILE ATTACKS

Attackers/Defenders Ratio		D6 Result					
		1	2	3	4	5	6
0% to	25%	0	0	0	0	0	1
25% to	50%	0	0	0	0	1	1
51% to	80%	0	0	0	1	1	1
81% to	120%	0	0	1	1	1	2
121% to	150%	0	1	1	1	1	2
151% to	200%	0	1	1	1	2	2
201% to	250%	1	1	1	2	2	2
251% to	300%	1	1	2	2	2	3
301% plus		1	1	2	2	3	3

If the result indicated is greater than 0, identify the player's attacker(s) by rolling randomly among the members of the attacking squad who are armed with missile weapons. To determine whether these attacks are successful, use the HAC0 figures indicated below for the appropriate character type, experience level and range, adding in the PC's own EAC:

INDIVIDUAL'S HAC0S

Rank	Archers HAC0	Foresters HAC0	All Others HAC0
GR	4/8/12	5/9/13	5/9/13
INT	3/7/11	4/8/12	4/8/12
VET	3/7/11	3/7/11	4/8/12
EL	2/6/10	3/7/11	3/7/11
SUP	1/5/9	2/6/10	3/7/11

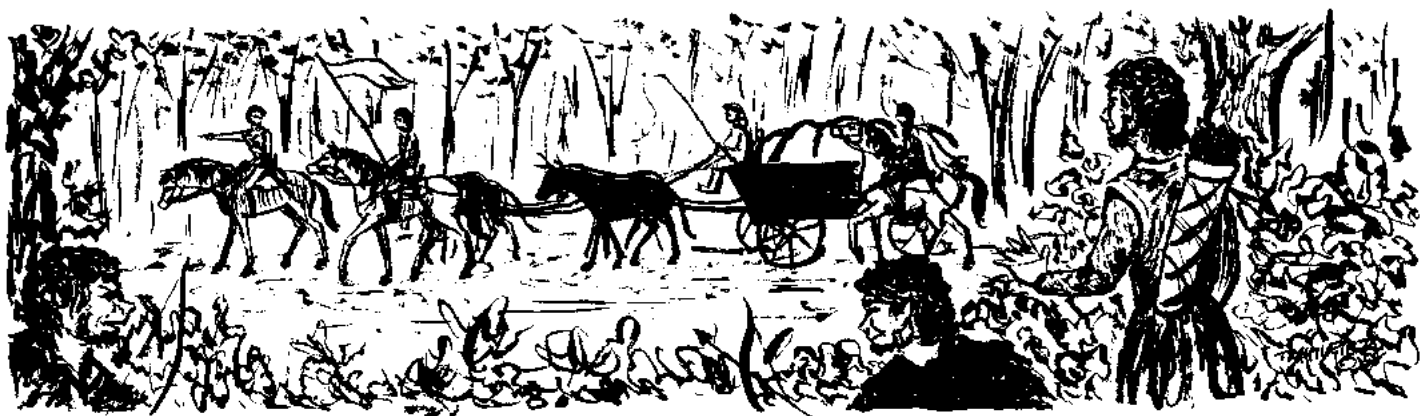
If a hit is scored, the player sustains normal damage (1D6), minus armor absorption, which is subtracted from total HTK. If a Critical Hit is scored (VET/EL/SUP Archers and SUP Foresters critical on any result 8 or more above the "to hit" roll; INT Archers, VET/EL Foresters and SUP Others critical on 9+ above; all other categories critical on 10+ above), the victim rolls on the Critical table in Thieves' Guild to determine its additional effects.

GMs should remember that when mixed combat methods are being used, players may ignore any wound results to their characters indicated by the Target matrix during the resolution of the general missile attack on their squad.

Melee Combat

In melee combat, both the player character (and any allies fighting beside him) and his chosen foe(s) are removed from their respective Roster Sheets at potential targets during Mass Combat attack resolution. These characters all have their CVs subtracted from squad totals, and ignore any wounds received from Target Matrix results; they do continue to count, however, toward overall casualty limits (see Morale Checks below) and Unit GIVE Ratings. In the simplest of worlds, each player character would face off against one NPC foe; in actuality, however, the odds s/he faces may vary considerably from 1:1 depending on the relative size of the squads involved in the engagement.

To calculate individual battle odds, divide the number of men in the player's squad (plus those of any other friendly squad engaged in the same melee) by the number of men in the enemy squad (or squads) being



engaged; then find the row in the table below that corresponds to the result. Roll a D6 to determine the number of participants -- the first number (before the slash) represents the number of friendly combatants involved, including the PC; the second number (after the slash) is the number of enemy squad members involved. If the player's side has numerical superiority, there is a good chance he will have friendly NPCs fighting at his side; if the opponents have the numerical edge, however, the PC may find himself having to fight and defeat two or more opponents at once.

INDIVIDUAL COMBAT ODDS

Allies/Enemies Ratio	1	2	3	4	5	6
0% to 25%	1/3	1/3	1/3	1/2	1/2	2/3
25% to 50%	1/3	1/2	1/2	1/2	2/3	1/1
51% to 80%	1/2	1/2	2/3	1/1	1/1	1/1
81% to 120%	1/2	1/1	1/1	1/1	1/1	2/1
121% to 150%	1/1	1/1	1/1	1/1	3/2	2/1
151% to 200%	1/1	1/1	3/2	2/1	2/1	2/1
201% to 250%	1/1	3/2	2/1	2/1	2/1	3/1
251% to 300%	3/2	2/1	2/1	3/1	3/1	3/1
301% plus	2/1	2/1	3/1	3/1	3/1	4/1

Once the number of foes on each side has been determined, the individual non-player combatants are selected from the relevant Squad Roster Sheets at random. Each NPC must then be assigned a weapon and hit probability with that weapon. To determine weapon used, roll D100 and consult the appropriate column below.

NPC WEAPONS

Melee Weapons	Attacker Character Class					
	ARC	FTR	FOR	THF	CHA BER	MER TRA
Sword	01-20	01-08	01-12	01-20	01-02	01-35
B'dsword	21-46	09-21	13-24	21-32	03-15	36-60
Bastard	47-49	22-31	25-28	33-35	16-27	-
G'tsword	50	32-35	29-30	36	28-34	-
Small Axe	51-54	36-42	31-55	37-61	35-36	61-80
Battleaxe	55-56	43-57	56-63	62-66	37-56	-
Great Axe	57	58-60	64-65	67	57-65	-
Spear	58-80	61-72	66-88	68-73	66	-
Halberd	81-93	73-78	89-93	74-75	67	-
Mace	94-97	79-84	94-97	76-88	68-81	81-90
War Hmr	98-99	85-96	98-99	89-99	82-93	91-00
G't Hmr	00	97-00	00	00	94-00	-

An NPC's HACO and damage bonuses with the weapon indicated are based on his character class and experience level, as shown in the table below.

INDIVIDUAL NPC BONUSES

HACO Bonuses:

- +0 All GR characters except Champions, INT Archers, and INT/VET Merchants, Traders, and Non-Combatants
- +1 All GR Champions, INT Fighters, Foresters, and Berserkers, INT and VET Thieves, VET and EL Archers, and EL/SUP Merchants, Traders, and Non-Combatants
- +2 All INT Champions, VET Fighters and Berserkers, VET and EL Foresters, EL Thieves, and SUP Archers
- +3 All VET Champions, EL Fighters and Berserkers, SUP Foresters and Thieves
- +4 All EL and SUP Champions, SUP Fighters and Berserkers

Damage Bonuses: Treat as additional dice if using the original Thieves Guild combat system, or as column shifts if using the new revised rules.

- +1 VET Fighters; GR/INT Champions and Berserkers; EL/SUP Foresters
 - +2 EL/SUP Fighters; VET/EL/SUP Champions and Berserkers
- All other classes do normal damage

GMs should also factor in any HACO bonuses or penalties that apply if one or more of the sides in the melee are mounted. Unmounted characters receive a -3 penalty to HACO when attempting to attack mounted characters. Mounted characters receive hit prob adjustments based on their degree of skill in mounted combat techniques, as follows: Rank 0, -3; Rank 1, -1; Rank 2, +1; Rank 3, +3; Rank 4, +4.

Each NPC's hits to kill (HTK) should also be calculated, using the following formulas: GR, 1D10+15 HTK; INT, 1D10+24; VET, 2D8+28; EL, 2D10+34; and SUP, 2D12+38. Subtract 6 hits from these totals for each point of "wounds" a character has previously sustained during mass fighting prior to the current mr.

If the player character is engaged with multiple foes, he may freely select targets each mr for himself and any allies he possesses. If the opposing NPC(s) have multiple targets to choose from (including the player), targets should be chosen by random die roll. Combat is then resolved using normal rules.

GMs should bear in mind that the squad and individual melees occur simultaneously, mr by mr. If the player vanquishes his foe(s) before the squad action is completed, he may select a single new opponent at random from the still active members of the opposing Squad Roster (keeping any allies he had who are still in a condition to fight). If, alternatively, one of the squads in the mass melee withdraws, routs or surrenders before the individual combat is resolved, the characters belonging to that squad (including the players) will also rout, sustaining any additional damage from Pursuit Fire attacks as appropriate.

If a character involved in individual combat sustains 40% or more of his total HTK in damage in a single mr, he is Seriously Wounded, and must make a saving roll against STM at a bonus of +3 to continue fighting. If a PC has taken 80% or more of his total HTK, he may elect to declare himself mortally wounded and out of the battle. Very seldom, given the relative abundance of opponents on the field, will an NPC be able to take the time to finish off a groaning and recumbent foe; this will occur only 5% of the time. Thus, there is usually a very good chance for even a badly wounded PC to survive, provided his side ultimately carries the day.

GIVE Recalculation

After both sides have finished resolving their attacks, using either Mass or Mixed modes of resolution, each squad must remove from action any characters that have been disabled or killed as a result of damage sustained. Any character sustaining a Death or Mortal Wound result must be removed at this time; in addition, a character must be removed if he satisfies any one of the following conditions:

- a) if he has sustained a Serious Wound and missed his STM saving roll;
- b) if he has sustained total damage equal to or greater than his GIVE rating; note that if a character sustains GIVE damage 3 points or more in excess of his GIVE rating (a GR fighter receiving 5 points of GIVE damage, for instance), he is dead rather than disabled;
- c) if he has sustained total GIVE damage of 4 points or more, in any combination, and fails to make a saving roll against STM (at a penalty of 2).

(GMs Note: Characters disabled from combat by conditions a-c may re-enter the fray at a later time if they receive magical Healing attention sufficient to bring them outside the limits of these conditions.)

Mounts receiving six or more points of wounds are considered disabled; a Mortal Wound will not itself disable an individual mount, and a Serious Wound does not require a saving roll. However, mounts receiving two or more wound points in a single melee round will attempt to bolt unless war-trained (a slim chance unless noble knights are involved). The rider of a bolting mount must use his riding skill to regain to regain control; chances are: Rank 0 Horseman, 25%; Rank 1, 45%; Rank 2, 65%; Rank 3, 80%; Rank 4, 85%. If the attempt is unsuccessful, both mount and rider are effectively removed from the squad roster for the remainder of the encounter.

Once all disabled characters have been removed, each squad should retotal the GIVE, CV, and MV values for those men and mounts who remain active. Units that

have suffered substantial losses may have to make Morale Checks (see below). After all Morale Checks are resolved, the remaining units may initiate a new round of movement and combat.

Morale Checks and Ultimate Combat Resolution

As a squad sustains casualties, its willingness to continue fighting will be increasingly impaired. Each side is assumed to have a Minimum Casualty rating, indicating the point at which casualties become a major morale factor -- 40% losses for bandits, 30% losses for caravan guards, and 20% for squads of passengers, caravan employees, and other non-combatants. On the first mr in which the MCR is reached, the squad must make a Morale roll -- a saving roll, using 2D12, against its Morale rating; if successful, the unit stands and fights -- if unsuccessful it Rout, immediately attempting to disengage and flee the battlefield or to surrender. For each additional 10% casualties sustained in a fight, an additional Morale roll must be made, subtracting 1 from the normal Morale rating for each additional level of casualties taken.

