Thieves' World® Companion

Sanctuary Roleplaying Under the Beysibs

Anders Swenson • Steve Perrin • Iron Crown Enterprises • Midkemia Press • Lynn Willis

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Supplement to the Best-Selling THIEVES' WORLD

Thieves' World Companion

Sanctuary Under The Beysibs

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Chaosium Inc.
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Kama

Sanctuary's inhabitants persist as living beings, in each new volume of the series loving, giving birth, dying, stumbling into godhood or evading that trap of the heart, stabbing each other, tricking and being tricked, conniving, invading, launching revolutions — most surviving it all. There is not one Thieves' World, but many, and who would want it any other way?

That being so, it's important to know which Thieves' World you're holding in your hand. This one, the *Thieves' World Companion*, covers volumes 3-6 of the Thieves' World series: *Shadows of Sanctuary, Storm Season, The Face of Chaos,* and *Wings of Omen.* This supplement reflects those volumes and no others. Volumes 1 and 2, *Thieves' World* and *Tales from the Vulgar Unicorn,* are covered in Chaosium's original boxed supplement, titled simply *Thieves' World.*

That original supplement was much concerned with Sanctuary's physical layout, fantasy gaming, and a context of historical background. Such material does not much occur in this supplement —it has not changed, and we can hardly ask people who already own it to buy it again. Consequently, though, a few references in this book may be cryptical to roleplayers unfamiliar with the *Thieves' World* box. For instance, from the books you know that there is a Street of Red Lanterns, but you will not know which building on the Sanctuary map is Myrtis' Aphrodesia House without the area map for that part of town.

PLEASE NOTE THIS CHANGE: contrary to the statement on the back cover, the revised encounter tables are not here printed in full. The encounter table changes, in particular, mean little without the tables themselves, yet reprinting all of the tables, instructions, and their index map would require an appreciable expansion of this book, and require owners of *Thieves' World* to buy more of what they already have. Perhaps the obvious usefulness of the fragments can entice newcomers to take a peep into the original box.

Like Sanctuary and its mythos, the hobby of roleplaying also evolves. Several of the game systems which our original supplement embraced have, for various reasons, fallen by the wayside. Others are not usable by us at this time. Another system, RuneQuest, saw revision and then bifurcation into a Deluxe and a Standard edition. Other systems, like *Middle Earth Role Playing,* appeared after the original supplement and were perforce not included then.

Only *RuneQuest* and *Middle Earth Role Playing* character statistics are printed here. So far as players are concerned, the essential difference between Deluxe and Standard *RuneQuest* is that Deluxe has more complex character generation and a bigger array of spirit magic and divine magic spells ... and that Standard has a smaller price tag.

There is a full set of RuneQuest III Sanctuary characters: as tailored individuals, all are equipped with Deluxe-edition spells.

For Standard players and gamemasters, about 20 spirit magic and divine magic spells which do not occur in Standard *RuneQuest* are appended at the end of this book; at their option, Standard gamemasters may or may not decide to allow any of these spells to be earned, learned, or used in Sanctuary play. Deluxe players know of these spells and of many more. Spells occurring in Deluxe but not in Standard here have been termed "extra-standard" — for the convenience of Standard-owning gamemasters, extra-standard spells reprinted in the spells appendix are asterisked in the cults essays. Not all the spells have been reprinted, because there are so many. Since the Beysibs are in several ways the focus of this book, a complete set of the named cult spells for Mother Bey and Porta exists.

The MERPS statistics are usable with and intended as well for *Rolemaster,* an Iron Crown Enterprises predecessor of the popular MERPS version. As the introduction to those statistics makes clear, the crucial difference between the two titles is that *Rolemaster* characters may advance above 10th level.

With the background essays, the new personalities drawings, and the plan of the great dungeon, we hope that the *Thieves' World Companion* becomes a handy and intriguing friend for you.

— LYNN WILLIS
for Chaosium Inc.

Characters By Story
Thieves' World Volumes 3-6

Here is a list of significant characters appearing in volumes three through six of the continuing Thieves' World saga. Characters are listed by volume title and by story title. The order of entry reflects both the position of the story in a particular volume and (usually) the order of character entry within a particular story. Not every character is listed for every story; that might hinder as much as help. Important characters may have several names: no attempt has been made to regularize the list in that regard. If you do not know that, for instance, the Empress, The Beysa, and Shupansea are one and the same, stop right now and read the books instead.

Shadows of Sanctuary

Introduction
- *Hakiem*
- *One-Thumb*

Looking for Satan
- *Lythande*
- *Wess*
- *Quartz*
- *Aerie*
- *Satan*
- *Aristarchus*
- *Bauchle Mayne*

Ischade
- *Mradhon Vis*
- *Sjekso Kinzan*
- *Hanse*
- *Cappen Varra*
- *Enas Yorl*
- *Darrus*
- *Ischade*

A Gift in Parting
- *Hort*
- *Panit, the Old Man*
- *Jubal*
- *Hakiem*

The Vivisectionist
- *Hanse*
- *Moonflower*
- *Kadakithis*
- *Tempus*
- *Mignureal*
- *Ils*
- *Kurd*

The Rhinoceros and the Unicorn
- *Lalo*
- *Gilla*
- *Cappen Varra*
- *Enas Yorl*
- *Jarveena*
- *Molin Torchholder*
- *Danlis*
- *Lady Rosanda*
- *Sandol*
- *Zorra*

Then Azyuna Danced
- *Molin Torchholder*
- *Seylalha*
- *Kadakithis*
- *Tempus*
- *Cime*

A Man and His God
- *Tempus*
- *Kadakithis*
- *Abarsis*
- *One-Thumb*
- *Hanse*
- *Zalbar*
- *Jubal*
- *Vashanka*

Storm Season

Introduction
- *Hakiem*
- *Omat*

Exercise in Pain
- *Jubal*
- *Saliman*
- *Alten Stulwig*
- *Vertan the Lizerene*
- *Hakiem*

Downwind
- *Mama Becho*
- *Mradhon Vis*
- *Tygoth*
- *Ischade*
- *Mor-am*
- *Moria*
- *Dzis*
- *Eichen*
- *Haught*

A Fugitive Art
- *Lalo*
- *Coridicus*
- *Zanderei*
- *Gilla*
- *Quag*

Steel
- *Walegrin*
- *Thrusher*
- *Balustras*
- *Molin Torchholder*
- *Illyra*
- *Dubro*
- *Cythen*
- *Moonflower*
- *Tempus*
- *Kadakithis*

Wizard Weather
- *Cime*
- *Lastel (One-Thumb)*
- *Tempus*
- *Niko (Stealth)*
- *Janni*
- *Askelon*
- *Jihan*
- *Vashanka*

Godson
- *Hanse*
- *Niko*
- *Tempus*
- *Mignureal*
- *Moonflower*
- *Eshi*
- *Ils*
- *Vashanka*

Epilog (The Beysib)
- *Omat*
- *Hanse*
- *Myrtis*
- *Enas Yorl*
- *Ischade*
- *Molin Torchholder*
- *Jubal*
- *Saliman*
- *Kadakithis*
- *Walegrin*
- *One-Thumb*
- *Hakiem*

The Face of Chaos

Introduction
- *Hakiem*

High Moon
- *Roxane*
- *Lastel*
- *Niko*
- *Tempus*
- *Straton*
- *Janni*
- *Jihan*
- *Haught*
- *Tamzen*
- *Crit (Critias)*

Necromant
- *Ischade*
- *Mradhon Vis*
- *Moria*
- *Mor-am*
- *Stilcho*
- *Moruth*

The Art of Alliance
- *Jubal*
- *Saliman*
- *Hakiem*

The Corners of Memory
- *Enas Yorl*
- *Cythen*
- *Prism*
- *Harka Bey assassins*
- *Walegrin*
- *Myrtis*
- *Turghurt*

Votary
- *Samlor hil Sant*
- *Illyra*
- *Cappen Varra*
- *Lord Tudhaliya*
- *Jubal*
- *Star*

Mirror Image
- *Lalo*
- *Gilla*
- *Alten Stulwig*
- *Enas Yorl*
- *the Ilsigi pantheon*
- *Lady Kurrekai*

Wings of Omen

Introduction
- *Hakiem*
- *The Beysa*

What Women Do Best
- *Hakiem*
- *Kama*
- *Ischade*
- *Straton*
- *Jubal*
- *Sync*
- *Randal*
- *Roxane*
- *Zip*

Daughter of the Sun
- *Kadakithis*
- *Chenaya*
- *Shupansea, The Beysa*
- *Molin Torchholder*
- *Savankala*
- *Reyk the Hawk*
- *Hanse*
- *Dayrne*

A Breath of Power
- *Lalo*
- *Gilla*
- *Wedemir*
- *Zip*
- *The Black Unicorn*
- *Cappen Varra*
- *Lythande*
- *Hanse*

The Hand That Feeds You
- *Harran*
- *Ischade*
- *Mriga*
- *Siveni*
- *Grian*

Witching Hour
- *Haught*
- *Mor-am*
- *Moria*
- *Mradhon Vis*
- *Ischade*
- *Straton*
- *Janni*
- *Kama*
- *Roxane*

Rebels Aren't Born in Palaces
- *Zip*
- *Kama*
- *Hanse*
- *Ahdio*
- *Ilsigi pantheon*
- *Moonflower*
- *Mignureal*
- *Notable the Cat*

Gyskouras
- *Illyra*
- *Arton*
- *Myrtis*
- *Zip*
- *Ischade*
- *Cythen*
- *Walegrin*
- *Molin Torchholder*
- *Dubro*
- *Termagant*
- *Kadakithis*
- *The Beysa*

A Fish with Feathers Is Out of His Depth
- *Monkel*
- *Old Man*
- *Haron*
- *Hakiem*

The Beysib Empire

The Beysibs are an ancient culture inhabiting an island continent to the southwest of Sanctuary. Their population is large, formalizing their social customs. While the Beysib Empire strives to present an unchanging face to history, it does evolve, as witness the invasion of exiles which has set the Rankan Empire in general and Sanctuary in particular on their ears.

Ethnically homogenous, Beysib society is dominated by one physical type. Beysibs are commonly fair-skinned, but not pale. Brown and green eyes predominate, though other colors do occur; likewise most hair is in the blond to brown range, with blacks and red shades being relatively uncommon. The ash-blond color of Earth's Nordic phenotype is almost unknown. The most distinctive physical characteristic of the Beysibs is a nictitating membrane. The membrane is most developed and functional in pure-blooded aristocratic families, but it is a rare Beysib who lacks one.

Ilsig legends speak of the Fish-Eyed-Folk-Beyond-the-Sea, a clear reference to the Beysib and their unnatural staring appearance.

Beysibs also tend to webbed toes and fingers. For instance, Shupansea, an important political figure, has webbed toes. For practical reasons, finger webbing is removed surgically shortly after birth. But, as webbing is considered a mark of the Goddess Bey's favor, distinctive scars are left on the infant's hands to show that the child was favored at birth.

In aristocratic families, the women are commonly taller and sturdier than the men and throughout the population women noticeably outnumber men. The Imperial family is semi-divine by custom and possesses traits and abilities tending to bear out those pretensions. The further from the throne and court one goes, the more diluted are such ways, but outsiders find the Empire disconcerting everywhere.

The Beysib Empire is matriarchal. The Empress — the Beysa — passes power to her eldest daughter (the Ti-Beysa) during the Beysa's lifetime. The state religion is the worship of Bey, a threefold goddess of virgin-temptress-hunter, of mother-leader-planter, and of crone-judge-reaper. Usually enough potential successors exist within the Imperial family that each may enact a modality of these three aspects in mandatory rites. When there are not, women of suitable lineage may be adopted into the family.

Though the Beysa embodies the spirit of war and righteous anger, fighting is largely delegated to males, and the Beysa's advisors (except for members of her immediate family) are sometimes male.

Cult And Myth

The Beysa and her family are avatars of Bey, the eternal goddess who takes not only the three times three human aspects mentioned above but also three parallel and summary aspects — that of a venomous snake, the Beynit, that of a fragrant flower, the Beyosa, and that of a migratory sea bird, the Beyarl. On the Beysa's throne are manifested the goddess' twelve forms. But it is her relation to the Beynit which is most important to the state religion.

In the shadowy dawn of creation, Bey removed the Beynit from the gap between her legs, a feat borne out by the wound-like appearance of her descendants' crotches and the blood-red markings on the snakes' heads. After Beynit was removed, Bey was able to give birth to the universe. Thus the Beynit was a part of the goddess in a way which the universe was not. The Beysa is never seen without a Beynit wending its way around her anatomy.

The bite of a Beynit injects a deadly neurotoxin, which rarely takes more than a minute to kill. Death occurs through central nervous system trauma, and the reaction, once begun, is irreversible. It is not a pleasant death to watch — which the Beysa must often do — but death is quick enough not to be sadistic. No antitoxins are known.

Each female of the Imperial family is given a Beynit moments after her birth, since it is impossible to tell which daughter will be the eldest at the Beysa's death, and early introduction of the infant to the snake is essential. The snake is induced to bite the child then and repeatedly through the child's life. This sets the stage for one of the phenomena distinguishing the Beysa from her subjects and worshipers. She quickly becomes immune to the snake venom, and after menarche the venom is reproduced within her and moves naturally through her bloodstream. Needless to say, the handling and disposal of the Beysa's body fluids is done with great care in accordance to ancient ritual. The poisonous blood of the Beysa is used to dispatch sacrifices to Bey, as well as to execute state criminals.

Though she would not explain it so, the Beysa's ability to tolerate the venom is carried by sex-linked genes. Sons conceived by her, lacking the proper receptors, are subjected to venom-enriched blood in utero and rarely survive to term.

In theory, just about any Beysib female can be caused to tolerate Beynit venom, as the gene is widely dispersed. Girl children usually survive Beynit bites. However, the tolerance cannot be induced after menarche, and an adult woman either has internalized the venom or is as vulnerable to it as any man. Some women in the general population, by accident or design, can duplicate some of the Beysa's powers. Such women are often found in the ranks of courtesans and prostitutes, ensuring high deference to those professions. A secret organization of female assassins, the Harka Bey ("Vengeance of Bey"), utilizes their metabolic abilities for profit.

All duplications of the Beysa's powers and prerogatives are punishable by death, but that hasn't stopped the Harka Bey. These women, operating anonymously throughout the Empire, have infiltrated the Beysa's court and are also in the exile fleet moored off Sanctuary.

Every five years the Beysa and the other women of the Imperial family take husbands in accordance with their atavistic place in the hierarchy. The husband of the Beysa discards his former name and is known only as the No-amit, the Corn-king. He cohabits with the Beysa for a year and is sacrificed at the next celebration of the Amit, a harvest festival. Though the mortal life of the No-amit is short, his immortal rewards are presumably great, and the worldly honor is much sought-after, at least when the Beysa is not emulating Bey's crone aspect. The Beysa rarely takes a man she loves as No-amit, since as an avatar she is presumed at death to reunite with the goddess and to have no personal afterlife. Her most enduring male relationships are the friends she makes, usually with men in her father's family.

All daughters of the Beysa are honored members of their deceased father's clans, and spend portions of their childhood under that clan's tutelage. Through the relationships thus made, the clans maintain influence within the Empire.

No distinction is made between civil and church justice. All crimes are judged by the Beysa or her agents. Justice is unrelated to rehabilitation, though some sentences may be commuted to 'service to the Empire,' usually manual labor or military conscription. ●

The Nisibisi

The Nisibisi are a race of humans living in the Westwall mountains. The isolation of the Westwall allowed the race to evolve in unusual directions, partly physical and partly cultural. Contact between the Nisibisi and the Rankan Empire has resulted in a fierce war.

The Nisibisi are physically smaller than average humans, certainly smaller than a typical Rankan soldier. They are also more agile, and dislike direct assaults, either in battle or about problems, even when the strong assault is the best solution to a difficulty. The Nisibisi also are greatly talented in magic, with greater power and a quirk of mentality amenable to the conception and manipulation of magic. They survive by practicing all the normal mountain occupations: herding, farming where possible, mining, intricate craftsmanship, etc.

They have raised themselves to a respectable level of civilization, the equivalent of Barbarian in *RuneQuest,* nearly on a par with a Rankan Empire just now making the slightly debilitating transition to 'civilized.'

These mountain folk are organized into numerous clans, which send representatives to a council capable of making (in theory) binding decisions for all clans. Their politics are as bloody as those of Elizabethan Scotland, and the Nisibisi enthusiastically carry this tradition to outsiders.