Similarly, it is rare indeed when the losing side in a conflict truly "fights to the last man!" At some point in any battle, a situation may be reached in which one side so outnumbers the other that to continue fighting is suicidal for the lesser side. At any time a total group has sustained casualties of 30% or more, and is outnumbered 2 to 1 or more, there is good likelihood that the remaining forces will either surrender or attempt to flee. To fight on under such circumstances, the unit must make a Morale saving roll against twice unit average GIVE (rather than the normal 3 times), rounded down to the nearest whole number.

If a unit flees, its opponents will get one additional round of free strikes if the fleeing squad is mounted, or two if they are on foot. However, the numbers of all casualties sustained are halved, to reflect the rapidly growing distance between the two forces. Alternatively, of course, opponents with MAs equal to or greater than those of their fleeing foes may elect to give pursuit to these units, seeking to capture prisoners or to eliminate any witnesses to their nefarious deeds. In this instance, close combat casualty numbers are held at two-thirds of normal, but ranged fire is at a penalty of 2 columns left on the combat results table and all casualties are halved.

If a squad surrenders, there is some chance that its victorious foes, deep in the throes of blood-lust, may fail to recognize this. If the victorious unit(s) fails a Morale saving roll at a bonus of 4, it will continue to fight, and will receive one mr of free strikes. At this point, the "surrendering" unit will (probably) realize it is in deep trouble, and will begin to fight again -- move all further combat for such units 1 column to the right to reflect their fighting desperation.

It is conceivable that either side in a raid have some reserves (squads held back at the beginning or freed from action for one reason or another) or reinforcements ("The cavalry is coming!") that will enter the battle in later rounds. Whenever such forces enter the fray, those units against which the new squads make their first attack will suffer a penalty of 2 to Morale rating for their next Morale saving roll.

The Caravan's Cargo

If the bandits succeed in vanquishing the caravan's defenders (paid or voluntary), they may begin to investigate the ill-gotten fruits of their labors. In most cases, the cargo carried by the caravan will constitute the bulk of its potential value to the raiders (although, on some occasions, ransomable passengers or the personal possessions of the travellers may represent a significant source of booty). This section details procedures a GM can use to determine the nature and value of the cargo carried by a given caravan.

Loot!!!!

For purposes of this discussion, cargo can be broken down into three categories: Basic Commodities, Fine Commodities, and Special Possessions. Basic Commodities represent common bulk materials or semi-finished goods of sufficient value to justify transport to distant markets. These materials will normally constitute the contents of $(75 + 2D10)\%$ (rounded down) of the caravan's filled cargo spaces; subtract 5% from this figure if the caravan's Value Status is Good, or subtract 10% if its VS is Wealthy. Then roll on the Basic Commodities table below to determine what cargos are being carried. Small caravans roll twice on this table, with the first cargo type rolled filling 60% of the spaces allocated for Basic Commodities, and the second cargo type the remaining 40% of those spaces; Medium and Large caravans roll three times, with a split of 50% for the first type, 30% for the second, and 20% for the third; Huge caravans roll four times, splitting the spaces 40%:25%:20%:15% among the cargo types. GMs should note that values

indicated throughout this section represent what items are worth, which is usually considerably more than the bandits will generally receive for the goods when they dispose of them (see Fencing Stolen Goods in the Thieves' Guild rules for more details).

Fine Commodities include finished goods, highly crafted items, luxury commodities, and precious stones and metals. Because of their high value and low bulk, these items are usually packed in quantities smaller than a full cargo space. These sub-units are:

- CR Crate -- fills one-half (1/2) of a space. This is a wooden box built to contain things, with a 10% chance of a Complexity 1 lock or trap.
- CH Chest -- fills one-quarter (1/4) of a space. This is a smaller wooden box, generally with thicker walls and sometimes (35%) metal-bound for further protection. Chests are generally (85%) locked (01-72, Comp 1; 73-82, Comp 2; 83-85, Comp 1D4+2), and may be trapped (base chance 20%, +15% if metal-bound).
- CQ Casquet -- fills one-eighth (1/8) of a space. Casquets are very small versions of chests, and are always locked (01-60, Comp 1; 61-93, Comp 2; 94-00, Comp 1D4+2), and usually (75%) metal-bound; there is a base 40% chance of a trap, +10% if metal-bound (01-32, Comp 1; 33-48, Comp 2; 49-50, Comp 3).

Use the Fine Commodities chart below to fill out the remaining cargo spaces with these items. Continue rolling until all spaces allocated as used have been completely filled, ignoring any overflow from the final roll.

FINE COMMODITIES

BASIC COMMODITIES

Die Roll	Commodity	Value/Space
01-08	Raw Cotton	15GP
09-12	Raw Wool	12GP
13-18	Raw Flax	30GP
19-20	Furs	400GP
21-27	Hides and Skins	250GP
28-31	Iron Ingots	350GP
32-35	Copper Ingots	480GP
36-38	Lead Pigs	100GP
39-40	Tin Ingots	800GP
41-47	Lumber*	75GP
48-54	Wine/Ale	40GP
55-58	Grain	5GP
59-60	Livestock**	10GP
61-62	Pipeweed	250GP
63-67	Hemp/Jute	20GP
68-70	Dressed Stone*	125GP
71-78	Cloth	360GP
79-82	Luxury Cloth	1,500GP
83-86	Leather Goods	600GP
87-93	Pewter/Bronze/Copperware	400GP
94-96	Wooden Items	125GP
97-98	Steel Barstock	1,600GP
99-00	Slaves**	50GP

* Cargo carried only by wagon; reroll non-wagon.

** Cargo normally travels under own power.

Die Roll	Commodity	Amount Carried	Unit Value
01-06	Armor	2D4 CR	400GP
07-09	Artworks	1D4 CR	2,500GP
10-14	Coffee/Tea	2D6 CR	2,000GP
15-16	Diamonds	1D6 CH	12,000GP
17-18	Dried/Exotic Fruits	2D4 CR	400GP
19-21	Fine Armor	2D4 CR	800GP
22-27	Fine Leathers	3D4 CR	750GP
28-30	Fine Weapons	1D4 CR	1,800GP
31-33	Gemstones	2D3 CH	8,000GP
34-35	Gold	1D4 CQ	6,000GP
36-44	Herbs	2D6 CR	1,200GP
45-48	Ivory	2D3 CR	2,500GP
49-51	Jewelry	1D3 CQ	8,000GP
52-53	Magic Items	1D3 CQ	10,000GP
54-55	Narcotics	2D3 CQ	4,500GP
56-57	Pearls	1D4 CH	6,000GP
58-61	Perfumes	2D4 CQ	400GP
62-64	Rare Metals	3D4 CH	250GP
65-66	Rare Woods	2D4 CR	350GP
67-68	Religious Artifacts	1D6 CH	500GP
69-73	Salt	3D4 CR	500GP
74-77	Scrolls/Books	1D4 CH	900GP
78-81	Silver Ingots	2D4 CH	1,200GP
82-83	Spell Components	2D4 CQ	800GP
84-91	Spices	2D3 CH	2,500GP
92-94	Sugar	2D4 CR	1,500GP
95-00	Weapons	3D6 CH	250GP

Special Possessions are items of interest which are contained among the belongings and gear of the passengers and employees of the caravan. To calculate the total number of Special Possessions present, the GM may use either of the two methods presented below.

Method 1: Roll separately for each character present in the caravan, according to the following % chances:

- 35% for each VIP Passenger (see below for calculation of the number of VIPs on a caravan); if the roll is successful, roll again at one-half the previous chance for another Special Possession -- continue, halving the chance until missed.
- 15% for each other Passenger (no rerolls).
- 10% for each caravan Guard (no rerolls).
- 3% for each caravan Employee (no rerolls).

Special Possessions

- 01-15 Fine Armor -- 01-75, Chain; 76-00, Plate; 15% chance of +1 AC.
- 31-50 Fine Weapon -- 01-35, Ornamental (2D6 times normal value, no combat bonuses, sometimes combat minuses due to poor balancing); 36-65, Well-balanced (+1 HP); 66-95, Enchanted (+1 Damage Die); 96-00, Enchanted (+1D3g HP, +1D3g Damage Dice).
- 51-60 Letter of Credit -- 01-60, sight draft for $2D6 \times 100GP$ in destination city (60% negotiable if presented along with other evidence of bona fides from the character's personal effects); 61-00, letter of credit for $2D4 \times 1,000GP$ (35% negotiable).
- 61-75 Jewelry -- 01-75, good quality item of personal jewelry (value $2D8 \times 50GP$); 76-00, excellent quality item (value $1D6 \times 1D6 \times 100GP$).
- 76-80 Talisman -- an artifact or home-brewed concoction designed to protect the holder against any of a variety of ill effects (disease, creature attacks, magic, etc.); the GM rolls privately to determine the efficacy of item (60% chance of actually working); economic value $1D20 \times 10GP$.
- 81-85 Map -- a diagram purporting to show the location of an adventure opportunity, treasure, etc.; the GM rolls privately to determine the accuracy of the item: 01-70, completely accurate; 71-85, essentially correct but with one or more critical details missing; 86-00, utterly worthless; economic value $1D20 \times 1D10GP$.
- 86-90 Salves/Potions/Ointments -- various concoctions which provide healing relief (GM's discretion as to number and potency of items).
- 91-95 Magic Item -- 01-40, useful non-combat item (e.g., light stick, direction finder); 41-55, offensive magic item; 56-70, defensive magic item; 71-00, scroll performing any of a number of functions (useful non-combat, offense, defense, healing) on a one-time basis.
- 96-00 Miscellaneous -- any other item of interest; possible objects include: 1) a set of formal attire; 2) personal supplies of perfumes, cosmetics, or narcotics; 3) religious artifacts; 4) craftsman's tools; 5) thieving tools; 6) a particularly high quality mount; or anything else that strikes the GM's fancy.

Method 2: Alternatively, those uninterested in rolling a hundred or more separate sets of percentiles can simply assume that the law of averages prevails, and estimate a total based on the percentages given below (the VIP percentage takes possible rerolls into account):

number of VIP passengers	times	.42
+ number of other passengers	times	.15
+ number of caravan guards	times	.10
+ number of caravan employees	times	.03
total Special Possessions		???

Once the total number of these Special Possessions is calculated, the items should be individually rolled up from the Special Possessions table below. GMs may wish to personalize and expand on the general descriptions if and when the bandits locate these goodies.



THE CARAVAN OF GOROTIN

Our old buddy Gorotin has 47 filled cargo spaces to allocate among various items; 41 of these (89%) are carrying Basic Commodities. As a Small caravan, Gorotin rolls twice on the Basic Commodities table; the first result (for 60% of 41 spaces, or 25 spaces) is Wine/Ale, the second (for the remaining 40%, or 16 spaces) is Copper Ingots. He then fills out the remaining 6 spaces with Fine Commodities, rolling:

Salt	6 CR	(3.0 spaces).
Herbs	5 CR	(2.5 spaces).
Armor	4 CR	(2.0 spaces; note, however, that since only 0.5 spaces are left, only 1 CR of armor can actually be shipped).

The caravan has 4 VIP passengers, 28 normal passengers, 24 guards, and 15 non-guard employees. His total number of Special Possessions (using the simple method) is equal to $1.68 (.42 \times 4) + 4.20 (.15 \times 28) + 2.40 (.10 \times 24) + 0.45 (.03 \times 15)$, for a total of 8.73 (rounded to 8). Rolling on the Special Possessions table, Gorotin obtains these results:

- | | |
|-----------------------------------|---|
| A) Map (flawed; value 3GP) | E) Weapon (Enchanted, +1 Damage Die) |
| B) Magic Item (useful non-combat) | F) Plate Armor (+1 AC) |
| C) Plate Armor (unenhanced) | G) Miscellaneous Item (thieving tools) |
| D) Letter of Credit (300GP) | H) Magic Item (scroll -- offensive spell) |

GMs should bear in mind that the exertions of the just concluded battles may have resulted in the partial or complete destruction of some of this cargo. Fire damages, wagon crashes, trappings and animal boltings can all take their destructive toll. In many cases, the players may need a slap of harsh experience to teach them not to jeopardize the condition of the true object of their efforts in the fury of blood lust.