Nisi' clans have relations with peoples on the far side of the mountains; they sometimes recruit these plains peoples as mercenaries to battle the Rankans.

Because of their isolation, low population, and peculiar magical prowess, they have abandoned traditional religion in favor of an odd rural practice of sorcery. The Nisi who colonized the Westwall originally had a well-established religion firmly centered in great temples far from the mountains. As economics and communications changed over the centuries, the Nisibisi became isolated from their religious traditions, and sorcery took a firm grip. This spiritual turning-inward makes the Nisibisi extremely independent, versatile, self-reliant, and individualistic. These qualities also amplify the grievances between the Rankans and the Nisibisi.

Nisibisi characteristics differ slightly from the average of humanity. In *RuneQuest* terms, their SIZ is 2 points less than ordinary human, their DEX is 3 higher, and their STR is 2D6+2. Their magic skills modifier is 5 points higher than their characteristics would ordinarily permit (e.g., a Nisibisi with INT, POW, and DEX of 10 each has a magic bonus of +5 percentiles).

All Nisibisi learn sorcery as their magic type. ●

Gods Of The Beysibs

The incursion of the Beysib brought new gods to Sanctuary. Even now they are attempting to fit themselves into the hierarchy of Sanctuary's gods.

Two gods are of importance to the refugee Beysib. Mother Bey is the principal god of her people and is worshiped by all in one way or another. Porta is the other, a destructive god of the sea, worshiped by some of the sailors and fishermen who brought the Beysib to Sanctuary.

Mother Bey

Bey is the goddess from whom the Beysib take their name, their strength, and their power. They say she gave birth to the world. Within herself she presents three faces to the world: the virgin-temptress-hunter, the mother-leader-planter, and the crone-judge-reaper. She thereby seizes for herself attributes of earth, agricultural, hunting, ruling, and underworld deities.

The basis of the religion is a powerful Earth goddess called Mother Bey. The ritual form of the religion is closely bound to a small poisonous snake called the Beynit. According to legend, "In the shadowy dawn of creation, Bey removed Beynit from the gap between her legs ... making it possible for Bey to give birth to the universe. Hence, Beynit was a part of the goddess in a way which the [rest of the] universe was not."

The goddess Bey takes on three human aspects (Virgin, Mother, and Crone), and three non-human forms: the Beynit snake, the Beyosa (a fragrant flower), and the Beyarl (a migrant bird).

Cult Ecology

Mother Bey is the creator and nurturer of the universe, and thus her worship must be continued or the world will end. By the law of kinds and perhaps because of a special law of consanguinity, Mother Bey favors women in most endeavors.

Virtually the entire Beysib race worships the goddess from whom they take their name. Even worshipers of Porta give respect to Bey. However, she is little known but in the Beysib Empire and in Sanctuary.

A female Beysib of the noblest houses can tolerate the deadly Beynit venom for a period of time in childhood. If recognized in time, this resistance to the poison can be cultured and expanded into a lifetime immunity. After this immunity is acquired, the woman's blood courses with the Beynit toxin, and the blood is itself a deadly poison. Women of the Beysib royal family who have been so treated are careful about where they bleed, especially during menstruation; an intense protective ritual is carried out for the safety of everyone at court. The venom-rich blood of a royal Beysib woman is also spiritually rich, and can be alchemically transformed to produce many useful potions.

The Cult In The World

Within the Beysib Empire, the cult is supreme. Conquered peoples' gods have been taken as consorts to Bey and the goddesses have been adopted as children. All now exist only as heroes of the cult.

Temples to Bey exist throughout that ancient Empire, many of them meeting the requirements of *RuneQuest* Great Temples. As yet, there is only a Minor Temple in Sanctuary, nestled into one of the rooms of the Governor's palace. Unknown to any non-Beysib, a Great Temple is secreted within one of the huge transport ships at anchor within the harbor of Sanctuary.

The cult hierarchy is formed by the noblest Beysib women, collectively drawn from the ranking clans of the Beysib Empire. A prerequisite of high rank is hereditary resistance to the Beynit toxin. Usually enough priestesses are available to enact the three aspects of the goddess at need. One office, the Beysa (chief high priestess), is pre-eminent at all ceremonies, and wields great political clout as Empress. Her clan attains great favor and power.

Shupansea was groomed to inherit this position from her predecessor, who endured her crone aspect into senility. When the old woman died, intrigues forced Shupansea and her clan, the Buriks, to flee the Empire.

Each temple to Mother Bey is organized into four parts. The dominant altar is dedicated to the goddess as a whole; the three subordinate altars each are dedicated to one of the three aspects of the goddess. Depending upon the staff or the traditions of the temple, different modalities of the same aspect may be emphasized. For instance, a temple in a grain-growing region might dedicate the three lesser altars to the Virgin, to the Mother as Planter, and to the Crone as Reaper. A temple with a political or administrative tradition might dedicate the lesser altars to the Virgin as Hunter, to the Mother as Leader, and to the Crone as Judge. Many modalities occur.

Temple staffing is flexible, since the aspects are always mutually friendly. The senior priestess present presides over the main altar, and the altars to the aspects are run by lesser priests.

In normal times, the center of the Beysib religion is at the main temple located in the imperial capital. The schism caused by Shupansea's exile has lessened that temple's authority, because the chief priestesses who went into exile with the Buriks took with them several holy objects which had previously graced the Imperial Grand Temple. A punitive expedition could arrive in Sanctuary to recover these artifacts.

Initiate Membership

Initiation into the cult of Mother Bey is automatic for everybody born in the Beysib Empire. Only tribal barbarians on the fringes of the Empire exclude themselves from the benefits of communion with Mother Bey. Adolescents are commonly initiated at the age of 15 years, the usual age of majority. Younger individuals can be initiated for important reasons, such as being intended for the priesthood. Non-Beysib can be initiated into the cult following the normal *RuneQuest* rules, but such must demonstrate proficiency in Orate, Human Lore, World Lore, and the ability to read and write in the Beysib language.

Initiates must sacrifice all their magic points but one on Holy days, and are encouraged to tithe to the church. Cult membership is also a community function — individuals who commit crimes against the state or community are excommunicated from cult functions as surely as if they had acted against the church.

The cult of Mother Bey protects the poor and provides most of the education available to Beysib youths.

The cult provides training in the skills of Human and World Lores, Read/Write Beysib, and Orate.

Commonly-available spirit magic spells include Demoralize, Heal, and Protection. Other spirit magics are available from specific temples.

Acolytes

Acolytes are sub-priests who are initiated into important cult mysteries, but who lack the time to run temples. Important clan leaders are given this status as a mark of recognition by the temple hierarchy; this also increases the number of persons eligible to lead religious observances. Acolytes can sacrifice for renewable divine-magic spells.

Rune Priestess Membership

Priestesses of Mother Bey intercede between the goddess's powerful and mysterious ways and the masses of enthusiastic but untutored worshipers who love their goddess and plead for her gifts. While the Beysib religion emphasizes the participation of women and demands that the highest ceremonial posts be filled by women who pass certain rigorous tests, the church hierarchy is by no means closed to males, and there is evidence that the secular Beysib culture may be male-dominated (with the obvious exception of the Beysa herself).

To become priestesses of Mother Bey, candidates must possess divine magic spells totaling at least 10 points, know Human Lore, World Lore, Read/Write Beysib, and Orate to at least 50% each, and pass a test of holiness abstracted as POW x3 or less on a D100 roll. Candidates failing in any part must wait one year to try again.

Priestesses of Mother Bey are constrained to spend 90% of their time working on cult business, performing ceremonies, managing cult properties, etc. In a large, rich cult such as that of Mother Bey, any priestess may find employment within the church sufficient for an adequate living.

The main Mother Bey cult provides all Common/Standard divine magic spells, plus a extra-standard spell, Enhance Venom.

ENHANCE VENOM

1 Point

Ritual Enchant spell, stackable

This spell is used to brew the poisonous blood of certain nobel Beysib women into various magical potions. A whole complex of potions can be produced, and the only limit to their variety is the gamemaster's imagination. Each point of Enhance Venom permits one dose of drug to be enchanted. Simultaneously with casting the spell, the caster must sacrifice a fatigue point, magic point, hit point (general or by location), or a point of STR, CON, INT, POW, DEX, or APP. Depending on what is sacrificed, the potion's purpose differs. Generally, less-imposing sacrifices (such as a fatigue point or an easily-healed locational hit point) produce less stupendous potions. However, sacrificing INT would produce a most impressive potion, probably with a permanent effect of some type. As always, details rest with the gamemaster's interpretation of the *Thieves' World* books.

Sub-Cults

The sub-cults live in harmony with one another, enhancing the peaceful growth of a vast empire and adding richness to the Beysib religion.

The sub-cults draw their priestesses from the assembled Beysib clergy, without other regard. Buxom nymphets may head ceremonies to the Crone, and ancient and withered patriarchs can lead prayers to the Virgin. From time to time, particular priestesses may find themselves drawn to one or another aspect of the Great Mother. Similarly, particular initiates may favor one or another aspect of Mother Bey.

The Virgin: The Virgin sub-cult is concerned with education, exploration, hunting, and warfare, as well as the activities of youngsters. The Virgin also serves as a love goddess, and has a frivolous air not found in the other aspects.

While anyone can worship the Virgin, gaining access to her magic spells requires that the individual prove competent with Jump, Animal or Plant Lore (candidate's choice), Search, and

Sneak by successful use of at least three out of the four skills while under temple test. No Power sacrifice or other requirements need be made.

The Virgin can impart the spirit magic spells of Bladesharp, Disruption, and Heal Wound, and the extra-standard spells of Lightwall,* Mobility,* and Shimmer.*

She can provide the divine magic spells of Command Bird, Shield, and True (sword), and the extra-standard spells of Regrow Limb* and Restore Health (DEX).*

The Mother: The Mother is associated with fertility, healing, agriculture, community, administration, and leadership.

Just as with the Virgin, anyone desiring benefits from the Mother must prove competent in her skills, which are Devise, Fast Talk, Human Lore, and Scan.

The Mother provides spirit magic spells of Countermagic, Heal Body, Speedart, and the extra-standard spells of Darkwall,* Endurance,* and Second Sight.*

The Mother grants the divine magic spells of Absorption, Command Gnome, and Heal Body, and the extra-standard spells of Restore Health (STR)* and Bless Crops.*

The Crone: The Crone includes the unfertile mother, the judge of life and death, and the death-dealer who gives cause to life; she is the circler, the reconciler of opposites, and the final answer.

Her sub-cult requires skill competence in Conceal, Listen, Sneak, and World Lore.

She can teach spirit magic spells of Befuddle and Detect (substance), and the extra-standard spells of Dispel Magic,* Extinguish,* Light,* and Slow.*

Associated Cults

Three distantly-related sub-cults (Beynit, Beyosa, and Beyarl) also exist, plus a host of related local deities, none of which have representation among the emigrant Beysibs of Sanctuary, and which are not covered in this essay.

Notes

Priestesses: The only full priestess in Sanctuary is Shupansea herself, though acolytes certainly exist.

The Harka-Bey: It is generally believed that only Beysib women of royal lineage can attain immunity to Beynit venom. However, a society of assassins, the Harka-Bey, knows that most, possibly all, Beysib females are immune to the Beynit before adolescence and, with proper acclimation, can attain the venom-rich blood characteristic of the Beysib royal house. Full assassins of the Harka-Bey all possess this ability, and use their blood for a variety of deadly purposes, not least to poison their weapons.

Porta

Porta is a demon, happily dwelling in the depths of the ocean amid monsters, elementals, and lesser demons. A territorial entity, she takes vengeance of those with the temerity to sail her domain without asking her leave.

Sailors in the Beysib Empire know the value of appeasing Porta before venturing across her seas. The Beysib sailors know that crews who sacrifice to Porta have a much better chance of surviving the unknown dangers of the high seas than those who do not.

Cult Ecology

Porta is worshiped by sailors who wish safe voyage across the unknowable deep seas. As a demon, she commands some of the

Harka Bey Assassin

evil things which beset ships, and can be propitiated by sacrifice of magic points and by the building of shrines suitable to continuing her worship. Her initiates still lead lives of peril, however, for Porta has no command of wind and storm, or ship's construction, or of human greed and treachery.

The center of Porta's power is the deep blue sea, far from land, where the hapless sailor has no recourse in his hour of peril, and where nothing marks the glory of Porta's triumphs over the incautious mariner.

Sailors worship Porta before setting out to sea, and are careful to tell her to where they want to sail.

Porta, ensconced in the dark, unchanging depths of the sea, observes no holy days.

The Cult In The World

Porta, devourer of ships, has little formal position in the Beysib Empire. Her worship is maintained by hardy and practical, but fearful, sailors, who will take any reasonable pains to add to the safety of an ocean voyage. Porta is not part of the ruling Beysib cult, and the few priests of the demon have no social standing outside the sailing community.

Porta is exclusively worshiped by Beysib sailors. Her cult has been a part of the life of Beysib mariners for many hundreds of years.

Few sites sacred to Porta are larger than tiny shrines located on harbor quays. Three minor temples exist at large dockyards in the Beysib Empire; a shrine has been established in the quarter of Sanctuary settled by the Setmur clan. The Sanctuary shrine is presided over and maintained by an otherwise nondescript initiate named Hakmor.

Worship is led at a shrine by an initiate who is paid a small offering for his services. Such initiates are often sailors retired from active life or are otherwise shorebound, allowing them to tend the shrine.

Initiate Membership

Initiates to Porta must be adults of reputation and sincerity satisfying to the examining initiate, must offer an adequate cash donation to the cult, sacrifice 1 point of Power to Porta, and are expected to know Boating, Shiphandling, World Lore, and Scan. Examining senior initiates decide who is admitted to Porta's mysteries.

Initiates to Porta remain in the demon's service because they fear death at sea. So long as there are sailors who respect Porta's powers, worshipers will keep the cult alive. The cult keeps no records of members or non-members; any sailor who knows the mysteries can come forward to lead the prayers, no matter how long it has been since he last worshiped.

The cult of Porta is a social focus for the Beysib sailors, more so in the cosmopolitan Beysib cities than in Sanctuary, where most of the sailors' social needs are provided for by the clan.

Not surprisingly, Porta initiates are good people to contact when looking for instruction in the cult skills. Instruction is on an individual basis for any initiate.

Porta's initiates can teach Worship Porta,* the only spell she grants to her initiates. A successful cast of the spell assuages Porta, who then allows the sailors to cross her seas unimpeded by her lesser demons, monsters, and great fishes.

Rune Priesthood

Few priestesses or priests of Porta exist. The cult is in competition with the established and all-pervasive Beysib cult for many of the usual priestly functions, and the practical sailors have come to realize that Porta cares nothing for the affairs of humans not crossing her waters.

Would-be priests to Porta typically become initiates shortly after their majority, and keenly follow the cult for decades. Porta favors neither sex, so some men find this cult of greater opportunity. For some men and women, Porta allows a mystical experience, possibly in the form of savage nightmares, in which the would-be priest learns of the correct ceremonies to be followed to worship Porta more closely and to gain her highest trust and approbation. Some priests have been executed for crazed bloody orgies held in the name of the demon; others seemingly have been more circumspect.

Priests and priestesses of Porta seem not to have any consistent taboos. The priesthood requires fifty percent of the priest's time. The priesthood receives the dubious benefit of close spiritual contact with the demon, and of a fair living from sailing community offerings.

Porta's priests can sacrifice for all common/standard divine spells, and the extra-standard spells of Breath Air/Water* and Float.* A priest or priestess can sacrifice for these spells at any shrine, no matter how small, a feat impossible to normal gods. However, a spell which Porta grants always costs double the listed points of power. ●

Gods Of Ranke

The Rankan religion is the closest thing to monotheism found in the world of Sanctuary. Savankala is the main god, and all the other gods depend on his power. Only his warlike son Vashanka has real independent existence, and he was lately killed in an unsuccessful battle with Shadowspawn. Sabellia, the lady of stars, is subservient to her fiery lord and has no independent hierarchy.

Savankala's priests can act as priests for both Sabellia and Vashanka.

Savankala

Savankala is the progenitor, the sun who gave birth to the world. Savankala is god of light, heat, and life. He joined with the goddess Sabellia and she bore him twelve passions which personified the emotions of the world. Eleven of these passions, led by envy and pride, rebelled against their parents and sought to consume them, but the twelfth, Vashanka, god of violence, stood against his siblings. He slew ten of them and raped the eleventh — his sister Azyuna, goddess of betrayal.