If the players are acting as gang leaders, it will be their job to divvy up the spoils of the raid, and they may do so in any manner they see fit (though the GM may decide to interject NPCs from the gang into this process if he feels that the players' decisions would cause protest or more serious conflict). If the players acted merely as squad members, the GM will be responsible for assigning them their "cut" of the loot, taking into account the role their characters played in achieving the desired result.

Special Passengers on the Caravan

Passengers on a caravan will vary from fabulously wealthy to church-mouse poor, from lovely young maidens to fat and ornery master merchants. In most cases, only a few of these individuals (the so called "VIPs" -- Very Interesting Persons) will be of any significance to the bandits. The number of VIPs in a passenger group depends primarily on the caravan's Value Status and the Master's reputation. Cross-index

VIP PRESENCE

Value Status	Master's Ability			
	P	F	G	E
Poor	5	7	9	11
Average	7	10	13	16
Good	10	14	18	22
Wealthy	14	19	24	29

these two factors on the VIP Presence chart to the left to determine the base percentage, then add a 2D4 random factor to this base (only 1D4 if either Value Status or Reputation is Poor). Then multiply this per-

centage by total passengers to determine total VIPs (rounding down). Note, however, that certain members of the non-guard caravan squads have already been designated as VIPs by virtue of their Rank and Character Class. The total number of VIPs can never be less than the number of characters previously designated in this manner (although it can, of course, be more). If all VIP characters have not been previously delineated, roll a D8 below for each additional VIP.

VIP BACKGROUNDS

DR Type	DR Type
1 Merchant	5 Dowered Bride
2 Trader	6 Adventurer (FTR, ARC, THF)
3 Artisan	7 Bureaucrat/Diplomat
4 Noble	8 Priest/Priestess

Ransoms

Many VIP characters are potentially ransomable to their loved ones and/or associates. The GM should roll once on the Ransoming Potentials table below for each VIP to determine the character's ransom potential. Roll D100, and subtract 15 from the result if the character is a Noble, add 10 if the character is a Trader, Mage, or

Priest, or add 20 if s/he is an Adventurer. Six levels of ransomability are defined.

RANSOMING POTENTIALS

Die Roll	Ransom	Potential
01-05	Level 1	Victim worth 1D6 x 10,000GP
06-15	Level 2	Victim worth 2D10 x 1,000GP
16-35	Level 3	Victim worth 1D6 x 1,000GP
36-55	Level 4	Victim worth 1D4 x 500GP
56-75	Level 5	Victim worth 1D10 x 100GP
76-00	Level N	Victim worthless for ransom

GMs should note that the chances that the ransoms indicated here will be paid are far from guaranteed; there is only a 1D8 x 10% chance for each individual that a ransom demand will be considered by the extortees, and even then the gang must successfully work out the mechanics of exchange of ransom and prisoner without reprisals or pursuit. There is also a good chance that any ransomable prisoner who actively participated in the just concluded combat may already have been unceremoniously killed. Nonetheless, the avenue of ransom can occasionally offer exceedingly lucrative side benefits from a raid.

The other passengers, still-living guards, and employees generally constitute more of a problem than an opportunity. The gang's leadership must decide whether to follow the standard "leave no witnesses" policy and commit wanton acts of rapine and murder, or to try and identify some alternative approach to their disposal. In some cultures it may be possible to sell some of these prisoners into slavery; however, the safest course is often just to leave the survivors to fend for themselves, with a bare minimum of supplies and clothing and no means of fast transport. This latter may prove a particularly appealing strategy in areas of the countryside where the bandits have reason to fear that too much indiscriminate killing will give rise to a concerted attempt by the regional authorities to bring the perpetrators to an equally brutal justice.

THE CARAVAN OF GOROTIN

Gorotin's caravan has 4 VIP passengers (13% of 32 passengers is 4.16). All four of these characters have already been identified as members of the non-guard combat squads: a VET Merchant, an EL Merchant, a VET Trader, and a VET Mage. Their ransom potential is outlined individually below (provided, of course, that they're still alive at the end of the combat portion of the raid).

Character	Ransom Level	Ransom Chance
VET Merchant	4	40%
EL Merchant	N	-
VET Trader	N	-
VET Mage	3	20%

All of Gorotin's caravan has now been described in the example sections scattered through these rules sections; a summation of the caravan, and typical layouts for road travelling and night camps are provided on the next page, used as it stands.

THE CARAVAN OF GOROTIN

BASIC STATISTICS

Master: Gorotin en-Biristak (Fair, DSC: 9, MAG: 14)
 Size/Mode: Small Wagon (10 vehicles)
 Adequacy: 80% (24 guards, 30 required)
 Value Status: Average
 Employees: 10 drivers, 2 drovers, 3 general
 Spaces: 200 start, less: 26 supplies (13%)
 4 employee stowage (1/10)
 Available: 170
 Filled: 119 (70%)
 Passengers: 32 (65 spaces at 2 per passenger)
 VIPs: 4 (VET MER, EL MER, VET TDR, VET MAG)
 Stowage: 7 spaces
 Cargo: 47 spaces filled with cargo
 41 spaces Basic Commodities (89% of 47)
 25 spaces Wine/Ale
 16 spaces Copper Ingots
 6 spaces Fine Commodities (11% of 47)
 3.00 spaces Salt (6 CR)
 2.50 spaces Herbs (5 CR)
 0.50 spaces Armor (1 CR)
 8 Special Possessions
 A) Map (flawed, 3GP)
 B) Magic Item (useful non-combat)
 C) Plate Armor (unenhanced)
 D) Letter of Credit (300GP)
 E) Weapon (enchanted, +1 Damage die)
 F) Plate Armor (quality, +1 to AC)
 G) Miscellaneous (thieving tools)
 H) Magic Item (scroll, offensive)

SQUAD STATISTICS

Guard Squad 1

Leader: Xarphen	Rank: EL FTR	GIVE Adj: +0.20
CHA: None	MAG: None	GIVE Adj: +0.00
Men: 12	Mounts: M0	MA: 16
		CV Adj: +0%
Total GIVE: 80	Avg GIVE: 6.67	Adj GIVE: 6.87
Rank: EL	Morale: 21	Tot CV: 67 (67)
		Tot MV: 39

Guard Squad 2

Leader: Bargglon	Rank: INT FTR	GIVE Adj: +0.30
CHA: None	MAG: None	GIVE Adj: +0.00
Men: 12	Mounts: M0	MA: 16
		CV Adj: +0%
Total GIVE: 46	Avg GIVE: 3.83	Adj GIVE: 3.53
Rank: GR	Morale: 10	Tot CV: 46 (46)
		Tot MV: 32

Non-guard Squad A

Leader: Hahrd Deelah	Rank: VET TDR	GIVE Adj: +0.00
CHA: None	MAG: 1 VET	GIVE Adj: +0.50
Men: 17	Mounts: F	MA: 8
		CV Adj: +0%
Total GIVE: 48	Avg GIVE: 2.89	Adj GIVE: 3.39
Rank: GR	Morale: 10	Tot CV: 48 (48)
		Tot MV: 18

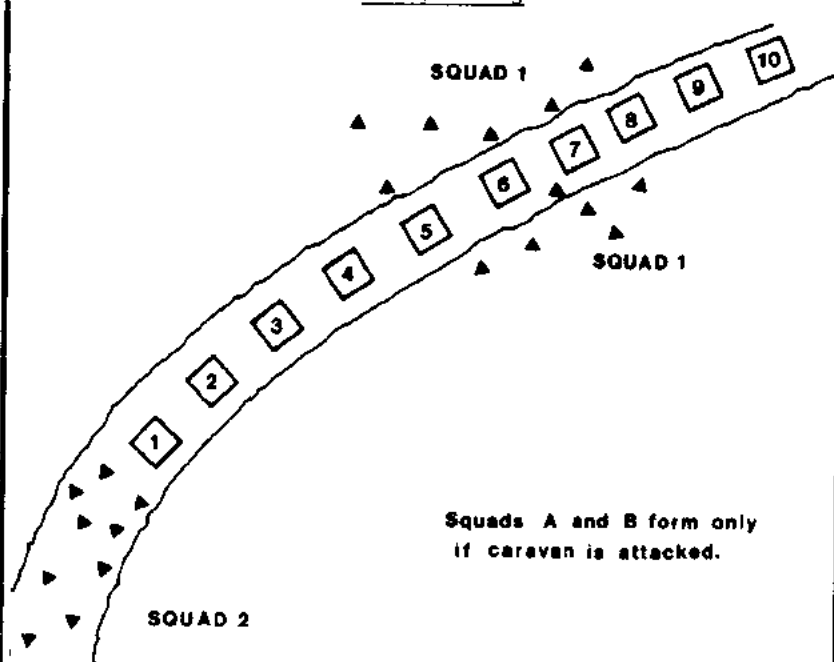
Non-guard Squad B

Leader: Hakke Mupp	Rank: VET FTR	GIVE Adj: +0.00
CHA: None	MAG: None	GIVE Adj: +0.00
Men: 13	Mounts: F	MA: 8
		CV Adj: +0%
Total GIVE: 35	Avg GIVE: 2.70	Adj GIVE: 2.70
Morale: 8	Tot CV: 17 (17)	Rank: GR
		Tot MV: 6

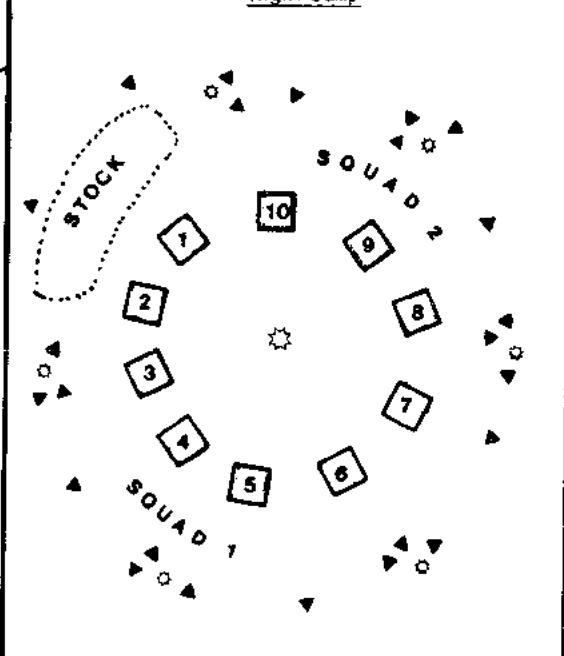
CARGO STOWAGE

Wagon 1: Master's wagon; 1 driver; 1 Master; 1 employee; 0.5 spaces Armor (1 CR); 4 spaces employee stowage; 6 spaces caravan supplies; special items: B, D	Wagon 6: 1 driver; 3 passengers (1 VIP -- EL MER); 1 space passenger stowage; special items: C, E, F
Wagon 2: 1 driver; 20 spaces caravan supplies	Wagon 7: 1 driver; 2 employees; 6 spaces Wine/Ale; 2.5 spaces Herbs (5 CR)
Wagon 3: 1 driver; 8 passengers; 2 spaces passenger stowage; special item: G	Wagon 8: 1 driver; 8 passengers (1 VIP -- VET MER); 1 space passenger stowage
Wagon 4: 1 driver; 20 spaces Wine/Ale	Wagon 9: 1 driver; 3 passengers (1 VIP -- VET MAG); 1 space passenger stowage; special item: H
Wagon 5: 1 driver; 8 passengers (1 VIP -- VET TDR); 2 spaces passenger stowage; special items: A	Wagon 10: 1 driver; 2 passengers; 16 spaces Copper Ingots

Road Travelling



Night Camp



Cat Burglary Scenarios and Second Story Adventures

G. The Lesson

Every now and then, the Thieves Guild must enforce its authority over those under its jurisdiction, whether the subjects of its discipline are merchants who have failed to hold up their end of some bargain or deal, or its own errant members. This adventure involves a "special assignment" from Haven's Thieves Guild, awarded to the players for any reason ranging from failing to properly pay their 15%-25% tithe, insulting a Guild officer, or botching a former assignment. If the thieves are not already members of the Guild, of course, this is a prime opportunity (from the Guild's point of view, anyway) for them to rectify this oversight. Despite any sins the party may have committed in the eyes of the Guild hierarchy, it is not to the Guild's advantage for the thieves to fail, so there will be certain background information that the group will be able to obtain to aid them in their task. No magical artifacts or other equipment will be forthcoming, however, since the party is technically in disgrace. The following is the background information that the players are given on their task:

Talen, a minor merchant of the North Corridor, who has recently been enjoying tremendous financial success in his business dealings, has refused to make his usual "tax" payments (protection money) to the Guild. Two agents sent to collect the debt were severely thrashed by Talen's powerful bodyguard and turned over to the Guard. This cannot be allowed to go unpunished. However, the merchant is rumored to have recently spent a large sum on the purchase of an exotic gemstone known as the Lion's Heart Ruby, which he values highly. It has been decided that the merchant would be much more reasonable about paying his debts if the ruby was in the Guild's hands; the players' task is to acquire this gem for the Guild. Anything else they pick up on their own would be theirs, minus, of course, any "dues" they owe the Guild.