Cult Ecology

As the ruling god, Savankala is the god of the nobles, and his power is accepted more than supplicated. All Rankan nobility officially worship him, and the Emperors of Ranke are his personal emissaries. As long as the Rankan Empire exists in any form, so does Savankala.

Savankala keeps himself removed from the hurly-burly of everyday worship. He sits in the sky and depends on his priests to maintain his power. His main hatred is darkness and the gods thereof. Scholars say that he tires of godhood and depends on his son to perform day-to-day godly duties.

The center of Savankala's power is the city of Ranke, capital of the Rankan Empire.

The Cult In The World

This cult is the main cult of the Rankan Empire, and thus powerful wherever the Empire has influence. Any Rankan town of any size has a temple to Savankala, usually with smaller chapels to Vashanka and Sabellia. Great temples are in all the major cities of the empire, along with subsidiary temples to Sabellia and Vashanka. Until the coming of Kadakithis, Sanctuary had only a minor temple, but Molin Torchholder's new edifice is considered a major temple due to the increased worship of the victorious Savankala and his wife and son.

Each temple has a high priest, plus representatives of the three cults in subsidiary positions. These are known respectively as the Eye of Savankala, the Heart of Sabellia, and the Fist of Vashanka. They act as an advisory council for the high priest, representing in microcosm the actual power relationships of the pantheon.

The center of Savankala's power is in the imperial city of Ranke itself.

Initiates

Nobles, scholars, ano members of the burgeoning middlc class may join Savankala's worship. Ordinary women can worship his spouse, Sabellia. Soldiers become initiates to Vashanka.

Membership is automatic, for members of the Rankan nobility. Other candidates must pass the usual test. Skills tested are: Evaluate, Human Lore, Orate, Speak Rankan. Members of the lower class may not join under any circumstances.

Initiates can receive the spirit magic of Glamour,* Farsee,* Light,* Lightwall,* and the extra-standard spells Detect Enemies* and Mindspeech.*

Priests

Priests of Savankala are chosen for their dedication to the political purposes of the cult. Piety is a secondary consideration.

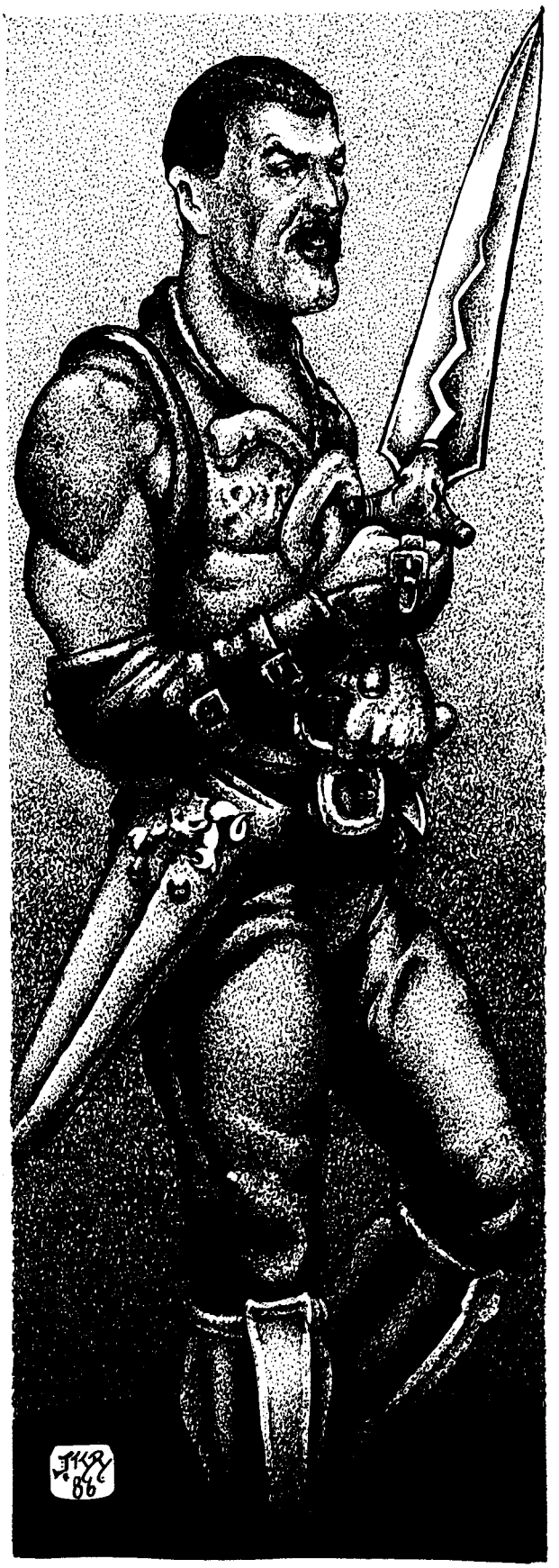
The highest-ranking priests are raised from the children conceived by the representatives of Vashanka and Azyuna during the yearly celebration of the Ten-Slaying. Such children are carefully raised within the temples and thought to hold more innate knowledge of the gods than mere mortals. The son conceived during the recent celebration in Sanctuary is thought to be the only remnant of Vashanka on this plane.

Priests of the cult can learn all Common/Standard divine magic spells, Command (eagle, hawk) and Shield, and the extra-standard spells Cloud Clear and Sunspear.

Sub-Cults

Aleestina Ever-Virgin: This little known martyr to celibate womanhood is an avatar of Sabellia as untouched virgin. She is deserving of separate chapel facilities in Sanctuary but has little power or importance within the cult.

Azyuna: The well-known but little-worshiped daughter of Savankala and unwilling mate of Vashanka. She embodies the passion of betrayal and is constantly blamed when treason or infidelity is in the air. She is called the matron of adulterers and whores, but such transgressors usually call upon her more benign mother, Sabellia.



Niko

Sabellia: Sabellia is the Mother of Stars and the healer goddess. Her priestesses are usually part of the Savankala temple. Rarely do men become priests of Sabellia.

Sabellia requires ability with the skills of Animal Lore, First Aid, Human Lore, and Plant Lore.

Her cult teaches the spirit magic spells of Heal, Second Sight,* and Vigor.*

Sabellia's cult also teaches the divine magic spell of Heal Body, and the extra-standard spells Restore Health (STR)* and Regrow Limb.

Science: Science is the title of a spirit in the service of Savankala, lord of knowledge. His main function seems to be to encourage his followers to take things apart to see how they work. The results of these investigations may prompt Ranke's pre-eminence in the world, but most of the followers of this sub-cult are reclusive men who pursue their smelly and often distasteful investigations outside the immediate view of the surrounding populace.

Worshipers of Savankala who wish to follow science must demonstrate their knowledge of the craft or lore they are pursuing. Once a follower, the scientist, as he is called, must spend his every waking hour in pursuit of his particular obsession.

The only benefit accruing to a scientist is the satisfaction of adding to the store of the Empire's knowledge. Rare members of the profession have been honored for their contributions, but most have been laughed at for their pains, and the honors for their every achievement stolen by appreciative priests and nobles. Still, the quest for knowledge is the important thing, and they pursue it to their dying days.

Vashanka

Vashanka Ten-Slayer is the war god and storm god of the Rankans, the dutiful son who foiled the plot of his siblings to slay their parents and who in revenge slew ten of them, all but his sister Azyuna. His is the main associate cult to that of Savankala's.

He is called capricious and hungry, even by his own priests. Sages say also that the signs show that he is dead, though his temple priests refuse to address these rumors.

Vashanka has long been the wargod of the Rankan empire and credited with their long string of victories. His symbol is the tent peg with which he is said to have slain his siblings.

The Cult In The World

His worship is powerful because of the might of the Rankan military, but except for a few warrior-priests, his worship is handled by priests within the Savankala temple system.

Some philosophers say that Savankala has turned over the duties of his godhood to Vashanka, which is why Ranke has been so expansionistic over the last few centuries. There is no way to know the truth of this.

Vashanka has few priests dedicated to him alone, but many warrior-initiates.

Initiates and Priests

Any soldier who is ready to follow the bloodthirsty ways of Vashanka may become an initiate. Certain regiments, such as the fabled Stepsons, are made up entirely of initiates of Vashanka.

It is possible to retire as a soldier and remain an initiate by taking up the duties of a priest in the small but militant Vashanka hierarchy within the Savankala temples. Otherwise, retired soldiers usually lessen worship of the son to concentrate on the father.

Skills expected of and taught to initiates and priests of Vashanka include weapon attacks and parries, Jump, Search, and Scan.

Spirit magic spells taught to initiates and priests of Vashanka include Bladesharp, Demoralize, and Protection, and the extra-standard spells Mobility* and Strength.*

Divine magic spells taught to initiates and priests of Vashanka include Berserk, Lightning, and True (weapon), and the extra-standard spells Cloud Call and Thunderbolt. ●

Gods Of The Ilsigi

The gods of the Ilsigi were firmly established many centuries before Ranke became a kingdom, much less an empire. Over this time worship of the two progenitors of the gods split into a man's religion and a woman's religion, though the division is not so firm that a woman cannot worship Ils, or a man worship Anen or Thili.

Despite the many gods involved in the pantheon, and the number of temples erected or dedicated to each of the gods, the actual worship divides into branches — the knowledge-trickster-ruler worship of Ils, and the earth-goddess worship of Shipri.

Ils

The legends of Ils the Thousand-Eyed treat him as a trickster and a god of knowledge, ruling men and gods not by right of his strong arm but by the keenness of his intellect. He is not directly connected with the sky, either as a sun or storm god, though his visage is said to radiate light. Instead, he deals with the relationships between humans and their land.

Cult Ecology

As the Ilsigi god of wisdom and knowledge, Ils serves as the focus of resistance to the claims of Savankala. The gods are definitely present in Sanctuary, and Ils has many worshipers who refuse to believe in the finality of the Rankan conquest. The recent slaying of Vashanka by Ils' pawn, Hanse, shows they may be right.

Ils' legendary enemy is Gundr, whom he eliminated as a threat to his rule. The Rankan pantheon is now his opponent, though he has been quoted as calling Savankala "brother," and Vashanka "nephew." He abides until his machinations bear fruit. His son, Him Whom We Do Not Name, is called upon in times of war, but Ils prefers to win wars through indirection, an example his followers were unable to follow successfully against Ranke.

The Cult In The World

The conquest of the Ilsig Kingdom by the Rankan Empire left Ils the head god of a conquered people. Realizing that Ils and

his pantheon still exist, and should not be provoked, the Rankans extol the virtues of their conquest and hope to convert enough Ilsigi that the worship and power of Ils and his pantheon decline.

The high priests of each temple are the spokesmen of the Ilsigi people, now that the royal family of Ilsig has been killed or driven underground. As the ruling deity of the conquered Ilsig kingdom, Ils has no influence outside that geographical area.

Only the High Temple in Ilsig itself is a Great Temple. The Main Temple in Sanctuary on Temple Row is a Major Temple, and there are no longer any other temples to Ils in Sanctuary, though shrines to his various children abound in the city.

Temple organization is a simple patriarchy, with the Archpriest in charge and half-dozen subordinate priests handling particular functions. In Sanctuary, the Archpriest is the senile Gordonesh, and his functionaries run the temple.

Since the destruction of the kingdom, no center of power for the worship of Ils exists.

Initiates

Initiates of Ils must be members of the Ilsigi nobility or children of priests. The young candidate must be sponsored by a priest, which can be promoted by a parent paying a priest to act as sponsor.

An Ils initiate is in training to become a priest. Ils demands a 30% tithe of time and money. Outside duties are usually tied to the mundane maintenance of the temple. For instance, a woodcarver might spend the non-temple portion of his time carving holy items for sale to pilgrims.

In return, an initiate receives free board and room and is party to something important. Initiates have the opportunity to become priests and take a place of political power. (This power has been largely theoretical since the Rankan conquest, but the priests and their initiates keep in practice.)

Initiates must have skills of 50% or more with five of the following: Conceal, Dodge, Evaluate, Fast Talk, Human Lore, Orate, Sleight, Speak Own Language.

Standard spirit spells taught to initiates include Demoralize and Disruption, and the extra-standard spells of Detect Enemies,* Glamour,* Mindspeech,* and Shimmer.*

All Common/Standard divine magic spells are available to initiates, except for the cult secret spell, Command Sikkintair.

The ritual for crossing to the plane of Sikkintairs is always kept from mere initiates.

Priests

The priests of Ils are former initiates of Ils or the cults of his sons who excel in the Ils cult skills. They have no particular restrictions not common to all RuneQuest priests. One benefit of the status can be the chance to learn the ways of Sikkintairs.

Any initiate of the sons who wishes to be a priest has revealed to him the essential oneness of Ils with his sons, and becomes a priest of Ils, even though he may preside over a shrine to one of his sons.

All Common/Standard divine magic spells are available to priests, as well as Shield, Reflection,* all Illusions, and the cult secret spell, Command Sikkintair.

Sub-Cults

Thufir the Farseeing, Friend of Sikkintairs: Thufir is the aspect of Ils as god of travel, trade, and pilgrims. Like all sub-cults, Thufir usually has his own temple, as well as being worshiped in the Ils temples. His sign is the sign of the sandal, often nailed up beside doorways as a sign of good luck.

Initiates in this cult must be proficient in Fast Talk, a Craft, Evaluate, Human Lore, and World Lore.

Worshipers in this sub-cult can learn the extra-standard spirit spells of Detect Enemies,* Farsee,* Glamour,* and Mobility.*

Shalpa, God of Thieves: Shalpa is the personification of Ils as Trickster. Most Ilsigi do not realize they worship Ils by worshiping this son, which is just the way Ils wants it.

Initiation into this sub-cult is an elaborate ritual, and serves as an induction into a brotherhood of thieves. This brotherhood acts more as a professional society than guild, and has no real control of its membership. Most thieves worship Shalpa, but do not become initiates. Initiates into this cult must be proficient in the skills of Conceal, Dodge, Evaluate, Hide, and Sleight. They add to their revenues by training others in these skills.

Spirit spells available are Befuddle, Demoralize, Shimmer,* and Slow.*

Him Whom We Do Not Name: When war is upon them, the Ilsigi call on the nameless one for strength and vigor and skill with weapons. He is the god of soldiers and warfare, and his visage is said to be both unbearable to look upon and the same as every mercenary who ever lifted a sword for pay.

The harsh-featured one has little glory among the long-civilized Ilsigi, which may account for their inability to withstand the younger, war-loving Rankans.

Worshipers who wish to become initiates into this anonymous cult must display proficiency with Climb, a melee weapon attack and parry, Scan, and either a missile weapon or Ride.

Initiates are taught Bladesharp, Demoralize, Mobility,* and Protection.

Sikkintairs: Sikkintairs are worshiped as demi-god creatures who accompany Ils. Testimony indicates they are both that and creatures who inhabit another dimension which the priests of Ils have learned to enter.

The creatures are treated as a sub-cult of the god, though cynical priests eventually deduce that they are simply beasts from another place whom Ils' priests have the secret of controlling.

Initiates of the Sikkintair are taught the Spirit Spell of Farsee,* and the Sikkintair is thought to be the source of that spell for Ils.

Associated Cult: Shipri All-Mother

The Earth Mother, Shipri is also the wife of Ils. She is the healer and nurturer. Most of their children are actually part of her pantheon, not Ils'. From Shipri, Ils gains the spell of Restore Health (INT).*

Shipri

Shipri All-Mother is the daughter of Gundr, a god defeated by Ils early in his career and who was then exiled to live beneath the mountains the Mountain Men call the Gunderpah. Shipri bore Ils the rest of the Ils pantheon and in time he made her his official consort. She is the patron of all mothers, with special feeling for those forced into motherhood out of wedlock. Now she is known as the All-Mother.

Shipri is the earth goddess, the font of fertility for all the pantheon. Without her there would be no growing things and no living earth.

Shipri is usually worshiped in the same place as Ils though, unlike Sabellia (whose hierarchy is subservient to Savankala's), Shipri is supported by an entirely separate hierarchy. The chief representative of the mother is subservient to the archpriest of Ils, but in all other ways their organizations are separate.

Initiates

Initiation into the hierarchy of Shipri herself, rather than the specialized initiation of her progeny, calls for proficiency in Ceremony, First Aid, Human Lore, Plant Lore, and Search.