Other members of the Talen's household include Stasa, his lovely mistress; Sherren the bodyguard, a former mercenary; a apprentice clerk named Nermal; and a house guest who works for a visiting carnival. There are apparently no other household servants. The players should be given a rough tracing of the house plan showing the general layout of the rooms, but no details on their use or the location of any locks or secret doors. (See the description of Talen's house for other modifications for the players' outdated floorplan). The players may also be shown the general layout of

LaRue Street and its buildings and various businesses. Both the street map and the floor plan of Talen's house may be found on the inside back cover of this book.

It should be pointed out to the players that, while the Guild wants to teach Talen a lesson about breaking their "contract", they do not want to lose him as a future source of income once he's convinced to behave. Thus, any serious damage to the house or its occupants will be dealt with rather harshly by Guild authorities. They would most prefer that Talen not even be aware of the theft until they offer to ransom back his prize ruby for a fraction of its worth — say, about the amount of the money he owes the Guild for back "taxes", with interest, of course, for the late payment.

Members of Talen's Household

Talen (#101) — Until about a year ago, Talen was a rather run-of-the-mill merchant dealing in fine rugs and tapestries. However, some shrewd deals with contacts developed over years of wandering the trade routes have recently paid off, increasing his profits and boosting his standard of living to a new record high. In a flurry of spending (much of which explains his not attending to expenses such as the protection money owed to the Guild), he has purchased numerous rare books, new furnishings for his house, gifts for his lovely young mistress, and a number of other valuables, as well enjoying the prestige of being the only merchant on the street to employ a private bodyguard (now more of a necessity than a luxury). The Thieves Guild is not the only outstanding debt Talen has at the moment; he owes money now to several suppliers, and has not paid his household staff their wages for nearly four weeks. This does not worry him yet; he is expecting a shipment of tapestries from Kandal to arrive in a week or so, which will alleviate his most immediate money problems. However, with a merchant's usual reserve, he has told no one of this impending deal.

Despite his lack of restraint with his new-found wealth, Talen is not a total fool, and has a fair measure of self-confidence born of years spent traveling the sometimes dangerous trade routes of the Ten Cities region. He is not prone to panic, for example, if faced by an armed opponent, and is not unskilled in the use of a shortsword. This bravado will quickly dissolve should he be clearly outnumbered, cornered without the protection of his bodyguard, or faced with a serious threat to Stasa or Nermal.

Talen is a stocky, sandy-haired man in his mid-thirties a ready smile for clients and a congenial

personality. Proud of his success, he wears the richest clothes he can afford, and has recently developed the habit of carrying a rather large sum of cash, as a sign of his new affluence. Hence, his purse will contain at least 50GP +(506x10)GP in assorted coins and gems. Ever since the attempt by the Thieves Guild to gain access to his house (when Sheren badly injured the two hapless thugs), Talen has also gotten into the habit of carrying his shortsword and a very business-like dagger whenever he leaves the house. Other than the clothes on his back, the only other valuable item that Talen wears is a gold ring set with a tremendous star ruby. The ring bears Talen's crest, and will be difficult to fence, unless the thieves find a dealer with out-of-town connections where Talen's name will have less meaning. The ring is worth about 700GP; the unset stone, 550GP.

Stasa (#102) — Stasa is a young courtesan who is definitely on the rise. Her position with Talen is secure, (it varies from time to time, but it's certainly secure), and she knows a good deal when she's sitting in the middle of it. She convinced Talen of her devotion to him early in their relationship, which (coincidentally) occurred at about the same time as the onset of Talen's current prosperity almost to the minute. Despite her previous intention not to get too involved with her meal ticket, Stasa has become quite devoted to Talen, (she is just nineteen, and Talen is only her second patron). She will use every asset she possess (and the girl does have some attractive assets) to keep Talen out of trouble.

Stasa is profoundly attractive, extremely guileful, with an air of innocence that is quite appealing. It should also be noted that the slim dagger carried at her girdle is not mere decoration or just for buttering bread; Stasa has not always lived in the lap of Talen

...er, luxury. However, her favored weapon remains her sex, and she is well aware of its appeal.

Like Talen, Stasa has a taste for rich clothes (although her sense of style is much finer). She also wears several flattering and expensive-looking pieces of jewelry, all but two of which are excellent fakes. She wears a silver bracelet with opals (the real article), worth about 375GP. This bracelet also contains a reservoir of a powerful aphrodisiac and a small, spring-loaded needle. A single scratch with this (STM save at normal levels to ignore effect) will inspire a sudden, single-minded interest in the opposite sex for 1D6 hours or until satisfied. The bracelet holds only one dose at a time (Stasa can refill it from a vial in her jewelry chest), and she will not waste it if her own charisma is sufficient for the task at hand. Among her other articles of jewelry (earrings, pendants, rings, etc.) is a genuine platinum and jade locket which she never takes off, bearing the image of a wolf's head with a star, a gift from a previous patron who happened to be a skilled enchanter. Stasa will not willingly surrender it; if forced from her, it will glow slightly and the bearer will turn bright blue from head to toe (MGR save at -4). The embarrassing tincture will last 1D10 weeks, and will not wash off. Stasa's purse, which hangs from her belt, contains 4D8x10GP and a silver whistle which will bring everyone in the house running if blown.

Sheren (#103) — Sheren is a tall, well-muscled man with bronzed skin and hair from years of exposure to the elements, and a plain, honest face. At age thirty-two, he has led a full and varied life, having been everything from a mercenary, a gladiator, and an adventurer, to his most recent profession of carnival strongman. However, he had grown weary of his homeless, danger-filled existence, so when Talen offered him a place as his bodyguard, he pondered not long at all. He has been Talen's constant companion for over half a year now, and is quite comfortable with the light duty, good food, and a warm bed. This is not to say that Sheren is getting soft, however, for nothing could be further from the truth. Having more time on his hands than ever before, the old soldier spends most of it training, honing up old skills and keeping in shape at one of the local Sworn Swords Halls. Sheren is, as could be guessed from his former occupations, a better than average fighter, with considerable skill in the use of sword and spear, including a deadly accuracy with the javelin. He is quicker on his feet than one might expect from his powerful muscled bulk, and can use the spear as a quarterstaff to parry as well as attack with its head. Sheren accompanies Talen whenever the merchant leaves the house, armed with his shortsword and his favorite spear; he wears a scale mail shirt and armored greaves as a matter of course.

Sheren is by nature a solidly honest man and loyal to his employer, despite the delay in getting his wages this past month (nothing new to a former mercenary, and not a problem as long as the grub and ale hold out). He should be handled as a formidable adversary to the players' mission, and one they should avoid a confrontation with if at all possible. Needless to say, Talen is well-pleased with his bodyguard, and both are looking forward to a long partnership, much to the dismay of Markas, who believes his old friend may be getting soft.



Sheren is not overly fond of personal ornamentation, and has been investing his money in shares in a popular local tavern (he now owns a lucrative 12%). Thus, there is little to be gained (save confusions) from an attempt at his non-weapon possessions. He wears a set of steel bracers, chased with silver, worth about 150GP each; and a pair of silver spiked rings worth about 20GP each. The rest of his garb is well-worn leather and homespun. He also owns a well-cared-for scale shirt, three steel-tipped spears, six javelins, a sturdy small shield, and a shortsword of excellent quality (+1D4 damage; the best of Darnaigan steel) kept in a worn leather scabbard. The only weapon of great value that Sheren owns is a blue lacquered javelin kept in a grey leather sheath; the name "Heartseeker" is engraved (in Elvish) along the length of the weapon. When a command word is spoken, the javelin will fly straight to the heart of the foe it is cast at, doing 4x normal damage. The javelin was a gift from an elvish lady for whom Sheren once performed a service and has only a limited number of uses, so he will only use it in great need.

Markas (#104) — Markas is an old friend of Sheren's from his days as a wandering adventurer and carnival strongman. The carnival is now in town, with Markas still performing, and there is nothing that Markas would like better than to convince his friend to join him when the carnival leaves town. Markas is small and wiry, dark-haired and shifty-eyed, and lacks Sheren's honest nature; he therefore sees nothing wrong with taking Talen (who is only a merchant) for whatever he's worth, and cheerfully skipping town. Talen knows nothing of Markas' intention of coercing Sheren back to the carnival, or he would certainly not have extended the hospitality of his home to the man (he did so only at Sheren's request).

Sheren is not, however, likely to leave Talen's employ quite so easily (running around with Markas has proved on occasion to be hazardous to his health). If handled properly, Markas could become a valuable ally for the thieves, as he has plenty of motivation to cause Talen some grief, and has access to the house and its contents. He knows nothing of the ruby (Talen is not a fool), but he is in a perfect position to unlock doors or see that Sheren is safely occupied elsewhere during the thieves' visit. He is also astute enough to find the second-floor entrance to the Library, and surmise that such a hidden door must have items of great value beyond. Markas is a bit of a thief himself (a bit?), and is quite likely to demand a sizable cut (30-50%) of the fruits of their labors. His primary objective, besides lining his own pockets, is to talk Sheren into returning to the carnival, and he will do nothing that will harm his friend.

Markas has the reflexes of most who live on the edge of the law; if startled, his first reaction may be to employ the talent that has earned him his place in the carnival, for Markas can throw daggers and handaxes with deadly accuracy. He can throw up to two axes or daggers in one mr (at a single target) with no penalty, and has a +3 to his HAGD if throwing only one (with a further -2 to his Critical Hit Probability). He also is skilled with a rapier, and can fight in the florentine style (two weapons) as well, wielding a rapier in his right hand and the dagger in his left.

Markas carries a considerable amount of cash at all times to enable him to indulge his somewhat impulsive nature; thus, his purse will contain around 5010x10GP worth of coins and small gems. Being only a little bit paranoid, Markas carries his dagger and rapier at all times when he leaves the house, and frequently carries a fan of 3 throwing knives concealed in the back of his tunic within easy reach for "emergencies". His possessions include three rings; one of red gold set with a garnet and two amethysts, worth about 650GP, and his personal favorite. (It is also well known around the carnival, but would otherwise be safe to resell). Of the other two rings, one is a silver band with a large emerald and ringed with malachite, worth about 800 GP, and cannot be removed from Markas' hand without cutting the finger off. The last ring is worn on a gold chain under Markas' tunic (it does not fit his finger, and resizing a magic ring is not usually a good idea). It is made of white gold with an inlaid design of tiny red dragons with topaz eyes; it will upon command fire an Ember Burst (a small burst of pyrotechnics which scatters hot coals over a 10 foot radius, which do 1D4 of damage each; a person standing within the radius of the spell can be hit with up to 1D6 of the fiery bits). The ring's power may be used once a day, and recharges when exposed to the first rays of the morning sun. The ring is worth 4500GP.

Nermal (#105) — The spoiled younger son of a merchant of Kandai, Nermal was apprenticed to Talen to learn the merchant's trade. Originally quite eager, he has become disillusioned upon finding that becoming a master merchant involves a great deal of hard work, which was not at all what he had in mind. He has been working as Talen's clerk, but with the sudden departure of the household cook some two weeks ago, Nermal's duties have expanded to include preparing meals and cleaning up, a situation that the future merchant prince finds extremely degrading. However, since any new household servant would expect to be paid, whereas apprentice labor is free, Talen is not seeking to fill the position at present.

Nermal being an apprentice, he rarely carries any money (any funds he earns are held in trust for him by Talen); his few worldly possessions are described in the section on his room. He would dearly love to make trouble for Talen if he could get away with it, for the merchant is quick to use his authority to discipline the boy when he is working less than diligently (which is most of the time). Nermal is secretly planning to run away as soon as he can afford to go in style (no hiding in haystacks for him!); and has been saving every coin he can towards this end. The lad would be a useful ally for the thieves, and would be easily swayed by money. He knows of the ruby's existence, but not its location; he also knows about the library door. Nermal would be less likely to cross the players than Markas, but much quicker to panic in a crisis and blow the whole deal by blabbing all he knows to save his own skin.

Nermal is a slender, rosy-cheeked young fellow with large brown eyes, fine reddish-blond hair and a fair complexion — so cute that you almost need a saving throw, and he is well aware of it. Given his looks and his dislike of anything that resembles real work, he doubtless has quite a future, but not in the trades mercantile.

Places of Interest on LaRue Street

The street on which Talen lives is a relatively quiet side street one block west of the Trax, in a part of the Commons known as Gateland. Located not far from the city walls and the teeming traffic of Caravan Street and the North Gate, it is an older neighborhood featuring minor merchants and small shops. While not as run-down as some quarters, it is hardly the most prestigious address in town; if Talen continues on his upward rise, he will doubtless move to a better neighborhood. A number of the other houses and shops in the adjacent blocks to Talen's house are described below, as well as their principal inhabitants and any other items of information pertinent to the scenario, such as relevant rumors about Talen and his household or local happenings that may influence the players' chances of success. (Specific rumors are listed by number with each shop description, and refer to those rumors detailed under the section entitled **Rumors and Tales** later in the scenario). The GM may decide how familiar the players' characters are with this part of town; for example, if they are Thieves Guild members, they might be aware that the Wolfs Den Inn is a Guild hangout, even if they have never visited the place before.

A. The Dour Mouse Inn

At the corner of LaRue Street and Justanada is an inn, left over from the neighborhood's better days. Four stories tall, it is as old as any building on the street, although it shows its age more than most. A sign with a faded painting of a mouse dressed in a long red vest, with droopy ears and a rather mournful expression, sitting in a large teacup, hangs over the double doors. Kerrel the innkeeper's expression is usually equally sour, for the the inn attracts little business except during holidays and the annual Trade Fairs. However, at present his inn is filled to capacity with revelers from a private "tea party" that has been going on for the past two days, and looks to last at least a fortnight more. It seems that Mariol Tepat, the only son of a successful but rather crazy habadasher, has had to wait until a year after his father's death to gain his fortune; now, on the third of March, he has finally gotten his oily hands on his inheritance, and is determined to spend the old man's money all at one time by throwing the biggest party the city has ever seen. It would be quite possible for the players to join the party (it would, in fact, be hard to avoid, if they enter the inn), and the upper floors of the Inn offer a reasonable view of Talen's house up the street, if the players can ignore the distraction of other celebrants long enough for a worthwhile surveillance. There is a 35% chance that Markas will visit the party at some time during the evening.

Possible Rumors: 1, 2, 3, 5, 6, 8, 10

B. Korada, Armorer

Korada (#106) is a veteran warrior of middle years, scarred and battle-weary from years spent as a mercenary, his eyes haunted by some personal tragedy. He operates a small shop here where he repairs armor and shields, primarily for the mercenaries from the local Sworn Swords Hall. He and Sheren have become friends of sorts; he has worked on the bodyguard's armor and

the two have shared an occasional mug of ale at the Wolfs Den Inn. Korada is not an idle gossip; if players ask too many suspicious questions (almost any questions might be suspicious to the dour veteran), there is a good chance that Korada will mention the conversation to Sheren, who would consider it a warning of impending trouble and increase his guard. Korada also has a personal vendetta against thieves; if the cry of "thief!" is raised, he will be quick to respond, broadsword in hand.

Possible Rumors: None

C. Apothecary Shoppe

This is a small shop; a number of vials and flasks are displayed on shelves behind a long counter. The inside of the shop is dim, as the air is thick with a foul-smelling haze that permeates the shop. Arkemidies (#107), the apothecary, is constantly experimenting with unusual formulae, and often does not hear people enter his shop; there is only a 30% chance he will come out from his back room to greet any visitors. The fumes are harmless, but put one in mind of a tannery built next to a sulphurous spring, which hardly recommends his brews to those with weak stomachs. Arkimedes has never met Talen, but knows that Harria the cook ran off with Jazper the Butcher, and that she has not been replaced.

Possible Rumors: 4

D. The Hungry Tyger

This small shop and warehouse is old and shabby; its proprietor appears to be equally weatherbeaten with age. Quaffel (#108) was once a military provisoner; now he makes his living supplying caravans and mercenary companies with travel provisions ranging from dried fruit, grains, and smoked, dried meat, to a marvelous "waybread", a light, flat bread that will keep for weeks without growing stale, and add a +2 bonus to any STM saving rolls made when eaten on a forced march. Being a bachelor with a natural appreciation for the fairer sex, it should come as no surprise that the old man spends part of his evenings watching Talen's house, hoping for a glimpse of Stasa through her bedroom windows, which are easily viewed from his shabby rooms over the shop. There is a 30% chance that he will be watching when the players make their move; if they attempt to enter from the street side of the house, he may notice their skulking figures (normal Hide in Cover chances apply) and notify the Guard.

Possible Rumors: 1, 6, 8

E. The Cask

The Cask is a long, narrow building of half-timber; barely 15 feet wide, but extending back for the length of the block, two floors high with a sharply peaked roof. The front of the shop is lined with racks of wine casks and ale barrels, each sporting a spigot. The proprietor, a fat, red-faced man with a squinty eyes and a prominent nose, greets any visitors cheerfully and seems willing to talk on any subject whatsoever for as long as his audience can tolerate him. As might have been surmised, Guillaume (#109) is a dealer in wine, ale, and other spirits, buying in bulk from local vineyards and breweries to sell to taverns, inns, and private customers in town. His prices are quite good, and he is free with samples of his own wares (serving himself generously as

well). Guillaume is a fountain of news of happenings in the neighborhood, and may impart any number of rumors, but it is necessary to listen to a great deal of drivel to get the gems; the GM should let slip one pertinent bit of information for every half-hour the players spend with the old gossip.

Possible Rumors: all

F. Mouser's

Ketter (#110), is a tall, spare man who raises cats in the lower level of his two-story house, to be sold for rodent control in various warehouses of the Corridor. Persons entering the lower shop area must make a STM saving roll, or be overwhelmed by the aroma of cats and the sawdust bedding provided for them (there is a 5% chance that any given person may be allergic to cats, in which case entering Ketter's "shop" is a sure way to provoke a violent attack of sneezing, swollen eyes, and difficulty with breathing). Ketter is always attended by four large dogs (#111), as Ketter himself is allergic to his own feline stock and wishes to prevent the "wretched creatures" from coming upstairs -- or anywhere near him. The dogs will not permit any to enter the upstairs who even remotely smell of cats. Fortunately (from the players' point of view), there is no information of any import to be gained here. A cat may be purchased for 5GP.

Possible Rumors: none

G. The Wolf's Den Inn

The inn is a broad, three-story building with heavy iron-reinforced shutters that are closed and locked at night, as is the iron gate at the mouth of the alley that borders it to one side. A sign with a wolf's head hangs over the door. The average clientele the Den serves are mercenaries between campaigns, down-on-their-luck adventurers, street girls, assorted thieves, and other city dwellers of the common sort. The proprietor, Marsal (#112), is a Thieves Guild contact, providing shelter, information, food and drink, and a pawnshop service of sorts for thieves of the neighborhood. A trifle paranoid, Marsal has an obsessive need to know **everything** that goes on in the neighborhood. To this end, he employs a number of street urchins (more kindly known as homeless waifs) to keep him abreast of rumors and goings-on; the urchins are paid a small pittance and allowed to sleep in one of the inn's attic rooms.

Marsal, of course, is quite aware that Talen has defied the Guild (the thieves captured in the previous attempt to collect the payment were his operatives). He is not at all pleased that the Guild has chosen outsiders to perform a job in his territory, and will be less than cooperative with the interlopers if approached for any help or information. He will not go to the extremes of actually hindering the players or betraying them to authorities unless they do something to anger him, but even the request to use one of his upstairs rooms as a possible surveillance point will be met with only the barest civility (he will probably require that they pay for the room!). If the players elect to use the Den as a base, they will find it hard to keep Marsal from wanting to know everything they are planning, and jealously watching every move they make.

Possible Rumors: 1, 3, 4, 6, 7, 8, 9, 10

H. Hall of the Sworn Swords

This Hall, one of several in the city, is a combination barracks, tavern, hospital, social center, training gym and bathhouse, practice arena, and hiring hall for mercenaries and warriors of all sorts, from landless knights seeking glory and a chance to earn their name, to rough-and-ready soldiers of fortune from all walks of life who sell their swords and their services to anyone for the right price. Sheren may be found here on his few off-hours, shooting the breeze with other veterans or in sparring practice to keep himself in fighting trim. He is well-known among the regulars, as is Markas (although the latter is not nearly so well-liked). A newcomer here who is clearly of the "profession" would be able to fit in rather well, but a nonfighter type would not be welcome. Anyone asking too many questions about Sheren in his absence would doubtless be reported to the bodyguard the next time he comes in (10% chance during the day, 40% between the hours of 7 and 10 in the evening).

Possible Rumors: 1, 5, 8, 10

I. Dressmaker's

This is a small house/shop run by Josefina de Meinso, a small, dark-haired woman with a pinched face and large brown eyes. Josefina and her five apprentice girls (two of whom are her nieces) sew men's and women's clothing to order, and also perform mending and other alterations on older gowns and tunics, to repair damage or upgrade outmoded styles for those who cannot afford new garb. Talen's mistress Stasa is well-known here, as Josefina has done several fine gowns for the girl, and considers her one of the shop's best customers. Josefina is not one for gossip, but her apprentices spend much of their time while sewing discussing their neighbors, and would be a quick to impart their opinions of almost every member of Talen's household if drawn into conversation by another woman. However, what the girls actually know is of limited use, since they are not involved in Stasa's fittings; their talk ranges from speculations over Stasa's "duties" to frank admiration of Sheren's physique and Markas' charming . . . uh, style.

Possible Rumors: 1, 4, 5, 9, 10

J. Merchant's House

This simple two-story residence abuts onto the fenced courtyard behind Talen's house, and is the residence of Yovani Margo, a merchant in wool and flax. Yovani is frequently (80% of the time) out of town; the house is occupied by his wife Revanni, her two young children, and a pair of household servants. Revanni is currently pregnant with her third child, and suffers from insomnia, backaches, and an extremely acute sense of hearing; there is a 35% chance at any given time during the evening and night that she is up walking about the house, unable to sleep. If she is awake, a -25% penalty is applied to thieves attempting to Move Silently in the courtyard or rear of Talen's house; she will rouse one of her servants to run for the Guard if she thinks there someone is skulking about the yard.

Possible Rumors: none

K. Talen's House

Talen's house and its occupants are described in detail elsewhere in this scenario.