Initiates must serve the temple full time and immerse themselves into the temple, acting as the workforce that makes the temple operate. Spirit spells taught to initiates include Heal, Second Sight,* and Strength.*

Priests

Priests of Shipri may be either male or female initiates, though most are female. Entry into the priesthood depends on the quality of their service as initiates and their piety. Initiates with political ambitions either within the temple or without are transferred to the Ils hierarchy as soon as they are identified.

Priests are obligated to succor the ill and aid the helpless. How well they fulfill these obligations varies from temple to temple.

Her priests have access to all Common/Standard divine spells. Special divine spells include Command (beasts of the field), Heal Body, and Restore Health (Any).*

Sub-Cults

The sub-cults of Shipri are those of her various progeny. Just as Thufir, Shalpa, and Him Whom We Do Not Name portray aspects of their father, the manipulator, so Anen, Eshi, Thili, and Theba portray aspects of their mother, the nurturer.

Anen, God of Grain and Beer: Almost unique among pantheons, the Ilsig divinity of agriculture is male. As well as being the god of farmers, he is also the patron of drunkards and cuckolded husbands. Anen is portrayed as a paunchy, red-nosed imbiber whose constant jollity is overlaid with the continual sorrow of yearly death and rebirth.

Initiates of Anen must display ability with Animal Lore, Ceremony, Craft Wood or Craft Brewing, Plant Lore, and Search.

Initiates are also those drawn upon to supply the yearly sacrifice of Anen to keep the crops in their cycles. Usually, this is simply a worship ceremony which does not involve the actual death of the initiate. He or she is made "dead in the eyes of the goddess," given a new name, and consigned to work in the basements of the temple until the spring ceremonies where he is reborn back to his former name.

Since the defeat of the Ilsig kingdom, rumors state that the sacrifices have become real again, in an attempt to redeem the Ilsig in the eyes of Anen and thus appease his parents. Ilsig priests claim the rumors have been started by Rankans.

Spirit magic taught to an Anen initiate includes Heal, Second Sight,* and Vigor.*

Eshi, Goddess of Earthly Love: Eshi is the goddess of sensuality and beauty. Her mate is Anen, and stories of her infidelities while her husband lies in drunken stupor appear throughout the legends of the pantheon.

Where Thili is the goddess of matrons and wedded bliss, Eshi deals with carnal love and is worshiped by the seducer and cuckolder. She is well-thought-of by residents of Sanctuary, who consider her tricks and peccadilloes just another aspect of her trickster father.

Initiates of Eshi are expected to be proficient in the skills of Ceremony, Craft/Carnal Sex, Craft/Courtesan Sex, Human Lore, and Sing. Most initiates are older women who are dedicated to the philosphies of their craft and find meaning in the embrace of the goddess.

Initiates are given the spirit spells of Endurance,* Glamour,* and Vigor.*

Thili, Goddess of the Hearth: Where Eshi is the goddess of sensual delights, her sister Thili is the goddess of the delights of marriage and the hearth. Thili is not so much worshiped in Sanctuary as she is in other, more staid areas of the former Ilsig kingdom. It is common for women to ostensibly shift their worship from Eshi to Thili, however much their hearts may stay with the less decorous sister. Initiates of Thili are always matrons. They are expected to be proficient in Ceremony, Craft/Cooking, Fast Talk (which they use for bargaining with merchants), First Aid, and Human Lore.

Initiates can acquire the spirit spells of Glamour,* Heal, Second Sight,* and Strength.*

Initiates who are widows or divorced often become priestesses of Shipri's Thili sub-cult.

Theba, Goddess of Lost Causes: Worship of Theba is for the downtrodden and destitute. Like her mate, Shalpa, she is considered a last recourse in the face of adversity. Where Shalpa preaches retribution through theft, Theba promotes acceptance and worldly gain through right living.

Significantly, in Sanctuary, Shalpa is well-liked and well-respected, while Theba is the god of slaves and the dregs who cannot fight back by any means. This may carry over from the days the city was established, when runaway slaves and gladiators took the path of Shalpa's rebelliousness and repudiated Theba's accomodating ways.

Initiates of Theba are expected to have proficiency in Ceremony, any Craft, Devise, Listen, and Search. They gain the benefit of company in their misery and a position of importance within the cult, much as the member of an obscure club may gain status among his peers by taking on an office within the organization.

Initiates can obtain the spirit spells Endurance,* Heal, Mobility,* and Vigor.*

Associated Cult: Ils, All-Father

As spouse to Shipri, Ils is the main associated cult of the Earth Mother. From her spouse she gains the spell of Reflection.* ●

The Outsider Gods

In the by-ways of Sanctuary lurk presences of the outland gods, gods and goddesses who are not part of the ongoing Ilsig/Rankan struggle and who serve few members. Worshipers either brought such faiths with them to Sanctuary, or want to circumvent the obvious paths to spiritual power in Sanctuary.

While these gods may be powerful in their home lands, in Sanctuary most of them (with the obvious exception of the Blue Star) are minor godlings, hanging at the edge of the spiritual banquet and begging for scraps of worship.

Dyareela

Dyareela was born of waste and despair. She found power by fulfilling the wishes of those who wished to see others laid low. Even now, Dyareela is the god of the despairing who seek power at the expense of others. However, like those who worship her, her main motivation is not to elevate herself to the standards of the main gods of the world, but to lower all others to her state.

Her particular enemy is Heqt, the replenisher. Dyareela has no friends. Like any secretive cult, there are no known centers of power or holy places. Certain devastated places are thought held holy by her worshipers, but followers caught worshiping there can expect quick execution from the adherents of the gods of life and plenty.

Dyareela is a secretive goddess. Her followers erect their temples in places like The Maze of Sanctuary, where the representatives of law and rationality dare not go. Because she appeals to the envy and power-lust of the lowest sort of humanity, her worship has spread beyond any national pantheon such as that of Ils or Savankala. However, no nation officially worships or welcomes this religion within its borders.

Temples never get beyond Minor Temple size, and those only in the largest cities. In Sanctuary there have been several Shrines built, but the number of worshipers has never climbed to Temple size. Generally, a lone priest who who has managed to carefully hide his profession is the only functionary at such a shrine, living off the meager contributions of other followers.

Initiates

Becoming an initiate is simple: come, worship, and Dyareela will take you. Remaining an initiate depends on the worshiper's willingness to follow the dictates of the priest.

The benefits of initiation depend on the worshiper's need for secret power and knowledge. Any initiate of the cult is already convinced that he or she deserves secret power, and certainly craves cataclysmic revenge on all enemies.

Skills encouraged in Dyareela initiates include Conceal, Dodge, Fast Talk, Hide, Listen, Sleight, and Sneak.

Spirit magic spells available to Dyareela's priests are Demoralize and Disruption, and the extra-standard spells Shimmer* and Silence.

Priests

Charismatic deceivers, many of Dyareela's priests never give a point of POW to her, preferring to maintain and increase personal POW, and depending on charisma and subterfuge to maintain control of the worshipers. Her priests have the benefit of being priests of an outlaw goddess — those who come to worship must already sacrifice to even associate with co-religionists. Further hardship at the demand of their priest is small burden to shoulder in the face of the hostility of the rest of the world.

The sole common divine magic spell for this cult is Worship Dyareela;* special divine magic includes Command (fear spirit, madness spirit, pain spirit, snake), all Illusions, and Madness.

Heqt

Toad-headed Heqt is the eternal opponent of Dyareela. She is the sustainer and preserver, constantly battling to reclaim the devastated wastes that Dyareela relishes.

As long as the people of Cirdon (a conquered province of the Rankan Empire) need an earth goddess to sustain them, they will worship Heqt.

Heqt shields them against the ever-encroaching desert represented by Dyareela. The Waster, as Dyareela is known, is a goddess of evil known throughout the empire, not just in Cirdon, and Heqt has been worshiped as a champion against Dyareela in more places than Cirdon.

Heqt should not be confused with agricultural gods such as Anen. She is a representation of the fecund earth, defiant of any assault on mankind.

The state religions of the Empire have curtailed Heqt worship while subsuming some of her functions. Only in Cirdon do noble houses actively worship her.

Temples to Heqt are scattered throughout the Rankan Empire, as the Empire does not discourage worship of Heqt. However, except in Cirdon, the temples are usually in slum areas and do not attract large congregations. None are larger than small Temples except in Cirdon.

Usually there is a priest and a few initiates at a Heqt Temple, doing their best to help the downtrodden of the slum in which they live.

Initiates

Initiates of Heqt are usually from Cirdonnian noble houses or priestly families. As appropriate for a fertility goddess, there are no celibacy requirements for members.

Initiates of Heqt receive knowledge of the growing world and the ways of the Destroyer. They are committed to destroying the ploys of Dyareela wherever they are found.

Skills encouraged in Heqt initiates include Animal Lore, Climb, Mineral Lore, Plant Lore, Track, and World Lore.

Spirit magic spells taught to Heqt initiates include Heal and Speedart, and the extra-standard spells Second Sight,* Strength,* and Vigor.*

Priests

Priests of Heqt must foster the health and growth of their parishioners and fight the influence of Dyareela wherever they may find it. The restrictions to her priests are found in most other religions.

The principle benefit for becoming a priest of Heqt is the ability to sense the presence of the works of Dyareela wherever they may be.

Divine magic spells of Heqt include Command (toad, snake, vulture, dog), and the extra-standard spells Restore Health (any characteristic but APP),* Sureshot, and Worship (Heqt).*

Weda Krishtawn

Weda Krishtawn, goddess of the sea, is the principal deity of the island of Sherranpip. Sherranpip is the ruling isle of an archipelago many leagues to the south and east of Sanctuary. Her people credit Weda Krishtawn with taming the seas and teaching them how to use boats and how to fish.

Because Weda Krishtawn tames the seas which sustain Sherranpip, she is pre-eminent among the gods of the archipelago. While Weda Krishtawn is little known outside her archipelago, there she is both ruler and sea goddess.

In Sherranpip is a Great Temple to the goddess, and every island of the archipelago has either a Major or Small temple. Most other gods of the people of Sheranpip have been subsumed into the worship of Weda Krishtawn.

The worship of Weda Krishtawn is ancient. Over the years it has built up an immense hierarchy and established rituals to govern every aspect of temple life.

It is rumored in Sheranpip that the high priests of the goddess also practice sorcery.

Initiates

Initiation into the worship of Weda Krishtawn is available to anyone who lives in the archipelago. Initiates must be willing to give a tenth of their time and income to the temple. Selected initiates may serve the Temple full time.

Initiates must be proficient in five of the following skills: Boat, Craft/Wood, Evaluate, First Aid, Human Lore, Orate, Speak Own Language, Swim, World Lore.

Spirit magic spells taught to initiates include Protection, and the extra-standard spells Coordination, Strength,* and Vigor.*

Priests

Priests of Weda Krishtawn are politicians as well as spiritual advisers and magicians. Ability with the communication skills above is as good a road for advancement to priest as knowledge of the goddess's powers or history.

Priests of the goddess must never bathe except in the sacred waters of Weda Krishtawn. Because of the life-sustaining qualities of butter, priests are allowed to coat themselves in that substance if they are away from the holy waters.

Divine magic spells obtainable by the goddess's priests include all Common/Standard spells, Command (Specific Sea Creature), and the extra-standard spells Breathe Air/Water,* Float, and Worship (Weda Krishtawn).*

Blue Star

The Blue Star is the perfect embodiment of Law against Chaos. It may once have been a actual god, but its purpose has become abstract and it does not manifest itself in the world save through its representatives.

Blue Star ritual tells of an ancient pact of all the anti-Chaos gods who chose one of their number to be the bulwark against Chaos, and gave him access to all of their magics. In exchange, he lost all identity of his own.

The Blue Star exists solely to fight Chaos when the world comes to an end. It has one center of power, The Place That Is Not, a seemingly extra-dimensional point which any member of the cult may reach spiritually by simply contemplating his or her sigil. The Place That Is Not is also called the Temple of the Star-Sharers.

Members of the order of the Blue Star may regain their divine magics by such spiritual visits.

The Blue Star is not truly known to the rest of the world. The rest of the world sees its members as an order of wizards of great power, not realizing that its members tap into a godlike source for their magics.

The order is apolitical. Since the "god" has no temporal function, there is no barrier to members learning sorcery as well as divine and spirit magic.

Initiates

Initiates are selected by members of the order and given the choice of belonging. If they choose not to, their memories of the invitations are erased. If they choose to learn, they are taken to the Temple of the Star-Sharers for a century of training in both the rituals of the Blue Star and in sorcery, and in various useful skills, both combat and craft.

To be invited, initiates must display proficiency in one weapon attack and parry, Ceremony, World Lore, and any two other skills.

It is possible to leave the order after the initiate period is over, but this is arduous and the initiate loses all ability to learn the Blue Star's store of divine magic. Tempus and Cime are two who made the break, and each did so only to fall under the sway of a harsher master.

Priests

The priests of the Blue Star are rarely called priests and never function as priests. As long as they follow their geases and preserve their secrets, they maintain their powers. The only worship ceremonies they ever lead are when they are on their occasional (perhaps one year out of a century) tours of duty in the Temple of the Star-Sharers.

By ancient pact, priests of the Blue Star have access to all of the special spirit and divine spells of all non-Chaos gods. In addition, they have access to other magics not among the normal run of divine spells, some of which are described in the description of Lythande in the original *Thieves' World* scenario pack. They are also encouraged to learn sorcery. ●

RuneQuest Statistics

Prince and Officials

Aye-Gophlan

Human Male, Captain of the Palace Guard, Age 36

characteristics		*attributes*
STR	14	Move: 3
CON	12	Hit Points: 14 .....
SIZ	15	Fatigue: 26 – 26 = 0 .....
INT	15	Magic Points: 15 .....
POW	15	DEX SR: 2
DEX	16	
APP	12	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	6/5 .....
l leg	05-08	04-06	6/6 .....
abdomen	09-11	07-10	6/5 .....
chest	12	11-15	6/6 .....
r arm	13-15	16-17	6/4 .....
l arm	16-18	18-19	6/4 .....
head	19-20	20	6/5 .....

stat continued on next page

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	6	67%	1D10+1+1D4	31%	6 .....
Shortsword	7	82%	1D6+1+1D4	77%	10 .....
Kite Shield	7	16%	1D6+1D4	51%	16 .....

Dodge: 35%.

Spirit Magic (49%): Demoralize (2), Shimmer 2.

Skills: Ceremony 29%, Climb 72%, Conceal 35%, Devise 29%, Evaluate 75%, Fast Talk 38%, Hide 77%, Human Lore 34%, Jump 67%, Listen 51%, Orate 42%, Ride 53%, Scan 71%, Search 76%, Sleight 85%, Sneak 64%, Swim 66%, Throw 57%, Track 40%, World Lore 23%.

Languages: Speak Ranke 42%, Speak Ilsig 57%.

Notes: a former thief who bought his way into the Guard when he felt himself slowing down.

Critias

Human Male, Stepson Executive Officer, Age 43

characteristics		*attributes*
STR	16	Move: 3
CON	14	Hit Points: 15 .....
SIZ	16	Fatigue: 30 – 26 = 4 .....
INT	15	Magic Points: 14 .....
POW	14	DEX SR: 3
DEX	13	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	6/5 .....
l leg	05-08	04-06	6/5 .....
abdomen	09-11	07-10	6/5 .....
chest	12	11-15	6/6 .....
r arm	13-15	16-17	6/4 .....
l arm	16-18	18-19	6/4 .....
head	19-20	20	6/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastardsword	6	105%	1D10+1+1D4	45%	12 .....
Heater Shield	7	16%	1D6+1D4	95%	12 .....
Med. Crossbow	3	86%	2D4+2	—	8 .....

Dodge: 35%.

Spirit Magic (44%): Bladesharp 4, Demoralize (2), Fanaticism, Glamour 3, Heal 4.

Divine Magic (74%): Heal Wound, Shield 3.

Skills: Animal Lore 34%, Ceremony 40%, Craft/Armorer 48%, Devise 37%, Evaluate 39%, Fast Talk 37%, First Aid 27%, Human Lore 59%, Listen 54%, Orate 61%, Ride 53%, Scan 54%, Search 465, Throw 37%, Track 44%, World Lore 27%.

Languages: Speak Ranke 64%, R/W Ranke 35%, Speak Ilsig 41%, R/W Ilsig 15%.

Magic Items: none. A few simple items may be in the cadre armory.

Treasure: 40-60 pennies, plus what he can get from Tempus or Molin Torchholder.

Notes: under orders to command Stepson garrison in Sanctuary.

Danlis

Human Female, Initiate of Sabellia, Age 32

characteristics		*attributes*
STR	12	Move: 3
CON	18	Hit Points: 31 .....
SIZ	13	Fatigue: 25 .....
INT	18	Magic Points: 14 .....
POW	14	DEX SR: 3
DEX	14	
APP	15	

stat continued on next page

Ischade

location	melee	missile	points
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	sr	attack	damage	parry	points
Dagger	8	53%	1D4+2+1D4	30%	6 .....

Dodge: 50%.

Spirit Magic (70%): Heal 2, Second Sight (3), Vigor 4.

Divine Magic, one use (95%): Heal Body 2, Regrow Limb, Restore Health/CON 1.

Skills: Animal Lore 31%, Ceremony 75%, Conceal 37%, Craft/Seamstress 48%, Devise 37%, Evaluate 79%, Fast Talk 53%, First Aid 63%, Hide 47%, Human Lore 77%, Listen 57%, Orate 107%, Play/Flute, Plant Lore 33%, Ride 82%, Scan 55%, Search 55%, Sing 57%, Sneak 47%, Throw 66%, Track 27%, World Lore 77%.

Languages: Speak Ranke 78%, R/W Ranke 38%, Speak Ilsig 48%.

Treasure: generous petty cash. Poor-but-noble family in Ranke might be able to borrow up to a 1000 soldats ransom.

Notes: Lady-in-waiting to the wife of Molin Torchholder.

Prince Kadakithis

Human Male, Prince-Governor of Sanctuary, Age 20

characteristics		attributes
STR	13	Move: 3
CON	15	Hit Points: 13 .....
SIZ	11	Fatigue: 28 – 29 = –1* .....
INT	16	Magic Points: 20 .....
POW	18	(+12 stored)
DEX	13	DEX SR: 3
APP	14	

location	melee	missile	points
r leg	01-04	01-03	8/5 .....
l leg	05-08	04-06	8/5 .....
abdomen	09-11	07-10	8/5 .....
chest	12	11-15	8/6 .....
r arm	13-15	16-17	8/4 .....
l arm	16-18	18-19	8/4 .....
head	19-20	20	8/5 .....

weapon	sr	attack	damage	parry	points
Broadsword	7	60%	1D8+1+1D4	69%	10 .....
Staff	8	42%	1D6+1D4	45	12 .....

Dodge: 9%.

Spirit Magic (61%): Bladesharp 2, Coordination 2, Demoralize (2), Disrupt, Glamour 2, Heal 3, Mindspeech 1, Protection 2.

Divine Magic, one-use (71%): Shield 2.

Skills: Animal Lore 40%, Evaluate 37%, Human Lore 67%, Jump 50%, Mineral Lore 50%, Orate 91%, Plant Lore 25%, Ride 81%, Swim 80%, Throw 45%, Track 25%, World Lore 47%.

Languages: Speak Ranke 87%, R/W Ranke 44%, Speak Ilsig 58%, R/W Ilsig 14%, Speak Beysib 44%.

Magic Items: The Savankh, Prince Kadakithis' symbol of authority, is a matrix for the spirit spell Glamour 12 and stores up to 12 magic points for general use. The device is restricted to use by members of the ruling family of Ranke.

Treasure: the entire treasury of Sanctuary.

Notes: younger brother of the Emperor, isolated in Sanctuary to keep him away from the politics of the central Court.

** These numbers apply only if he is wearing his armor, which he wears only when he knows he will be in a fight. Ordinarily he wears unencumbering clothes and a dagger.*

Molin Torchholder

Human Male, High Priest of Savankala, Age 52

characteristics		attributes
STR	10	Move: 3
CON	12	Hit Points: 14 .....
SIZ	15	Fatigue: 22 – 5 = 17 .....
INT	11	Magic Points: 20 .....
POW	20	DEX SR: 3
DEX	13	
APP	13	

location	melee	missile	points
r leg	01-04	01-03	1/5 .....
l leg	05-08	04-06	1/5 .....
abdomen	09-11	07-10	1/5 .....
chest	12	11-15	1/6 .....
r arm	13-15	16-17	1/4 .....
l arm	16-18	18-19	1/4 .....
head	19-20	20	0/5 .....

weapon	sr	attack	damage	parry	points
Shortsword	7	61%	1D6+1+1D4	63%	10 .....
Staff	6	65%	1D8+1D4	60	8 .....

Dodge: 26%.

Spirit Magic (95%): Bladesharp 4, Countermagic 4, Demoralize (2), Detect Magic, Dispel Magic 4, Farsee, Light.

Divine Magic (90%): Divination 3, Excommunication, Find Enemy, Sanctify, Shield 4, Soul Sight, Spell Teaching.

Skills: Animal Lore 52%, Ceremony 45%, Craft/Architect 72%, Devise 44%, Enchant 72%, Evaluate 85%, Fast Talk 52%, Human Lore 61%, Jump 46%, Listen 37%, Mineral Lore 26%, Orate 104%, Plant Lore 35%, Play/Trumpet 35%, Ride 57%, Scan 57%, Search 37%, Sing 39%, Summon 96%, Throw 43%, World Lore 52%.

Languages: Speak Ranke 78%, R/W Ranke 56%, Speak Ilsig 54%, R/W Ilsig 27%, Speak Beysib 32%.

Magic Items: none, save for the Temple protections.

Treasure: access to a temple treasury of thousands of soldats.

Notes: High Priest and architect. Builder of the new Temple of Savankala in Sanctuary.

Niko

Human Male, Stepson, Age 25

characteristics		attributes
STR	13	Move: 3
CON	16	Hit Points: 14 .....
SIZ	12	Fatigue: 29 – 26 = 3 .....
INT	17	Magic Points: 18 .....
POW	18	DEX SR: 3
DEX	14	
APP	12	

location	melee	missile	points
r leg	01-04	01-03	6/5 .....
l leg	05-08	04-06	6/5 .....
abdomen	09-11	07-10	6/5 .....
chest	12	11-15	6/6 .....
r arm	13-15	16-17	6/4 .....
l arm	16-18	18-19	6/4 .....
head	19-20	20	6/5 .....

weapon	sr	attack	damage	parry	points
Bastardsword	7	90%	1D10+1+1D4	57%	12 .....
Med. Crossbow	3	45%	2D4+2	—	8 .....
Heater Shield	8	27%	1D6+1D4	81%	12 .....
Fist	8	62%	1D3+1D4	59%	hand

stat continued on next page

Dodge: 39%.

Sorcery Magic (Free INT 12): Damage Boosting 78%, Damage Resistance 65%, Path Finding 91%*, Treat Wounds 51%, Venom 56%.

** This spell allows Niko to find and follow the trail of a person whom he wishes to track. There is no danger of backtracking (following the trail the wrong way), but Niko must be within 10 meters of the trail to pick it up, and he must concentrate on the spell the whole time. The duration of the spell governs the length of the trail that Niko can follow.*

Sorcery Skills: Ceremony 38%, Intensity 45%, Duration 43%, Range 29%.

Skills: Climb 68%, Conceal 48%, Devise 30%, Evaluate 36%, Fast Talk 41%, Hide 68%, Human Lore 36%, Jump 53%, Orate 29%, Scan 59%, Search 79%, Sleight 48%, Sneak 56%, Throw 75%, Track 69%.

Languages: Speak Ranke 62%, R/W Ranke 19%, Speak Ilsig 32%.

Magic Items: none recorded; see also the note for the Typical Stepson. .

Treasure: gets subsistence and pay from Stepson; saves none.

Notes: a scout and operative; battle name is "Stealth."

Tempus (Thales)

Human Male, Vashanka's Agent and Hell Hound, Age 350

characteristics		*attributes*
STR	18	Move: 4
CON	18	Hit Points: 18 .....
SIZ	18	Fatigue: 36 – 10 = 26 .....
INT	18	Magic Points: 21 .....
POW	21	DEX SR: 1
DEX	20	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	9*/6 .....
l leg	05-08	04-06	9*/6 .....
abdomen	09-11	07-10	9*/6 .....
chest	12	11-15	9*/8 .....
r arm	13-15	16-17	9*/5 .....
l arm	16-18	18-19	9*/5 .....
head	19-20	20	9*/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Magic Sword	4	140%	2D8+2+1D6+6	130%	20 .....
Main Gauche	5	90%	1D4+12+1D6	150	12 .....
Throwing Dagger	1	130%	1D4+1D3	—	—
Longbow	1,5,9	120%	1D8+1	—	—

Dodge: 45%.

Spirit Magic (95%): Countermagic 4, Demoralize (2), Dispel Magic 4, Speedart.

Divine Magic: Tempus has erratic support from the god Vashanka, for whom he is an agent and sometimes avatar. This support has been totally in abeyance since the recent banishment of Vashanka. When this support is available, Tempus has the use of any Divine spell available to Vashanka cast without a chance of failure and without sacrifice from Tempus.

Sorcery: Damage Boosting 84%. Tempus has forgotten most of the sorcery he once learned, but his sword is enchanted to always have a Divine Truesword and also has a Damage Boosting Intensity 6 matrix.

Skills: Animal Lore 73%, Boat 15%, Ceremony 45%, Climb 85%, Conceal 84%, Craft/Armorer 54%, Devise 65%, Enchanting 84%, Evaluate 86%, Fast Talk 32%, First Aid 52%, Hide 82%, Human Lore 47%, Jump 87%, Listen 96%, Martial Arts 90%, Mineral Lore 23%, Orate 22%, Plant Lore 20%, Ride 124%, Scan 90%, Search 150%, Sing 22%, Sleight 27%, Sneak 69%, Summoning 65%, Swim 96%, Throw 84%, Track 120%, World Lore 93%.

Languages: Speak Ranke 86%, R/W Ranke 35%, Speak Ilsig 43%, Speak Cirdonian 48%, Speak Nisibisi 65%, Speak Caronnian 44%.

Magic Items: besides his sword, he also has cuirbouilli armor enchanted to be worth 9 armor points with an Armorer enchantment.

Treasure: none personally, but he can command large amounts if he needs to.

Notes: Tempus still possesses two gifts from Vashanka, the ability to regenerate hit points and the ability to cast an illusion over himself to appear as someone else. Neither power costs him any magic points.

** When Vashanka is present on this plane and favoring Tempus, he can regenerate one hit point in each location damaged each melee round. With Vashanka gone (and during periods in which Vashanka is not favoring him), he regenerates 1 hit point from a random hit point each full turn.*

Walegrin

Human Male, Mercenary Captain Serving Kadakithis, Age 35

characteristics		*attributes*
STR	17	Move: 3
CON	16	Hit Points: 16 .....
SIZ	15	Fatigue: 33 – 31 = 2 .....
INT	16	Magic Points: 12 .....
POW	12	DEX SR: 2
DEX	16	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	8/6 .....
l leg	05-08	04-06	8/6 .....
abdomen	09-11	07-10	8/6 .....
chest	12	11-15	8/8 .....
r arm	13-15	16-17	8/5 .....
l arm	16-18	18-19	8/5 .....
head	19-20	20	8/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	6	103%	1D10+1+1D4	31%	15*.....
Dagger	7	70%	1D4+1+1D4	45%	6 .....
Kite Shield	6	11%	1D6+1D4	95%	16 .....

Dodge: 11%.

Sorcery Magic (Free INT = 11): Armor Enchanting 13%, Damage Boosting 13%, Damage Resisting 40%, Intensity 40%, Range 40%, Treat Wounds 40%, Venom 46%.

Skills: Animal Lore 51%, Boat 11%, Ceremony 56%, Climb 46%, Conceal 58%, Craft/Armorer 16%, Devise 37%, Evaluate 31%, Fast Talk 14%, First Aid 50%, Hide 47%, Human Lore 11%, Jump 31%, Listen 81%, Mineral Lore 21%, Orate 34%, Plant Lore 11%, Ride 43%, Scan 81%, Search 69%, Sing 14%, Sleight 17%, Sneak 27%, Summoning 26%, Swim 21%, Throw 63%, Track 33%, World Lore 21%.

Languages: Speak Ranke 59%, Speak Ilsig 69%, Speak S'Danzo 42%.

* **Magic Items:** After his second visit to Sanctuary, Walegrin and all his men had swords made of Enlibar steel. They are much harder to break (15 points) and do 2 points damage to any parrying weapon if they overcome its armor points. Other than the enchanted silver mixed into the steel, the weapons are mundane.

Treasure: none but his sword.

Notes: usually goes about armored, wearing at least leather at all times. Armor shown above is chainmail and soft leather.

Zalbar

Human Male, Hell Hounds' Captain, Initiate of Vashanka, Age 38

characteristics		*attributes*
STR	17	Move: 3
CON	17	Hit Points: 17 .....
SIZ	17	Fatigue: 34 – 33 = 1 .....
INT	15	Magic Points: 15 .....
POW	15	DEX SR: 2
DEX	16	
APP	14	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	8/6 .....
l leg	05-08	04-06	8/6 .....
abdomen	09-11	07-10	8/6 .....
chest	12	11-15	8/8 .....
r arm	13-15	16-17	8/5 .....
l arm	16-18	18-19	8/5 .....
head	19-20	20	8/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	7	93%	1D10+1+1D4	44%	12 .....
Composite Bow	2,7	87%	1D8+1	—	7 .....
Heater Shield	8	17%	1D6+1D6	85%	12 .....

Dodge: 10%.

Spirit Magic (42%): Bladesharp 4, Demoralize (2), Protection 4.

Divine Magic (52%): Berserk, Truesword 2, Shield 2.

Skills: Animal Lore 29%, Boat 10%, Ceremony 35%, Climb 45%, Conceal 31%, Craft/Armorer 14%, Devise 31%, Enchant 25%, Evaluate 9%, Fast Talk 45%, First Aid 42%, Hide 43%, Human Lore 67%, Jump 30%, Listen 68%, Mineral Lore 9%, Orate 60%, Plant Lore 9%, Play/Bugle 23%, Ride 52%, Scan 73%, Search 35%, Sing 15%, Sleight 9%, Sneak 29%, Swim 20%, Throw 59%, Track 15%, World Lore 39%.

Languages: Speak Ranke 60%, R/W Ranke 38%, Speak Ilsig 69%.

Note: As head of the Hell Hounds, Zalbar is supposed to have the ear of the Prince, and resents Tempus' influence. With the coming of the Stepsons, the 3rd Commando, etc., the influence of the Hell Hounds has been greatly reduced.

Residents

Alten Stulwig

Human Male, Healer and Apothecary, Age 35

characteristics		*attributes*
STR	12	Move: 3
CON	14	Hit Points: 14 .....
SIZ	14	Fatigue: 24 .....
INT	17	Magic Points: 15 .....
POW	15	DEX SR: 3
DEX	12	
APP	11	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Staff	6	50%	1D8+1D4	56%	8 .....
Dagger	8	47%	1D4+1+1D4	24%	6 .....

Dodge: 30%.

Spirit Magic (75%): Bludgeon 1, Detect Enemies, Detect Gems, Detect Gold, Detect Silver, Heal 2.

Skills: Ceremony 34%, Conceal 35%, Devise 51%, Evaluate 45%, First Aid 90%, Human Lore 80%, Listen 51%, Mineral Lore 68%, Plant Lore 72%, Scan 51%, Search 50%, Treat Disease 80%, Treat Poison 82%, World Lore 32%.

Languages: Speak Ranke 12%, R/W Ranke 6%, Speak Ilsig 42%, R/W Ilsig 15%.

Treasure: has a modest fortune of 3000 pennies secreted in and around town.

Notes: combines an extensive knowledge of pharmacy with excellent business sense and a good bedside manner.

Amoli

Human Female, Owner of the Lily Garden Brothel, Age 45

characteristics		*attributes*
STR	10	Move: 3
CON	16	Hit Points: 13 .....
SIZ	10	Fatigue: 26 .....
INT	17	Magic Points: 14 .....
POW	14	DEX SR: 3
DEX	14	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Shortsword	7	48%	1D6+1	38%	10 .....
Dagger	8	60%	1D4+2	48%	6 .....

Dodge: 31%.

Spirit Magic (70%): Befuddle (2), Bladesharp 1, Coordination 1, Detect Enemies, Glamour 2, Light, Silence 2.