L. House of the Widow

Talen's next-door neighbor is the widow of the moderately successful merchant Simon Sweads, who passed away some six years ago, leaving his matronly wife with plenty of money for a comfortable existence, but nothing with which to occupy her time but to keep an eye on her neighbors. Fortunately, the good widow is a sound sleeper, and has only a 15% chance of being awakened by anything less than a minor earthquake after 9 o'clock in the evening. However, there is an excellent chance (GM's discretion, according to the actions of the players) that she will notice any unusual activities of the players in the neighborhood during the day. She is also tremendously nosy, and will probably pay a visit to Stasa and ask her about "those nice young men working on the windows around back", or whatever she believes she observed. She is fairly talkative, even with strangers, if they are polite.

Possible Rumors: 1, 4, 6, 10

M. Tapestry Weaver's

The home and workshop of Nicodi the Weaver occupies this three-floor half-timbered structure. Nicodi, his wife, two of their older children, and two apprentices spend ten hours a day, six days a week bent over their looms, working on the intricately woven tapestries that form part of Talen's stock for his expanding business. Talen is impressed by Nicodi's patient and skilled work, and has hung two of the little man's tapestries in the Gallery and in the Sun Room. Unable to resist an audience, Talen has filled the simple weaver's ears with tall tales of his exploits as a hunter, his escapades while tracking down the trophy heads that hang on the Gallery wall. Nicodi is now quite impressed with Talen's prowess with the crossbow, and is honored to weave tapestries for a man so courageous as to face a griffin with only a single quarrel in his quiver (Talen did rather stretch things a bit . . .). There is little else the players could learn here.

Possible Rumors: 2, 4, 9, 10

The House of Talen

Exterior

Talen's house is one of the older houses on LaRue Street, with two floors and an attic level with gabled windows. It has a stone facing on its lower story, and half-timber above; the roof is of pine shingles. Windows on the lower level boast a stout iron grating, as do some of the windows on the second floor; all windows are closed by reasonably new wooden shutters. None of the windows, however, have any glass panes. Two tall chimneys rise over the roof, and there is a little courtyard in the back, surrounded by a seven-foot wooden fence. There is no apparent gate. The house faces west; there is a side street to the north and a narrow alleyway (2-3 feet wide) between Talen's house and its neighbor to the south. A house sits right against the courtyard wall in the rear.

Upon closer inspection, however, there are actually a number of spots that enterprising thieves could utilize for entry (if they do not simply arrange to have someone leave the back door unlocked). The iron grating in most of the windows is newer than the materials

of the walls, and could be dug out of its plastering given some time. However, digging around the foundations of the windows that face the street would be quite likely to attract attention. There is a small side window in the cook's unused quarters off the kitchen that might be utilized in this manner. The windows on the upper levels are, unless noted otherwise in the room descriptions, locked with a simple bar (treat as a complexity 1 lock). While the front door to the house is secured at all times, the back door is often (35%) left totally unlocked, and has only a simple complexity 2 lock when it is secured (usually only at night).

The GM should note that, while the players have a rough plan of the house's interior, it is old and rather badly out of date. Their copy of the plan should not show the second-floor entrance or balcony level to the Library, as this was a later addition. The double doors leading into the Library from the Sun Room (now bricked up from the inside) should, however, be clearly indicated. The Bathing Room connecting the two large bedrooms on the second floor is also a new addition and should appear simply as a wide hallway between the two rooms on the players' plan.

The First Floor

A. The Sun Room

What the Players See: The Sun Room is an airy hall running almost the entire length of the house, lit by tall windows that catch the late afternoon sun. The room is partly subdivided by archways into three alcoves; there is a hallway leading back towards the rest of the house from the entrance area. On the south side is a comfortable sitting room with a wide fireplace, and a pair of double doors on the east wall. Several fine tapestries hang on the walls of both the sitting room and foyer area of the Sun Room, and there is a handsome, polished pair of swords crossed on a wooden shield hanging over the mantle. The northern alcove appears to be an office, and has a sturdy desk with numerous cubbies, a worn chair, and a bookcase holding a number of heavy tomes. Maps and charts hang on the walls, and four tapestries are leaning rolled up against one corner.

GM's Notes: The Sun Room serves as Talen's office (away from the crowded warehouse where his stock is kept), and a place to entertain clients and friends. The windows are barred with iron grills, and have wooden shutters that can be closed and locked at night, with heavy drapes that can be pulled to block out unwanted drafts. The front door is solid wood, bound in iron, and locked with a Complexity 4 Cylinder and Pin lock (see *Thieves' Guild* 7 for an explanation of lock types). Talen and Stasa have the only keys; anyone else of the household must knock and wait to be let in (although Markas has been known to scale the fence and come in the sometimes unlocked back door late at night).

The Sun Room is one of Talen's favorite rooms in the house; he often spends time here in the evening relaxing before a fire with Stasa, and usually has dinner served here. There is a 40% chance that he will be in the room, either in the office or the sitting room during the day, and a 65% chance he will be here from about 6 to 10 in the evening. Nermal will be working in the office only if Talen is there standing over him.

The double doors in the sitting room are locked (Complexity 1, but so old and rusted that there is an additional -20% penalty to any thief attempting a lockpick). Beyond the doors is a brick wall; this entrance to the library beyond was sealed off years before Talen ever bought the house, and he has not gotten around to doing anything about it.

The rugs and tapestries in the sitting room are quite valuable (Talen is looking to expand his business and has been collecting various samples for display), but are extremely heavy, weighing an average of 200 lbs each. The crossed swords are welded together on their fake wooden base and have no edge at all; of such weapons are comedy acts made. The books and ledgers detail the workings of Talen's business, and would be worth at least 2500GP — but only to Talen. One of the drawers in the desk has a false back; in the secret compartment beyond is a leather bag containing 20 + 1D10 amethysts, each worth 1D4 x 50GP. These are Talen's favorite stones, and he will only spend them in dire need. A locked (complexity 3) drawer in the desk contains a signed letter of credit on the House of Rand; it is blank, and could be written for up to 2,000GP before a check on its authenticity would be made. The letter is buried under a number of other papers, primarily bills; one is a receipt for the Lion's Heart Ruby, showing that Talen paid 15,000GP for the gem and its "book of marvels".

B. The Kitchen

What the Players See: The kitchen is an L-shaped area in the rear with a large fireplace and flagstone floor. Hooks and shelves arranged in a haphazard manner along the walls hold a wide variety of iron and copper cookware, most of which appears to need cleaning. Sacks of staple foods such as potatoes, onions, barley, and flour lie in untidy heaps, and the work table holds several cleavers and the remains of preparations for the last meal. There is a fine hardwood chest sitting on one of the shelves, and a number of jars of expensive spices. A long wooden table and several benches sits along the back wall. A steep staircase goes up along the west wall, and several windows (barred, with wooden shutters) and a back door that leads to the courtyard behind the house. There is a small door at the far west end of the room.

GM's Notes: Talen's cook eloped with the local butcher about four weeks ago; due to his cash problems, he has not sought yet to replace her, but has simply had Nermal fill in as many of her duties as possible. Nermal, as might be expected, is a less than stupendous cook, and an even worse housekeeper; hence the rather messy kitchen. A closed door at the west end of the room leads to the cook's old quarters; the room is simply furnished with a cot and medium sized chest (empty), and is rarely opened, providing a possible hiding place for the thieves. The back door is unlocked 20% of the time at night, and never locked during the day. The only items of real value here are the spices (worth about 1D20 x 10GP per canister) and the contents of the fine hardwood box, a set of enchanted cooking utensils that operate like modern-day appliances. The set is worth 750GP if the magic is known. The kitchen is occupied during the late

afternoon as Nermal attempts to make dinner; he otherwise spends as little time here as possible (10% chance other than when cooking dinner).

The Second Floor

C. The Gallery

What the Players See: At the top of the stairs (which creak, incidently, giving a thief a -35% penalty to Moving Silently) is a open hall, with windows that overlook the courtyard. The hardwood floor is covered by fine carpets, and two fine tapestries hang on either end of the hall. The mounted heads of three dangerous-looking beasts (a bear, a griffin, and a strange deer-like creature with powerful antlers and dangerous tusks) and several exotic swords are displayed on the wall. A variety of small statuary and other pieces of "art" adorn some small end tables under the windows. There is a closed door to the north, and a short hallway with two opposing doors to the west.

GM's Notes: Talen uses the Gallery to show off some of his collector's items. Three of the statues, ugly little terra-cotta god figures from Kutna' Brut, are actually hollow and hold 1D10 x 20GP worth of small diamonds (the gems' presence is unknown to Talen, who purchased the things for 50GP each for their "aesthetic" value). The voluptuous erotic elf-maiden, however, is a cheap plaster imitation, and not worth a third of the 400GP Talen paid for it. Talen likes to show off the mounted heads as souvenirs from his "traveling days" with his "trusty crossbow". If the truth be known, however (and what fun is that?), the beasts were bagged in the wilds of the local taxidermist, and Talen couldn't hit a dragon at point-blank range with a crossbow if his life depended on it (and under those circumstances...).

The door to the north leads to the guest room; there is only a 5% chance that anyone will enter the room if the thieves decide to hide there (providing, of course, they do nothing to arouse suspicion). The room contains a bed, a small table with a water pitcher (empty), and a chest; the window's shutters are closed and locked. There is nothing here of particular value. It should be noted, however, that the chest is older than most of the others in the house, and its latch and lock tends to jam; any thief selecting it as a safe hiding place has a 60% chance of being unable to open the chest when he wishes to exit. The two doors to the west lead to Stasa's and Talen's rooms.

The tapestry on the south wall of the gallery is an antique imported from the distant East, and not nearly as heavy as it looks. Hidden behind this tapestry is a door leading to the balcony level of the Library; players have a +15% to their Spot Hidden to notice something odd about the wall where the tapestry hangs. Nermal, of course, knows about the door, and Markas will, if recruited by the players, be able to find it out with a minimum amount of snooping around. The door is not locked, but it does stick, and needs a good hard shove to open. If a player trying to force it rolls over his STR on 2D12, the door will pop open suddenly, sending the player hurtling into the room and over the rail of the balcony (SR vs REF to stop in time to avoid a 12' fall to the stone floor below).



D. The Library

What the Players See: The Library is an impressive room; its beamed ceiling is three floors above its main level down on the first floor, and there is a 5' wide balcony all around on the second floor level, connected to the lower level by a narrow spiral stair. The only apparent entrance is the door on the second floor balcony. Windows on the second floor have the same iron grillwork and shutters (closed 60% of the time) as previously described; there are no windows on the first floor, as the walls are crowded with bookshelves and expensive tapestries. All around the balcony are locked cases with a number of beautifully crafted tomes, some with gold leaf and semi-precious stones worked onto their bindings. Around the room on the lower level are additional book cases; it is apparent that Talen has attempted to buy a copy of every book in print in the entire city, regardless of language, subject matter, or relative taste. A comfortable chair, a reading stand with a huge tome chained to its base, and a desk (supporting several additional massive volumes) complete the furnishings on the lower level.

GM's Notes: The Library is Talen's pride and joy, and the focus of much of his cash outlay of the past few months (the tapestries, after all, are a business investment, and Stasa could be considered a recreational expense...). A self-educated man, Talen has an almost mystical respect for the written word; he has read barely a fraction of his library, being prone to falling asleep over anything but the raciest adventure tales, but he has lovingly collected and cataloged every volume he could find. The massive tome on the stand is an index of every book in the library, if the players can figure out his somewhat off-the-wall cataloging system (SR vs IQ; if the save is missed, the difference is the number of hours of searching required to find what one is looking for). An ordinary book is worth 30+3D20GP; those in the locked cases on the balcony are worth a base value of 200+6D20GP. The

locks are complexity 2, but have no traps. A normal book weighs around 104 lbs.; one of the special tomes will weigh 3D10 lbs. Interestingly enough, there is only a 5% chance of any book listing spells or concerning anything of a magical nature; those volumes cost more than even Talen was willing to pay.

The desk is locked (complexity 2), and contains primarily a supply of quill pens, blank parchment, and a chess set with jade and ivory pieces (worth about 250GP). In the back of one of the drawers is a bag containing a sum of gold and silver coins (450GP; emergency cash) and a ring of 6 keys (to the bookcases on the balcony). The keys are numbered, but the cases are not. Three large books sit on the top of the desk, each with fine leather and gold-leaf binding, and a small lock. One of these (not the one on the top, of course) bears the image of a lion rampant; the symbol of a red heart is superimposed over the beast's torso. The title of the volume appears to be "Tales of Wondrous Marvels of the Animal Kingdom, based on the Travels of Sir Gidri the Lionhearted, Seeker of Noble Adventure and Base Rewards in the Hinterlands of the Empire". This rather pretentious "masterpiece" (listed in the Index under Marvels, Wondrous) is the repository of Talen's precious ruby. A successful Spot Hidden roll (with a penalty of -30% for the craftsmanship of the book) will enable the player to notice that this volume is not actually a book; if the lock is opened (Complexity 5), its true nature as a elaborately designed hiding place for the gem (which rests in a velvet-lined alcove inside) is revealed. The lock is enchanted; if it is broken, rather than picked, a small bell will ring in Talen's room, awakening him even out of a sound sleep. Talen will immediately send Sheran to investigate (awakening him if necessary); the warrior will arrive in 1D4 minutes. The players will have no knowledge that the alarm went off, of course. Removing the book without tampering with the lock will cause no alarm; the book weighs 24 lbs. (Sir Gidri was a highly opinionated and long-winded writer).

Talen is very proud of his library, and generally spends an hour or two in here every evening, carefully updating his index, fingering the covers, or attempting to read one of his treasures (60% chance this will cause him to sink into slumber). Stasa, being illiterate, never comes in here (after all, what does she need an education for?). There is, however, a 15% chance per hour after the rest of the household has retired for the night, that Nermal will sneak into the Library, dressed in his finest robes, to sit in the chair and daydream of his life as the rich merchant prince for an hour or so. If the players are concealed within hearing range, they will be treated to Nermal's soliloquy of his future life, and how he plans to exact his revenge on those misguided peons who dared to ever treat him as a mere apprentice...

E. Stasa's Room

What the Players See: Stasa's room is never locked. Just within the door, a tall intricately carved wooden screen blocks the rest of the room from immediate view. The room is liberally decorated with paintings, bright hangings, scattered pieces of furniture, and a variety of animal statuary in all sizes and materials imaginable. There is a comfortable bed, a large wardrobe, two chests, and several small tables and shelves on which Stasa's collection is displayed. The windows have the same iron grills as previously described; the shutters are drawn at night.

GM's Notes: This room can be treacherous in the dark or half-light with its myriad of objects that could be knocked over, bumped into, or tripped over; chances of Moving Silently suffer a -30% penalty. Only Stasa is familiar enough with the contents of her room to move easily here without light. The animal statuary varies in value depending on the material, but is probably not worth the thieves' trouble. Most of Stasa's jewelry, kept in a teak box on the top of one of the chests, is flashy, but fake; her only valuable pieces were detailed earlier in her NPC description. Aside from Stasa's person (which could be very valuable, in the right, er, hands), the only true valuables here are her garments, kept in the heavy walnut wardrobe. Each of the better gowns, with the accompanying undergarments, headresses, etc. is worth around 100 + 10 x 1D20GP, made of silk, velvet, and other fine fabrics and embroidered trims. Stasa is a sound sleeper, and is usually in bed by midnight (there is a 30% chance that she does not spend the night here, however). There is a 30% chance that she will be in her room during the day, changing clothes, relaxing, or playing with her animals.

The door to the left of the entrance leads to the Bathing Room that separates her room from Talen's.

F. The Bathing Room

What the Players See: The Bathing room was added to the house in recent years by walling off part of the Gallery. There is an entrance on either side of the room, and a barred and shuttered window overlooking the street. The major focus of the room, of course, is the bathtub, provided with curtains for privacy and large enough for six to fit platonically.

Racks along the wall hold towels, buckets (for filling and draining the tub, which is Nermal's responsibility), vials of soaps and lotions, and a small wooden duck, painted yellow.

GM's Notes: The bathing room is one of the luxuries of the house (an attempt to make up, perhaps, for its lack of other comforts, such as adequate heat). There is no running water, of course, so the tub must be filled and emptied by servants (or apprentices). The tub's only special feature is that it heats its own water magically. Stasa in particular enjoys a bath in the evening to relax; there is a 60% chance she will so indulge herself between the hours of 8 and 10. (There is a 30% chance that Talen will join her; if so, Stasa will definitely not sleep in her room that night). The tub is quite valuable (800GP if the magic is known), but hardly the thing a second-story man could put in his pack.

G. Talen's Room

What the Players See: Talen's room is brightly lit by day, with shutters and drapes pulled back to admit the sun. Two hardwood chests with padded lids sit beneath the windows. The room is dominated by a magnificent four-poster bed, wide enough for four, with a handsome canopy and drapes of fine woven fabric, and plenty of pillows. The bedclothes are satin and the finest brushed wool blankets (in brightly dyed colors) are kept in the wide drawers beneath the mattress. There is a wardrobe similar to the one in Stasa's room, a comfortable padded chair with a small lap desk and writing accouterments, and a cedar chest at the foot of the bed (locked). A fine thick rug, imported from the East, covers most of the floor. A small silver bell hangs on the wall near the door. This room is the only room in the house that has a fireplace (other than the Kitchen and the Sun Room).

GM's Notes: Talen enjoys the comfort of his room, but spends little time here except at night. If he is not otherwise occupied with Stasa, there is a 20% chance he may write some letters before retiring for the night. The door to his room has a standard lock, and is only locked during the day. Most of the articles in here are personal, with little value except to Talen, or simply too big to move. The clothes in the wardrobe are of good quality (worth 50 + 10 x 1D20GP); going through the pockets will net a total sum of around 50 + 1D20GP in loose change. If Talen has been writing letters here, there is a 20% chance that his personal seal is in the lap desk (it is otherwise locked up in the desk in the Sun Room); it is worth around 1500GP if the players can utilize it on letters of credit, etc., before its loss is reported to the House of Rand. The silver bell is part of the magical alarm on the Lion's Heart Ruby; if the players happen to remove it before tampering with the book's lock, Talen will not hear its alarm. He will only notice it is not in its usual place if he makes a DSC saving roll whenever he is in the room.

The window-seat chests are only partly full (extra blankets, winter clothes, etc.); there is room for a smallish person (STR + STM less than 21) to fit with a bit of cramping. The lock on the cedar chest is a complexity 1; the chest contains a magnificent bearskin and additional bedclothes of soft wool for winter use.

The Third Floor

What the Players See: From the Gallery on the second floor, a narrow set of stairs leads up to the third floor, normally reserved for storage and the servants' quarters. Actually an attic level, the ceiling of this room is sharply peaked and shows the beams that support the roof; all windows are set into gables some 5' deep. There is no light except for what filters through the closed shutters (which are simply latched, with no locks to speak of). There are three doors leading to other rooms.

GMS Notes: There is little of value or interest here to the thieves. The windows are not barred, and easy enough to open. Both the stairs and the floor, however, are somewhat warped by age and humidity, and feature a -30% penalty to the players' chances of Moving Silently, giving the occupants of the upstairs rooms their usual Hearing chances to become aware that someone is walking about. Only Sheren, however, is likely to confront the players with an immediate show of hostility (as noted in his NPC description); Markas will only react defensively if startled, and Nermal is not a fighter by any definition. The doors lead to the respective sleeping rooms of Nermal and Sheren, and the guest room where Markas is staying. All the doors have standard (complexity 1) locks; Nermal and Markas lock theirs at all times, but Sheren, being a lot less paranoid, never bothers.

H. Nermal's Room

What the Players See: Nermal's room is small compared to others in the house, and obsessively neat. The furnishings include a narrow bed with linen sheets and wool blankets, a chest, and a small table. The gabled window is blocked by a hanging tapestry (an old one); behind this may be found a sort of closet. A rug covers most of the floor, and a mirror and ivory comb sit on the bedside table. The chest is locked.

GMS Notes: The room reflects its owner's personality and desires for the future, for Nermal has tried his best to make the room look less like an apprentice's quarters and more to the manner of life style to which he intends to become accustomed. He has already replaced his original room accessories with whatever of better quality he could find in the attic, and is planning to move into the large guest room as soon as Markas leaves town.

It is the contents of the chest and Nermal's makeshift closet, however, that tell the most about the lad's ambitions. Behind the pegs whereon hang Nermal's normal day-to-day tunics and simple robes hangs a very fine set of clothes in the style worn by many of the wealthier merchants of Haven that Nermal wishes to emulate. The entourage is worth about 350GP, and is Nermal's dream suit; he will occasionally put it on and admire himself in the mirror (stolen from Stasa's room), or for his midnight visits to the Library. The chest has a Complexity 2 lock and contains sturdy travelling clothes, a wineskin, a matched shortsword and dagger of rather average quality but handsome finish, and a pair of saddlebags that contains a small leather pouch labeled "horse money" (63GP). All this is hidden under

four heavy wool blankets, more than adequate for a bedroll. At the bottom of the chest is a leather-bound ledger book, two quill pens, and two bottles of ink (red and black), a gift from Nermal's merchant father. From Nermal's eager accumulation of the finer trappings of a master merchant, however, it is quite apparent that the boy has no intention of waiting to complete his apprenticeship before starting on what he obviously believes will be an easy life of luxury.

Nermal will be found in his room whenever his presence is not absolutely required elsewhere.

I. Sheren's Room

What the Players See: In spite of the fact that Sheren has lived in this room for over eight months, it still has a rather spartan appearance. The furnishings include a bed, two chests (one of which looks rather travel-worn), and a plain chair. A hammock is slung across one corner of the room, suspended from iron bolts driven into the wall (there are three other pairs of holes elsewhere in the walls where the hammock has apparently pulled itself out of the plaster). Three spears lean against the wall, within easy reach of anyone in the hammock, and a number of javelins and a sword in its sheath lie on the bed, which looks as if it is rarely used.

GMS Notes: Sheren is not a materialistic man, as previously noted, and his room contains little of value other than his weapons (detailed in his NPC description). He prefers to sleep in the hammock, claiming it is the only answer to his insomnia; he is a light sleeper in any case, and is quite likely to awaken suddenly with a spear in his hand. The newer of the two chests contains extra bed linens; the travelworn footlocker contains the bulk of Sheren's worldly possessions, including extra tunics, an old pair of boots Sheren is unwilling to throw out, polishing cloths and other tools for the care of armor and weapons, an amulet of Kethrin (for luck), and a leather pouch with the total sum of 153GP. The lock on the trunk has seen better days; Sheren opened it last with a maul, and it will no longer close. Sheren has only a 10% chance of entering his room during the day, since he spends his time being Talen's constant shadow or working out at the Sworn Swords hall. He retires for the night about 2 am, and rises at 6, in time to eat a huge breakfast before starting the day.

J. Markas' Room

What the Players See: Markas has been in this room but a few days, but it is already taken on a bit of his personality. The two gabled windows are covered with heavy tapestries (gleaned from the attic) to cut off all outside light. The bed is covered with a heavy silken spread and cluttered with pillows and spare clothing. The bedside table is littered with fruit cores and peels; a small handaxe is embedded into the tabletop. Two bottles of wine sit under the bed, within easy reach. If Markas is not wearing his rapier, it is slung over the back of the chair. Two chests are stacked against the wall, with another wooden box on top. Candles are affixed to the furniture by hardened pools of wax, and there is a scent of rotting fruit and spiced incense in the air.