Skills: Conceal 56%, Craft/Business 72%, Craft/Courtesan 72%, Dance 77%, Devise 37%, Fast Talk 85%, Listen 57%, Orate 65%, Play Flute 55%, Scan 62%, Search 62%, Sing 52%, Sleight 64%, Throw 50%.

Languages: Speak Ranke 42%, R/W Ranke 37%, Speak Ilsig 52%, R/W Ilsig 47%.

Treasure: the Lily Garden earns thousands of soldats monthly. Some of Amoli's capital is tied up in noxious drugs.

Notes: Amoli is known for ensuring employee loyalty by addicting them to *krrf*. Amoli owns other brothels on the Street of Red Lanterns, where she sends her girls when they burn out on too much work and too much *krrf* to continue at the Lily Garden.

Dubro

Human Male, Blacksmith, Age 35

characteristics		*attributes*
STR	18	Move: 3
CON	16	Hit Points: 17 .....
SIZ	18	Fatigue: 34 .....
INT	13	Magic Points: 12 .....
POW	12	DEX SR: 3
DEX	13	
APP	10	

stat continued on next page

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/6 .....
l leg	05-08	04-06	0/6 .....
abdomen	09-11	07-10	0/6 .....
chest	12	11-15	0/8 .....
r arm	13-15	16-17	0/5 .....
l arm	16-18	18-19	0/5 .....
head	19-20	20	0/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Hammer	6	59%	1D6+2+1D6	47%	8 .....
Fist	7	59%	1D3+1D6	26%	hand

Dodge: 6%.

Spirit Magic (60%): Armoring Enchantment, Glue 4, Heal 2, Repair 2.

Skills: Ceremony 22%, Conceal 29%, Craft/Smith 90%, Devise 93%, Enchanting 39%, Evaluate 56%, Fast Talk 33%, Human Lore 32%, Mineral Lore 45%, Plant Lore 23%, Scan 44%, Search 56%, Throw 50%, World Lore 45%.

Languages: Speak Ranke 23%, R/W Ranke 5%, Speak Ilsig 49%, R/W Ilsig 37%.

Treasure: probably his stash contains scores of soldats.

Notes: Dubro's anvil is set up in the Bazaar next to Illyra's divination booth. One wonders at a fortune teller's set up next to an anvil; there must be some sort of magical silencing, or at least the heartfelt desire that some could be provided. Dubro is a competent blacksmith who has not escaped involvement with the gods of Sanctuary.

Enas Yorl

Human Male, Sorcerer, Age 185 (or thereabouts)

characteristics		*attributes*
STR	?	Move: 3 perhaps
CON	?	Hit Points: ? .....
SIZ	?	Fatigue: ? .....
INT	18	Magic Points: 25 .....
POW	25	DEX SR: 3 nominally
DEX	?	
APP	?	

To accomodate Enas Yorl's constant changes in size, sex, and species, divide 80 points among the remaining five characteristics.

location	*melee*	*missile*	*points*
r leg	01-04	01-03	?/? .....
l leg	05-08	04-06	?/? .....
abdomen	09-11	07-10	?/? .....
chest	12	11-15	?/? .....
r arm	13-15	16-17	?/? .....
l arm	16-18	18-19	?/? .....
head	19-20	20	?/? .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	?	50%	1D4+2+/-?	45%	6 .....

Dodge: 29%.

Sorcery Magic: Detect Magic 145%, all Illusory spells at 120+1D10%, Neutralize Magic 140%, Palsy 145%, Teleport 105%. He/She knows all other standard spells at least 80%. and knows Summon spells for a wide variety of monsters (and can rapidly Summon physical monsters of all types and origins).

Sorcery Skills: Ceremony 98%, Enchant 91%, Summon 110%, Duration 96%, Intensify 94%, Multispell 90%, Range 101%.

Skills: Craft/Calligraphy 67%, Devise 67%, Evaluate 78%, Fast Talk 98%, First Aid 34%, Human Lore 61%, Mineral Lore 45%, Orate 99%, Plant Lore 78%, Scan 78%, Search 89%, Sing 76%, Sneak 45%, Track 76%, World Lore 95%.

Languages: speaks, reads, and writes all languages.

Magic Items: Staff of Command for basilisks; automatically effect at no magic point cost. Probably has other magic items as well. Has numerous monstrous familiars.

stat continued on next page

Lalo

Treasure: though he is more mysterious than wealthy, still it may be assumed that Enas Yorl and his servant and "pets" will never starve. Probably has a reserve of thousands of soldats.

Notes: Enas Yorl has been cursed. His physical form changes constantly, and so his STR, CON, SIZ, DEX, APP, form, features, sex, and voice can change at any time without notice.

Gilla

Human Female, Lay Member of Ils, Age 47

characteristics		*attributes*
STR	14	Move: 3
CON	18	Hit Points: 17 .....
SIZ	15	Fatigue: 32 – 12 = 20 .....
INT	18	Magic Points: 15 .....
POW	15	DEX SR: 3
DEX	15	
APP	12	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/6 .....
l leg	05-08	04-06	0/6 .....
abdomen	09-11	07-10	0/6 .....
chest	12	11-15	0/8 .....
r arm	13-15	16-17	0/5 .....
l arm	16-18	18-19	0/5 .....
head	19-20	20	0/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Grapple	8	75%	special	—	—
Dagger	8	67%	1D4+2+1D4	42	6 .....
Fist	8	87%	1D3+1D4	67%	hand

Dodge: 19%.

Spirit Magic (88%): Demoralize (2), Heal 2.

Skills: Animal Lore 37%, Ceremony 33%, Climb 54%, Craft/Drawing 50%, Craft/Tailor 73%, Devise 69%, Fast Talk 67%, First Aid 42%, Human Lore 42%, Jump 39%, Listen 102%, Mineral Lore 37%, Orate 29%, Plant Lore 61%, Scan 85%, Search 105%, Sleight 45%, Throw 51%, World Lore 37%.

Languages: Speak Ranke 37%, R/W Ranke 20%, Speak Ilsig 62%, R/W Ilsig 20%.

Treasure: Gilla has trouble holding on to more than 10 soldats in hard times, though she has a hoard which has been as large as 100 soldats.

Notes: Gilla married Lalo when both were young and enthusiastic about his artistic talents. Since then, Gilla's motherly skills have proven more important to the family than Lalo's under-used artistic gifts.

Hakiem

Human Male, Storyteller, Advisor to the Beysa, Age 55

characteristics		*attributes*
STR	9	Move: 3
CON	15	Hit Points: 14 .....
SIZ	13	Fatigue: 24 .....
INT	17	Magic Points: 14 .....
POW	14	DEX SR: 2
DEX	17	
APP	9	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Fist	7	62%	1D3	45%	hand

Dodge: 27%.

Spirit Magic (70%): Befuddle (2), Glamour 1, Heal 1, Second Sight (3).

Skills: Conceal 82%, Devise 51%, Evaluate 43%, Fast Talk 81%, Hide 60%, Human Lore 60%, Ilsig Lore 75%, Listen 87%, Orate 87%, Play/Flute 73%, Rankan Lore 40%, Sanctuary Lore 90%, Scan 78%, Search 54%, Sing 53%, Sleight 76%, Sneak 70%, Throw 52%, World Lore 25%.

Languages: Speak Ranke 12%, R/W Ranke 8%, Speak Ilsig 89%, R/W Ilsig 23%.

Treasure: when we first meet Hakiem, he is a rummy, impoverished derelict of The Maze. By the end of *The Dead of Winter,* he is a perfumed and bejeweled courtier.

Notes: a native of Sanctuary and an entertainer whose speciality is relating the latest gossip with enough flair to cover the costs of living, eating, and drinking. After the Beysibs arrive, Hakiem is chosen to be an advisor at the Beysa's court.

Hanse Shadowspawn

Human Male, Thief and Ils-Friend, Age 18

characteristics		*attributes*
STR	13	Move: 3
CON	15	Hit Points: 14 .....
SIZ	12	Fatigue: 28 – 7 = 22 .....
INT	17	Magic Points: 15 .....
POW	15	DEX SR: 2
DEX	18	
APP	10	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	2/5 .....
l leg	05-08	04-06	2/5 .....
abdomen	09-11	07-10	3/5 .....
chest	12	11-15	3/6 .....
r arm	13-15	16-17	2/4 .....
l arm	16-18	18-19	2/4 .....
head	19-20	20	2/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	6	72%	1D10+1+1D4	30%	12 .....
Target Shield	7	22%	1D6+1D4	73%	12 .....
Shortsword	6	86%	1D6+1+1D4	57%	10 .....
RH Dagger	7	71%	1D4+2+1D4	64%	6 .....
LH Dagger	10	60%	1D4+2+1D4	56%	6 .....
Thrown Dagger	2,7	22%	1D4+1D2	—	6 .....

Dodge: 63%.

Spirit Magic (68%): Befuddle (2), Coordination 4, Heal 2, Shimmer 2, Silence 2. Hanse is an agent of Ils through the aspect of Shalpa the Swift.

Skills: Climb 84%, Conceal 88%, Devise 56%, Evaluate 85%, Hide 74%, Human Lore 35%, Listen 47%, Orate 25%, Scan 57%, Search 62%, Sleight 58%, Sneak 85%, Throw 52%.

Languages: Speak Ranke 19%, R/W Ranke 9%, Speak Ilsig 43%, R/W Ilsig 21%.

Magic Items: a set of enchanted armor and a magic helm and shield which he does not normally wear.

Treasure: never rich, he does have a cash reserve of precious metal hidden in a well on an abandoned estate outside of town. Normally Hanse can't get to this money, so he lives a hand-to-mouth or hand-to-other's-purse existence.

Notes: Hanse started as typical Maze scum, a youngster with an ego as big as his body. Hanse is skillful, and his reputation has preceded him. He has recently become a pawn in the struggle of Ils against the invading Rankan gods. Recently the Stepsons trained Hanse in bastard sword and shield.

Haught

Human Male, Freedman Living with Moria and Mhadron Vis, Age 26

characteristics		*attributes*
STR	13	Move: 3
CON	9	Hit Points: 11 .....
SIZ	13	Fatigue: 22 .....
INT	17	Magic Points: 8 .....
POW	8	DEX SR: 3
DEX	12	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/4 .....
l leg	05-08	04-06	0/4 .....
abdomen	09-11	07-10	0/4 .....
chest	12	11-15	0/5 .....
r arm	13-15	16-17	0/3 .....
l arm	16-18	18-19	0/3 .....
head	19-20	20	0/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
2H Spear	6	48%	1D10+1+1D4	38%	10 .....
Dagger	8	68%	1D4+1+1D4	46%	6 .....

Dodge: 46%.

Spirit Magic (40%): Demoralize (2), Protection 2, Second Sight (3).

Sorcery Magic: by the end of *Wings of Omen,* may be considered to have learned sorcery skills and 4-6 spells in the 30-50% range, and to have increased his POW to 13.

Skills: Ceremony 31%, Conceal 28%, Craft/Valet 77%, Dance 71%, Devise 71%, Evaluate 61%, Fast Talk 39%, Human Lore 56%, Listen 60%, Scan 42%, Search 54%, Throw 70%, World Lore 32%.

Languages: Speak Ranke 30%, R/W Ranke 7%, Speak Ilsig 52%, R/W Ilsig 7%, Speak Nisi' 57%, R/W Nisi' 35%.

Notes: still bearing physical and mental scars from mistreatment in his previous career, and waiting for conditions in town to stabilize, Haught is beginning a process of rehabilitation which should see a rise in his CON, his POW, and his self-esteem.

Hort

Human Male, Storyteller and Ex-Fisherman, Age 20

characteristics		*attributes*
STR	14	Move: 3
CON	14	Hit Points: 15 .....
SIZ	15	Fatigue: 28 .....
INT	15	Magic Points: 13 .....
POW	13	DEX SR: 3
DEX	14	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
2H Spear	6	63%	1D10+1+1D4	35%	10 .....
Fist	8	45%	1D3+1D4	24	hand

Dodge: 23%.

Spirit Magic (65%): Demoralize (2), Glamour 1, Protection 1.

Skills: Animal Lore 37%, Boat 49%, Ceremony 33%, Climb 57%, Devise 25%, Fast Talk 63%, Human Lore 55%, Orate 72%, Scan 61%, Swim 50%, World Lore 37%.

Languages: Speak Ranke 29%, Speak Ilsig 72%, R/W Ilsig 14%.

Treasure: would have difficulty raising 20 pennies ransom.

Notes: as of *Face of Chaos,* the best person in Sanctuary from whom to learn the news.

Illyra

Human Female, Half-S'Danzo Seer, Wife of Dubro, Age 21

characteristics		*attributes*
STR	10	Move: 3
CON	15	Hit Points: 14 .....
SIZ	13	Fatigue: 25 .....
INT	17	Magic Points: 20 .....
POW	20	DEX SR: 2
DEX	15	
APP	14	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	8	45%	1D4	40%	6 .....

Dodge: 29%.

Sorcery Magic (free INT 14): Magic Resistance 24, Smother 23, Treat Wounds 21. Has ability to foresee future in cards or crystal ball.

Sorcery Skills: Ceremony 25%, Duration 17%, Intensity 26%, Multispell 27%, Range 28%.

Skills: Craft/Bone 26%, Fast Talk 69%, Listen 47%, Orate 37%, Scan 37%, Search 37%, Sing 37%.

Languages: Speak Ranke 19%, Speak Ilsig 23%, Speak S'Danzo 44%, R/W S'Danzo 34%.

Treasure: not much; 200 pennies at most.

Notes: tends her own business of telling fortunes in the Bazaar.

Ischade

Human Female, Sorceress, Age 74 but looks much younger

characteristics		*attributes*
STR	11	Move: 3
CON	15	Hit Points: 12 .....
SIZ	9	Fatigue: 26 – 6 = 20 .....
INT	18	Magic Points: 18 .....
POW	18	DEX SR: 3
DEX	14	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/4 .....
l leg	05-08	04-06	0/4 .....
abdomen	09-11	07-10	0/4 .....
chest	12	11-15	0/5 .....
r arm	13-15	16-17	0/3 .....
l arm	16-18	18-19	0/3 .....
head	19-20	20	0/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	8	78%	1D4+2	74	6 .....

Dodge: 61%.

Sorcery Magic (free INT 18): Create Zombie (ritual), Form/Set Fire 92%, Tap POW 83%, Venom 67%, knows Summon, Dominate, and Bind spells for all types of spirits. Other spells as needed.

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Sorcery Skills: Ceremony 91%, Enchant 107%, Summon 99%, Duration 111%, Intensity 123%, Multispell 89%, Range 108%.

Skills: Craft/Bone 53%, Devise 43%, Evaluate 38%, Fast Talk 70%, Human Lore 43%, Orate 90%, Sing 65%, Throw 41%.

Languages: Speak Ranke 65%, R/W Ranke 13%, Speak Ilsig 25%, R/W Ilsig 15%, Speak Nisi' 45%, R/W Nisi' 88%..

Magic Items: matrices for all the spells she has skill in, usually with enhanced intensity levels. Several magic point matrices and some salamander binding enchantments, plus any others appropriate to the local campaign.

Notes: An immortality spell protects her body. Ischade has a reputation as a vampire, but this is not technically true. She came to Sanctuary because she felt that her personal tastes in lifestyle would be less unappreciated there than in other climes. She has a long-standing rivalry with the witch Roxane. Ischade is enthusiastic about fire and flame-based magic.

Jarveena

Human Female, Waif, Age 15

characteristics		*attributes*
STR	12	Move: 3
CON	15	Hit Points: 13 .....
SIZ	10	Fatigue: 27 .....
INT	17	Magic Points: 18 .....
POW	18	DEX SR: 3
DEX	15	
APP	10	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Club	7	49%	1D6	31%	4 .....

Dodge: 35%.

Spirit Magic (90%): Glue 1, Heal 1, Second Sight (3), Silence 1.

Skills: Animal Lore 24%, Climb 66%, Conceal 42%, Craft/Calligraphy 77%, Evaluate 28%, Fast Talk 52%, First Aid 29%, Hide 33%, Human Lore 49%, Sneak 33%.

Languages: Speak Ranke 21%, R/W Ranke 45%, Speak Ilsig 31%, R/W Ilsig 41%, R/W Yenized.

Treasure: little; perhaps ten soldats from being an indentured apprentice to Melilot.

Notes: Jarveena was last seen sailing from Sanctuary aboard a merchant ship. She was given a new apprenticeship with Enas Yorl. She may return to town someday as a changed woman, with scores to settle.