GM'S Notes: Markas leaves his room early in the morning for Circus Park in the South Corridor, rarely returning until late afternoon. He wears his weapons at all times when away from the house, and locks the door of his room. The bottom chest holds the usual spare linens; the upper two belong to Markas and are locked (complexity 3). The top box contains a half-dozen handaxes for Markas' act, worth about 100GP apiece for their fine balance (+2 to HACQ). The other chest contains a variety of clothing, ranging from worn, comfortable traveling clothes to flashy tunics of silk with tiny gems sewn into the fabric and particolored hose (some of Markas' fancier costumes are worth 200GP), and a pouch containing a variety of jewelry and gems worth about 300GP. The chest is rather crudely trapped, with a stout bear-trap hidden under the top layer of cloaks; anyone directly reaching the contents of the chest has a 60% chance of triggering the trap. Unless a saving roll versus REF is made (with a -3 penalty), the unlucky thief will suffer 2D8 points of damage to his arm; if the damage exceeds one third of his total HTK, he will lose his entire hand unless cared for immediately by a Master Healer.

Rumors and Tales

The players may choose to attempt to gather more information from the various shops and business of LaRue Street. If this is done judiciously, it may indeed provide some useful tips that can help the players accomplish their mission. If not done with some discretion, or if too much time is spent in idle rumor-gathering rather than active planning of their task, it can also be potentially hazardous to their chances of success by tipping off Talen or others that something fishy is up, or it can be a colossal waste of the players'

time. Suggested rumors heard in a specific shop on LaRue Street are listed by number with the shop descriptions presented earlier. The GM should feel free to make up additional rumors as needed.

The following are the current rumors and tales circulating the neighborhood on the general subject of Talen and his household:

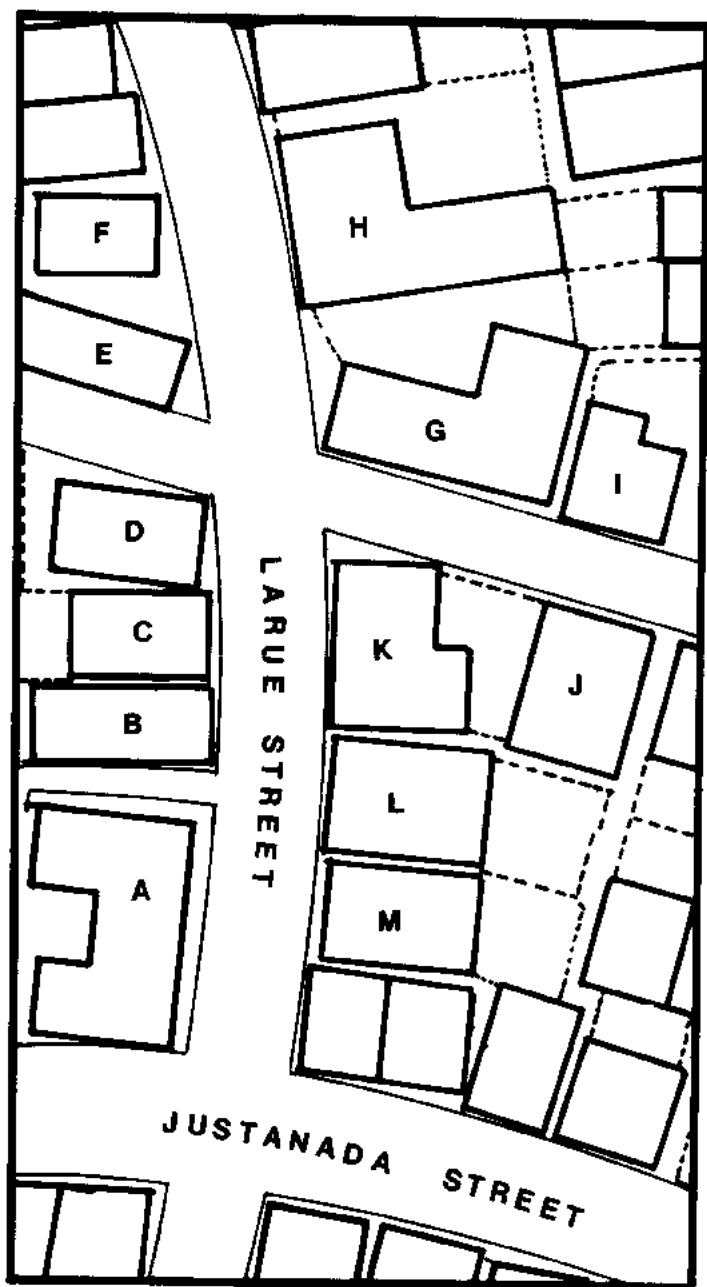
- 1) Talen is in deep financial trouble; he has not paid his bills or his staff in four weeks (True).
- 2) Talen is a dead shot with a crossbow (False, he's just a good liar).
- 3) There is a secret room in Talen's house (almost true; the door to the Library is hidden).
- 4) Talen's cook ran off with the butcher; he is looking for someone to fill the position (True, if the person will work without wages for a few weeks).
- 5) Talen keeps both a male and female courtesan in his house (False; obviously someone thinks Nermal is just too good-looking to be a mere clerk).
- 6) Sheren became Talen's bodyguard because he was past his prime and couldn't get another job (False).
- 7) The Thieves Guild has an assassin's contract out on Talen (False, but this may shake the players up a bit!).
- 8) Markas is obviously blackmailing Talen; why else would the merchant put up with such a thief? (False, but someone is obviously a fairly good judge of character).
- 9) Talen has thousands of magical books in his house (False about the magic, although his book collection is quite large indeed, and any book looks valuable and therefore magical to the illiterate).
- 10) Talen is expecting a fortune in tapestries to be delivered any day now, and he will be so rich that he will move to the Heights (True about the delivery, but the rest is a rather exaggerated notion of the current market value of tapestries).

Character Descriptions for THE LESSON

ID#	Name	Character Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	Combat HACQ	Damage	Armor Class	HTK
101	Talen	g	VET HU MER	9D20GP	9	11	14	9	16	17	10	11	16	14	SHSWD	7	2D3+1	NON 0	13
102	Stasa	*a	INT HU CSN	8D20GP	7	15	15	12	14	14	7	10	17	18	DGR	9	1D5	NON 0	12
103	Sheren	§2	EL HU FTR	1D10GP	18	14	13	17	11	10	8	7	14	12	SHSWDe SPEARe JAVLNe RAPR	3/6 1/5/11 5	1D10+104 1D8+2 1D10	SCA 9	42
104	Markas	h,j,o wD	VET HU THF	9D20GP	14	17	18	14	14	14	15	16	14	13	THRKNe	2/6/11	1D4+1	CLO 3	27
105	Nermal	u	GR HU MER	1D4GP	10	14	12	8	8	14	13	12	19	17	SHSWD	12	2D3	NON 0	12
106	Korada	s	VET HU FTR	3D10GP	15	14	13	14	9	10	7	14	8	7	BDSDWe	4	1D8+2 +1D6	SFT 5	28
107	Arkemides		INT HU ALC	2D10GP	7	13	11	18	11	14	11	9	11	11				NON 0	15
108	Quaffel	s	VET HU FTR	3D6GP	14	13	14	16	10	11	6	9	11	8	HLBRDe	2/4	2D8+2	LTH 6	29
109	Guillaume		INT HU MER	1D6GP	9	11	10	15	14	9	7	4	10	9				NON 0	14
110	Ketter	g	INT HU NON	3D6GP	9	8	12	8	12	10	9	11	8	7	(DOG)			NON 0	11
111	Large dog	wF	ANIMAL		17	14	16	13		2		16			BITE	5	1D6	FUR 4	27
112	Marsal	h	VET HU THF	3D10GP	9	14	15	12	14	13	11	17	11	9	THRKNe	2/6/11	1D4+1	NON 2	21

Notes:

- * Female
- § Workmanship enhanced weapon or armor (value given)
- a NPC wearing valuable or ostentatious personal jewelry
- e Expert (Rank 4 or better) with weapon
- g NPC has guards within call
- h Hidden or concealed weapon
- J NPC wearing some jewelry
- o NPC has potent offensive magic item on person
- s Armor consists of shirt only; no protection for head and extremities
- u Untrained with weapon
- w Multiple blows allowed; A, 5 per 4mr; B, 3 per 2mr; C, 7 per 4mr; D, 2 per mr; E, 5 per 2mr; F, 3 per mr; extra blows on last mrs



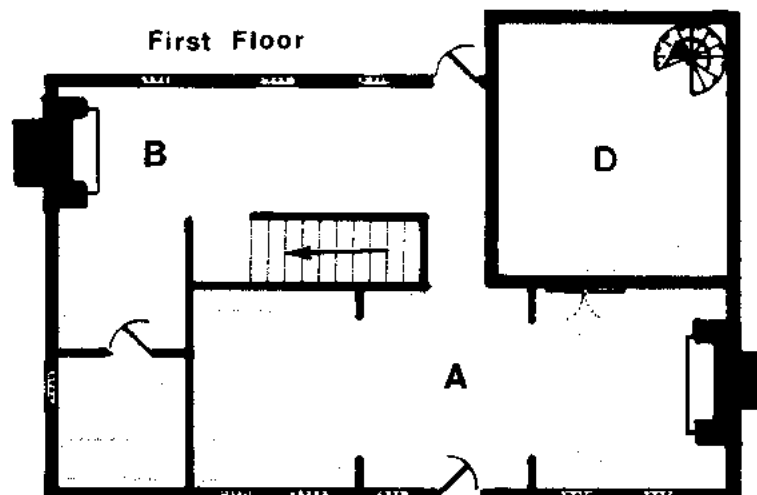
LaRue Street and Vicinity

0 50
FEET

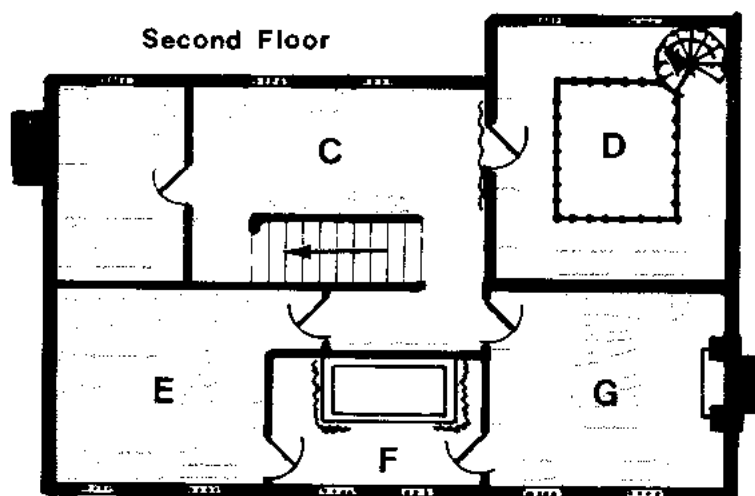


Talen's House

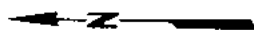
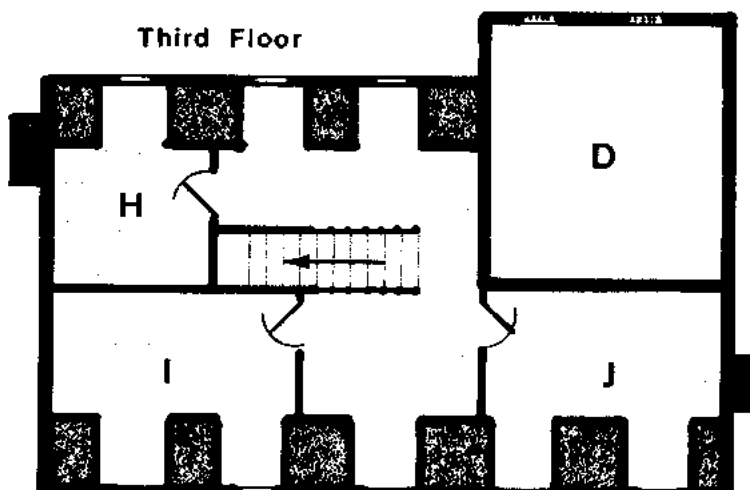
First Floor



Second Floor



Third Floor



0 5 feet

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