Jubal

Human Male, Criminal Boss of Sanctuary, Age 50

characteristics		*attributes*
STR	18	Move: 3
CON	15	Hit Points: 16 .....
SIZ	17	Fatigue: 33 – 35 = –2 .....
INT	17	Magic Points: 16 .....
POW	16	DEX SR: 2
DEX	15	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	8/6 .....
l leg	05-08	04-06	8/6 .....
abdomen	09-11	07-10	8/6 .....
chest	12	11-15	8/8 .....
r arm	13-15	16-17	8/5 .....
l arm	16-18	18-19	8/5 .....
head	19-20	20	8/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	5	150%	1D10+1+1D6	115%	12 .....
Composite Bow	2,7	150%	1D8+1	—	7 .....
Kite Shield	6	42%	1D6+1D6	142%	16 .....

Dodge: 82%.

Spirit Magic (45%): Bladesharp 4, Demoralize (2), Detect Enemies, Heal 3, Second Sight (3).

Skills: Ceremony 34%, Climb 67%, Conceal 60%, Devise 34%, Evaluate 45%, Fast Talk 56%, First Aid 51%, Hide 62%, Human Lore 43%, Jump 51%, Listen 81%, Orate 62%, Ride 42%, Scan 84%, Search 77%, Sleight 60%, Sneak 64%, Swim 42%, Track 24%, Throw 81%, World Lore 46%.

Languages: Speak Ranke 41%, Speak Ilsig 33%.

Treasure: rumor holds that Jubal's storerooms hold wealth rivaling the Prince's.

Notes: the statistics for Jubal are his before he suffered his crippling wounds and the dispersal of his gang. Jubal regained the use of his legs through therapeutic magic, but his eagerness to heal led him to overdose with a powerful potion, which prematurely aged him. For a crippled or aged Jubal, halve his STR, CON, and DEX, and all but Knowledge and Communication skills.

Kemren

Human Male, The Purple Mage, Age 55

characteristics		*attributes*
STR	18	Move: 3
CON	14	Hit Points: 14 .....
SIZ	15	Fatigue: 29 .....
INT	17	Magic Points: 20 .....
POW	20	DEX SR: 2
DEX	16	
APP	17	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Staff	5	51%	1D8+1D4	41%	8 .....

Dodge: 19%.

Sorcery Magic (free INT 17): Command Spider 78%, Illusory Touch 69%, Illusory Sight 73%, Venom 64%, and other spells as desired at lesser values.

Sorcery Skills: Ceremony 98%, Enchant 56%, Summon 49%, Duration 78%, Intensity 85%, Multispell 34%, Range 40%.

Skills: Craft/Mechanics 76%, Devise 67%, Fast Talk 54%, First Aid 25%, Human Lore 48%, Orate 81%.

Languages: Speak Ranke 45%, R/W Ranke 32%, Speak Ilsig 37%, R/W Ilsig 21%, Speak Sherranpip 78%, R/W Sherranpip 59%, Speak Raggah 47%.

Magic Items: matrices for all spells, and twelve spinning waterwheels, which each generate a magic point each hour, storing up to twelve points per wheel. When all wheels are at full storage capacity, 144 magic points are available for use. Many of the

stat continued on next page

wheels are dedicated, powering ongoing spells and illusions in his palace.

Treasure: the palace of the Purple Mage contained treasures of gold, jewels, and magic items, which probably remain to reward the intrepid delver.

Notes: Kemren lived in a palatial mansion on the White Foal river, north of Sanctuary. He was an apostate priest of Weda Krishtawn.

Kurd

Human Male, The Vivisectionist, Age 50

characteristics		*attributes*
STR	10	Move: 3
CON	12	Hit Points: 12 .....
SIZ	11	Fatigue: 22 .....
INT	17	Magic Points: 13 .....
POW	13	DEX SR: 2
DEX	17	
APP	8	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/4 .....
l leg	05-08	04-06	0/4 .....
abdomen	09-11	07-10	0/4 .....
chest	12	11-15	0/5 .....
r arm	13-15	16-17	0/3 .....
l arm	16-18	18-19	0/3 .....
head	19-20	20	0/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	7	51%	1D4+2	31%	6 .....

Dodge: 15%.

Sorcery Magic (free INT 10): Damage Resistance 34%, Regenerate 20%, Stupefaction 52%, Tap CON 64%, Tap POW 55%, Treat Wounds 24%, Venom 47%.

Sorcery Skills: Ceremony 19%, Intensity 64%, Range 64%.

Skills: Animal Lore 92%, Craft/Calligraphy 67%, Devise 69%, Evaluate 36%, Fast Talk 49%, First Aid 96%, Human Lore 49%, Mineral Lore 62%, Orate 49%, Plant Lore 62%, Ride 59%, Throw 55%.

Languages: Speak Ranke 74%, R/W Ranke 45%, Speak Ilsig 23%, R/W Ilsig 12%.

Treasure: Kurd has the modest noble living of a Rankan lordling. Most of his ready capital has been invested in curious instruments of scientific inquiry.

Notes: Kurd is a vivisectionist, an initiate of the Scientist sub-cult of Savankala, and is determined to extend the limits of anatomical knowledge without benefit of cadavers. When Hanse rescued Tempus from Kurd's laboratories, Kurd was tied up and left to die, but his corpse was never recovered, so Kurd may yet live.

Lalo

Human Male, Talented Portraitist, Age 45

characteristics		*attributes*
STR	12	Move: 3
CON	11	Hit Points: 13 .....
SIZ	14	Fatigue: 23 – 2 = 21 .....
INT	16	Magic Points: 18 .....
POW	18	DEX SR: 2
DEX	17	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	1/5 .....
l leg	05-08	04-06	1/5 .....
abdomen	09-11	07-10	1/5 .....
chest	12	11-15	1/6 .....
r arm	13-15	16-17	1/4 .....
l arm	16-18	18-19	1/4 .....
head	19-20	20	1/5 .....

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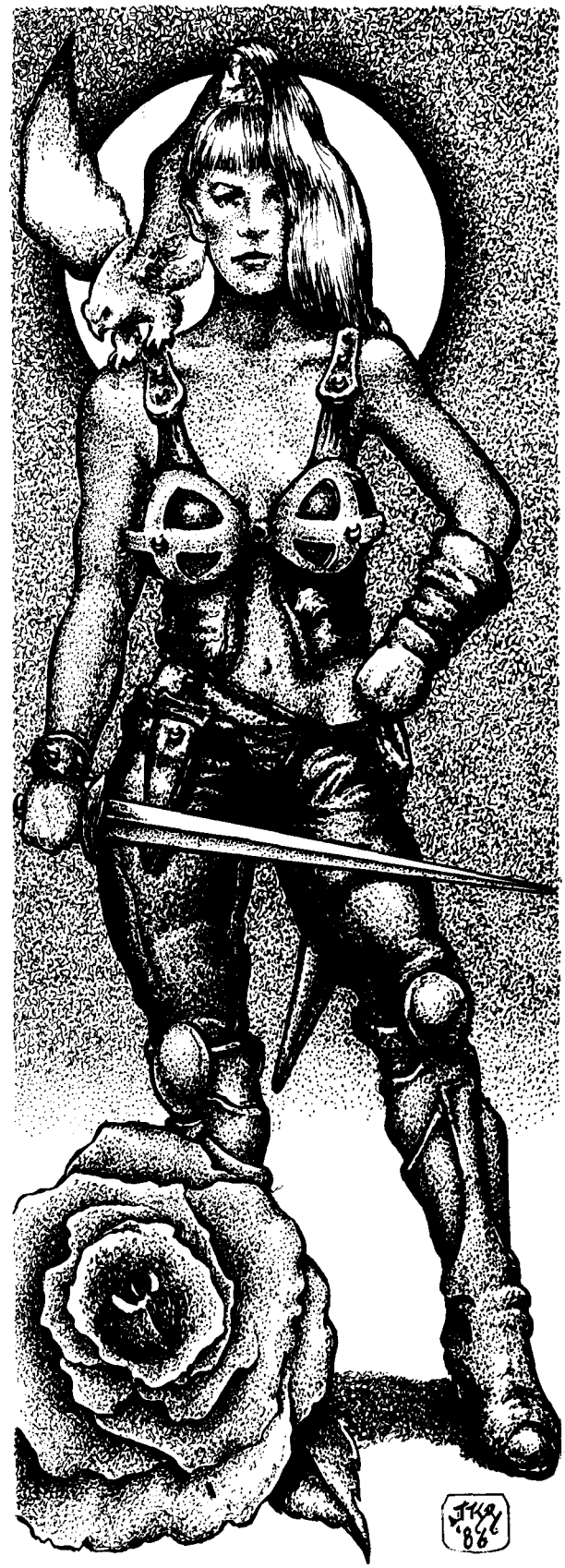

Chenaya

weapon	*sr*	*attack*	*damage*	*parry*	*points*
2H Spear	5	53%	1D10+1+1D4	43%	10 .....
Dagger	7	57%	1D4+2+1D4	43	6 .....
Fist	7	65%	1D3+1D4	34%	hand

Dodge: 39%.

Spirit Magic (88%): Coordination 2, Demoralize (2), Heal 1.

Divine Magic (98%): Representational Animation (3 POW per SIZ animated). This magic requires that the caster first make a drawing of that which is to be created. Then divine power is invoked to transform the image into an actual living, breathing, eating creature which wanders off into the world to fulfill its own peculiar nature. For the time being, Ils and his cohorts provide Lalo with all necessary POW for the spell.

Sorcery Magic: Inner Perception 91%, a peculiar spell known to Enas Yorl. This spell enables the caster to derive the essential nature of another person despite attempts at disguise, magical alterations of form, etc. Yorl taught the spell to Lalo with exotic magical methods. For Lalo, the spells works only if he is making an artistic representation of a subject.

Skills: Animal Lore 11%, Ceremony 51%, Conceal 21%, Craft/Painting 106%, Devise 89%, Evaluate 59%, Fast Talk 70%, First Aid 26%, Hide 27%, Human Lore 35%, Listen 46%, Mineral Lore 36%, Orate 36%, Plant Lore 36%, Scan 88%, Search 91%, Sleight 39%, Sneak 31%, Summon 26%, Throw 41%, World Lore 16%.

Languages: Speak Ranke 35%, R/W Ranke 36%, Speak Ilsig 45%, R/W Ilsig 23%.

Treasure: Lalo never seems to have more than ten or twenty soldats on hand, though he and Gilla own the house in which they live with their many children.

Notes: Lalo has been the subject of enchantment by both mages and gods, and is living proof that talent alone does not guarantee artistic success.

Masha

Human Female, A Midwife, Aged 32

characteristics		*attributes*
STR	13	Move: 3
CON	15	Hit Points: 14 .....
SIZ	12	Fatigue: 28 .....
INT	17	Magic Points: 16 .....
POW	16	DEX SR: 3
DEX	15	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Shortsword	7	45%	1D6+1+1D4	45%	10 .....
Dagger	8	63%	1D4+2+1D4	30%	6 .....

Dodge: 22%.

Spirit Magic (80%): Demoralize (2), Heal 2, Vigor 4.

Skills: Animal Lore 48%, Ceremony 21%, Devise 55%, First Aid 77%, Human Lore 60%, Plant Lore 72%, Search 62%.

Languages: Speak Ranke 25%, R/W Ranke 8%, Speak Ilsig 55%, R/W Ilsig 12%.

Treasure: little money, perhaps 10-30 soldats. After her adventures in the Purple Mage's palace, she has several thousand soldats worth of treasure, which she used to buy passage out of Sanctuary, almost certainly for good!

Melilot

Human Male, A Scribe, Aged 48

characteristics		*attributes*
STR	13	Move: 3
CON	15	Hit Points: 15 .....
SIZ	15	Fatigue: 25 .....
INT	18	Magic Points: 16 .....
POW	15	DEX SR: 3
DEX	14	
APP	12	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	8	61%	1D4+2+1D4	24%	6 .....

Dodge: 4%.

Spirit Magic (75%): Coordination 3, Detect Enemies, Glamour 2, Heal 4, Light.

Skills: Conceal 28%, Craft/Bookbinding 54%, Craft/Illumination 78%, Devise 77%, Evaluate 61%, Fast Talk 41%, Human Lore 37%, Listen 47%, Mineral Lore 43%, Plant Lore 34%, Scan 50%, Search 62%.

Languages: Speak Ranke 54%, R/W Ranke 65%, Speak Ilsig 78%, R/W Ilsig 59%, R/W Enlibaran 75%, R/W Yenized 55%, R/W Caronnian 51%.

Notes: Melilot owns most of a large townhouse in downtown Sanctuary. The operation of his business provides for the maintenance of a large number of apprentices, journeymen, and servants.

Mizraith

Human Male, A Magus, Aged 150

characteristics		*attributes*
STR	9	Move: 3
CON	13	Hit Points: 22 .....
SIZ	14	Fatigue: 22 .....
INT	18	Magic Points: 19 .....
POW	19	DEX SR: 1
DEX	20	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	8	71%	1D4+2	45%	6 .....

Dodge: 34%.

Sorcery Magic (free INT 18): knows all common sorcery spells at 90%+; all are in matrices of varying potencies. Knows all published exotic sorcery spells at 70-100%, and has matrices for these also, including Immortality. Knows many exotic spells not in any rulesbook; gamemaster's option on these.

Sorcery Skills: Ceremony 92%, Enchant 97%, Summon 95%, Duration 120%, Intensity 97%, Multispell 93%, Range 105%.

Skills: Craft/Cloth 36%, Devise 45%, Evaluate 52%, Fast Talk 44%, First Aid 34%, Human Lore 61%, Orate 44%, Play/Flute 46%, Sing 32%.

stat continued on next page

Languages: Speak Ranke 57%, R/W Ranke 69%, Speak Ilsig 34%, R/W Ilsig 34%.

Treasure: gold, gems, and jewelry, probably enough to ransom the Prince. Stealing them will be dangerous.

Notes: a rumor persists that Mizraith is one of the sorcerers fallen victim to Cime; this author doubts that so great a magus could be slain so easily.

Mor-am

Human Male, Former Hawkmask in Hiding, Age 30

characteristics		*attributes*
STR	15	Move: 3
CON	8	Hit Points: 11 .....
SIZ	14	Fatigue: 23 – 12 = 11 .....
INT	13	Magic Points: 8 .....
POW	8	DEX SR: 2
DEX	15	
APP	6	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	5/4 .....
l leg	05-08	04-06	5/4 .....
abdomen	09-11	07-10	5/4 .....
chest	12	11-15	5/5 .....
r arm	13-15	16-17	5/3 .....
l arm	16-18	18-19	5/3 .....
head	19-20	20	5/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastardsword	6	98%	1D10+1+1D4	57%	12 .....
Heater Shield	7	36%	1D6+1D4	84%	12 .....

Dodge: 59%.

Spirit Magic (28%): Bladesharp 2, Detect Enemies, Heal 2.

Skills: Ceremony 69%, Conceal 40%, Craft/Armoring 78%, Fast Talk 35%, First Aid 37%, Hide 45%, Human Lore 33%, Listen 62%, Orate 35%, Ride 34%, Scan 59%, Search 49%, Sing 35%, Sneak 47%, Throw 53%, Track 30%, World Lore 32%.

Languages: Speak Ranke 40%, Speak Ilsig 69%, R/W Ilsig 25%.

Treasure: none; he's kept alive by his various captors.

Notes: Mor-am has fared worse than his sister, Moria — he has been tortured, disfigured, and ill-used by some powerful sorcerers. The armor shown has probably long been seized by one jailer or another.

Moria

Human Female, Former Hawkmask in Hiding, Age 28

characteristics		*attributes*
STR	14	Move: 3
CON	13	Hit Points: 12 .....
SIZ	10	Fatigue: 27 – 13 = 14 .....
INT	14	Magic Points: 13 .....
POW	13	DEX SR: 3
DEX	16	
APP	11	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	5/4 .....
l leg	05-08	04-06	5/4 .....
abdomen	09-11	07-10	5/4 .....
chest	12	11-15	5/5 .....
r arm	13-15	16-17	5/3 .....
l arm	16-18	18-19	5/3 .....
head	19-20	20	5/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Broadsword	6	110%	1D8+1	45%	10 .....
Target Shield	3	17%	1D6	106%	12 .....
Composite Bow	2,7	85%	1D8+1	—	7 .....

Dodge: 37%.

Spirit Magic (52%): Bladesharp 2, Demoralize (2), Heal 1.

Skills: Ceremony 25%, Conceal 29%, Devise 29%, Evaluate 49%, Fast Talk 44%, First Aid 38%, Hide 65%, Human Lore 58%, Listen 44%, Play/Pipes 34%, Ride 37%, Scan 56%, Search 29%, Sleight 117%, Sneak 37%, Throw 57%, World Lore 34%.

Languages: Speak Ranke 56%, Speak Ilsig 66%, R/W Ilsig 25%, Speak Cimmorrian 45%.

Treasure: none; it's hand-to-mouth for her, and maybe hand-to-bottle.

Notes: armor is full battle armor. She may not own such finery any more. Sister to Mor-am.

Mradhon Vis

Human Male, Mercenary from the Westwall, Age 35

characteristics		*attributes*
STR	14	Move: 3
CON	13	Hit Points: 11 .....
SIZ	9	Fatigue: 27 – 23 = 4 .....
INT	20	Magic Points: 16 .....
POW	16	DEX SR: 2
DEX	18	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	6/4 .....
l leg	05-08	04-06	6/4 .....
abdomen	09-11	07-10	6/4 .....
chest	12	11-15	6/5 .....
r arm	13-15	16-17	6/3 .....
l arm	16-18	18-19	6/3 .....
head	19-20	20	6/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Broadsword	6	101%	1D8+1	86%	10 .....
Composite Bow	2,7	93%	1D8+1	—	7 .....
Dagger	7	99%	1D4+2	79%	6 .....

Dodge: 52%.

Sorcery Magic (Free INT 15): Damage Boosting 52%, Illusionary Sight 69%, Stupefaction 61%, Treat Wounds 52%, Venom 46%.

Sorcery Skills: Ceremony 39%, Intensity 47%, Duration 35%.

Skills: Conceal 61%, Craft/Wood 40%, Devise 35%, Fast Talk 35%, Hide 73%, Human Lore 45%, Listen 54%, Orate 35%, Plant Lore 51%, Scan 52%, Search 41%, Sing 25%, Sleight 67%, Sneak 103%, Track 78%, World Lore 32%.

Languages: Speak Ranke 55%, R/W Ranke 9%, Speak Ilsig 32%, Speak Nisi' 57%, R/W Nisi' 25%.

Magic Items: none recorded; may own a trivial amulet.

Treasure: has 50 pennies hidden away as a stake.

Notes: a good talent stuck in Sanctuary during a bad year. An enemy of Roxane and her ilk.

Myrtis

Human Female, Brothel Owner, Aged 100+

characteristics		*attributes*
STR	10	Move: 3
CON	15	Hit Points: 14 .....
SIZ	12	Fatigue: 25 .....
INT	18	Magic Points: 16 .....
POW	16	DEX SR: 3
DEX	15	
APP	21	

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location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	8	89%	1D4+2	75%	6 .....

Dodge: 58%.

Sorcery Magic (free INT 13): Cast Back 45%, Damage Resistance 78%, Immortality, Mystic Vision 78%, Stupefaction 81%.

Sorcery Skills: Ceremony 56%, Enchant 23%, Summon 31%, Duration 52%, Intensity 85%, Multispell 19%, Range 46%.

Skills: Business Management 67%, Craft/Courtesan 98%, Craft/Cooking 74%, Devise 78%, Evaluate 61%, Fast Talk 98%, Hide 62%, Human Lore 97%, Listen 89%, Orate 87%, Play/Flute 64%, Scan 81%, Search 74%, Sing 75%, Sneak 73%.

Languages: Speak Ranke 58%, R/W Ranke 45%, Speak Ilsig 79%, R/W Ilsig 51%.

Treasure: several thousand soldats in gold, jewelry, and rich goods — the life savings of a successful businesswoman.

Notes: Myrtis benefits from Immortality spells taught her by Lythande. Myrtis runs Aphrodisia House, the leading establishment on the Street of Red Lanterns.

Lastel (One-Thumb)

Human Male, Nobleman-Owner of The Vulgar Unicorn, Age 45

characteristics		*attributes*
STR	17	Move: 3
CON	17	Hit Points: 17 .....
SIZ	16	Fatigue: 34 .....
INT	16	Magic Points: 5 .....
POW	5	DEX SR: 3
DEX	15	
APP	11	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/6 .....
l leg	05-08	04-06	0/6 .....
abdomen	09-11	07-10	0/6 .....
chest	12	11-15	0/8 .....
r arm	13-15	16-17	0/5 .....
l arm	16-18	18-19	0/5 .....
head	19-20	20	0/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Broadsword	6	74%	1D8+1+1D6	54%	10 .....
Dagger	7	67%	1D4+2+1D6	89%	6 .....

Dodge: 58%.

Spirit Magic (25%): Bladesharp 3, Demoralize (2), Detect Enemies, Shimmer 4, Silence 2.

Skills: Business Management 51%, Conceal 48%, Craft/Cooking 56%, Devise 56%, Evaluate 55%, Fast Talk 71%, Human Lore 67%, Listen 51%, Orate 71%, Ride 56%, Scan 49%, Search 51%, Sing 59%, Throw 72%, World Lore 47%.

Languages: Speak Ranke 76%, R/W Ranke 29%, Speak Ilsig 54%, R/W Ilsig 31%.

Notes: Lastel is a rich Rankan nobleman whose unusual ambitions led him to establish himself as a figure in the low life of Sanctuary. While Lastel doubtless considers himself equal to The Maze's challenges, the slum has eaten him alive, as slums have overwhelmed their residents in other times and places. Probably it is fairest to say that Lastel has simply found his own level as One-Thumb, owner of the Vulgar Unicorn.

At one time, Lastel hired Mizraith to protect him against assassins by casting a spell such that anyone killing Lastel would live forever in agony. Through another spell, somebody transported Lastel to the Spirit Plane, where he would up killing himself, thus triggering the eternal agony. Eventually, the spell ended (with Mizraith's death?), but Lastel is now a shadow of his former self, with a POW reduced to 5.

Zip

Human Male, Thief and Revolutionary, Age 24

characteristics		*attributes*
STR	12	Move: 3
CON	15	Hit Points: 13 .....
SIZ	11	Fatigue: 27 .....
INT	15	Magic Points: 13 .....
POW	13	DEX SR: 3
DEX	17	
APP	10	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	1/5 .....
chest	12	11-15	1/6 .....
r arm	13-15	16-17	1/4 .....
l arm	16-18	18-19	1/4 .....
head	19-20	20	1/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Shortsword	6	89%	1D6+1	92%	10 .....
Garotte	7	75%	strangles	—	—
Throwing Star	2,7	85%	1D4	—	—
Slingshot	2,7	73%	1D6	—	—
Dagger	7	86%	1D4+2	59%	6 .....

Dodge: 49%.

Spirit Magic (65%): Demoralize (2), Silence 2.

Skills: Climb 83%, Conceal 74%, Craft/Leather 15%, Devise 42%, Evaluate 46%, Fast Talk 46%, Hide 59%, Human Lore 34%, Jump 94%, Listen 57%, Orate 42%, Scan 62%, Search 45%, Sleight 54%, Sneak 87%, Track 34%, Throw 54%.

Languages: Speak Ranke 38%, R/W Ranke 19%, Speak Ilsig 69%, R/W Ilsig 14%.

Treasure: he is as broke as Downwind; with his new political connections, his fortunes may be somewhat improved, but he hasn't yet reached the point where he has to guard against his fellow thieves.

Notes: a gutter bravo who is using the current political crisis in Sanctuary to give vent to both his fantasies of leadership and his talent for cheap murder. Less skilled than Hanse, he isn't even shown by his chroniclers to be as good as he thinks. Zip worships Shalpa, but neither his skills nor his religious involvement are par with Hanse's.

Transients

Cappen Varra

Human Male, Minstrel from Caronne, Age 32

characteristics		*attributes*
STR	13	Move: 3
CON	15	Hit Points: 15 .....
SIZ	14	Fatigue: 28 .....
INT	17	Magic Points: 18 .....
POW	18	DEX SR: 2
DEX	17	
APP	14	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Rapier	6	83%	1D6+1+1D4	50%	8 .....
Main Gauche	7	37%	1D4+2+1D4	72%	10 .....

Dodge: 60%.

Spirit Magic (90%): Bladesharp 3, Demoralize (2), Glamour 1, Heal 3, Protection 4.

Skills: Boat 30%, Ceremony 34%, Conceal 45%, Craft/Musical Instrument Repair 46%, Fast Talk 64%, First Aid 41%, Hid 65%, Human Lore 68%, Listen 59%, Mineral Lore 67%, Orate 54%, Plant Lore 40%, Play/Flute 52%, Play/Lute 49%, Scan 63%, Search 67%, Sing 78%, Sleight 57%, Sneak 45%, Throw 64%.

Languages: Speak Ranke 25%, R/W Ranke 20%, Speak Ilsig 41%, R/W Ilsig 23%, Speak Caronnian 55%, R/W Caronnian 35%.

Magic Items: matrix for Spell Resistance 15 in the shape of a snake amulet. The amulet casts the spell automatically, and costs no magic points to do so. To activate the amulet, the owner must state three truths about the obvious source of magical danger. It will work against spells from more than one source, if Cappen Varra speaks the truths about each potential threat.

Chenaya

Human Female, Rankan Noblewoman, Initiate of Savankala, Age 27

characteristics		*attributes*
STR	19	Move: 3
CON	18	Hit Points: 15 .....
SIZ	11	Fatigue: 37 .....
INT	15	Magic Points: 18 .....
POW	18	DEX SR: 2
DEX	18	
APP	14	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	6	123%	1D10+1+1D4	78%	12 .....
Composite Bow	2,7	89%	1D8+1	23%	7 .....

Dodge: 87%.

stat continued on next page

Zip

Spirit Magic (90%): Bladesharp 5, Demoralize (2), Protection 3, Shimmer 3.

Divine Magic (100%): Heal Wounds 3, Shield 3.

Skills: Ceremony 44%, Craft/Armoring 25%, Devise 33%, Evaluate 44%, Fast Talk 50%, Human Lore 56%, Orate 60%, Scan 53%, Sneak 24%, Throw 61%, World Lore 53%.

Languages: Speak Ranke 75%, R/W Ranke 25%, Speak Ilsig 36%, R/W Ilsig 9%.

Magic Items: none normally. She could command any family magic or anything stored in the Prince's palace.

Treasure: Chenaya is the rich, spoiled scion of a ruling family. She commands huge sums of money and is visiting Sanctuary only because of extreme political unrest in the capital.

Notes: She is related to or acquainted with all the Rankans in Sanctuary. She is fated to succeed in all she attempts, and has a weird to die by drowning.

Cime

Human Female, Rankan Harlot, Age 350

characteristics		*attributes*
STR	14	Move: 3
CON	14	Hit Points: 13 .....
SIZ	12	Fatigue: 28 .....
INT	18	Magic Points: 20 .....
POW	20	DEX SR: 2
DEX	17	
APP	16	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Shortsword	6	54%	1D6+1+1D4	56%	10 .....
Dagger	7	66%	1D4+2+1D4	49%	6 .....

Dodge: 67%.

Sorcery Magic (free INT 18): Cast Back 83%, Damage Resistance 96%, Human Control 95%, Immortality, Mystic Vision 100%, Spell Resistance 89%, Smother 90%, Stupefaction 91%, Treat Wounds 98%, Venom 98%.

Sorcery Skills: Ceremony 90%, Duration 69%, Intensity 91%, Range 73%.

Skills: Climb 67%, Conceal 58%, Craft/Courtesan 78%, Devise 48%, Evaluate 91%, Fast Talk 94%, First Aid 72%, Hide 59%, Human Lore 92%, Listen 89%, Orate 78%, Play/Harp 68%, Scan 92%, Search 87%, Sing 81%, Sleight 70%, Sneak 82%, World Lore 39%.

Languages: Speak Ranke 85%, R/W Ranke 32%, Speak Ilsig 37%, R/W Ilsig 20%.

Magic Items: Cime's diamond rods. These two rods are very important to her, and are probably her only important possession. One, when touched to the skin, clothing, or armor of another person, automatically lowers the target's POW by 1D6 (no resistance is possible). The other acts as an always-on divine magic Absorption 5. Each rod also acts as a matrix for all the spells that Cime knows.

Treasure: for such a powerful woman, she has amazingly little riches. She often owns no more than the admittedly costly clothes and jewels on her body.

Notes: Cime has a dangerous reason for life —the orderly extermination of sorcerers. Since she is a harlot, access to the mostly male Rankan sorcerer class is easy, and she has wrought havoc.

Cythen

Human Female, Mercenary Enlisted under Walegrin, Age 27

characteristics		*attributes*
STR	13	Move: 3
CON	15	Hit Points: 12 .....
SIZ	9	Fatigue: 28 – 20 = 8 .....
INT	14	Magic Points: 15 .....
POW	15	DEX SR: 2
DEX	16	
APP	14	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	6/4 .....
l leg	05-08	04-06	6/4 .....
abdomen	09-11	07-10	6/4 .....
chest	12	11-15	6/5 .....
r arm	13-15	16-17	6/3 .....
l arm	16-18	18-19	6/3 .....
head	19-20	20	6/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Broadsword	7	104%	1D8+1	87%	10* .....
Target Shield	8	16%	1D6	101	12 .....
Composite Bow	2,9	48%	1D8+1	—	7 .....
Dagger	8	70%	1D4+2	43%	6 .....

Dodge: 53%.

Spirit Magic (55%): Bladesharp 4, Coordination 4, Demoralize (2).

Skills: Ceremony 29%, Conceal 30%, Devise 28%, Evaluate 43%, Fast Talk 42%, First Aid 39%, Human Lore 57%, Listen 69%, Ride 37%, Scan 58%, Search 34%, Throw 57%, World Lore 40%.

Languages: Speak Ranke 50%, Speak Ilsig 68%, R/W Ilsig 28%.

*** Magic Items:** sword is of a magical alloy which takes no damage from other weapons in combat, though it still blocks only 10 points of damage in parrying.

Treasure: broke; could get a loan from Walegrin.

Notes: Cythen's sister was murdered by a Beysib nobleman, who in turn was executed for his crime.

Jamie the Red

Human Male, Barbarian Nobleman, Age 25

characteristics		*attributes*
STR	18	Move: 3
CON	18	Hit Points: 18 .....
SIZ	18	Fatigue: 36 .....
INT	15	Magic Points: 17 .....
POW	17	DEX SR: 3
DEX	15	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/6 .....
l leg	05-08	04-06	0/6 .....
abdomen	09-11	07-10	0/6 .....
chest	12	11-15	0/8 .....
r arm	13-15	16-17	0/5 .....
l arm	16-18	18-19	0/5 .....
head	19-20	20	0/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	6	87%	1D10+1+1D6	56%	12 .....
Target Shield	7	26%	1D6+1D6	74%	12 .....
Long Bow	3,9	63%	1D8+1	—	6 .....

Dodge: 34%.

Spirit Magic (75%): Bladesharp 4, Countermagic 3, Demoralize (2), Fanaticism, Farsee 1, Glue 1, Mobility 1, Speedart.

Divine Magic, one-use (100%): Shield 2, Heal Wound.

stat continued on next page

Skills: Animal Lore 34%, Climb 65%, Conceal 46%, Evaluate 34%, Fast Talk 40%, First Aid 27%, Jump 50%, Listen 38%, Orate 53%, Play/Bagpipes 23%, Ride 54%, Search 53%, Track 47%.

Languages: Speak Ranke 26%, R/W Ranke 11%, Speak Ilsig 27%, R/W Ilsig 7%, Speak Highlander 53%, R/W Highlander 27%.

Treasure: comfortable at home, and with resources in Sanctuary. Probably Jamie either had a remittance payable through the Prince's palace, or stashed some money outside of town. Jamie can raise hundreds of soldats at a moment's notice.

Notes: Jamie and Cappen Varra were inseparable during the first books, and now have seemingly left town indefinitely. Sanctuary is duller and grayer without them.

Kama

Human Female, Soldier and Bard, Age 24

characteristics		*attributes*
STR	14	Move: 3
CON	18	Hit Points: 14 .....
SIZ	9	Fatigue: 32 – 7 = 25 .....
INT	16	Magic Points: 18 .....
POW	18	DEX SR: 3
DEX	15	
APP	12	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	1/5 .....
l leg	05-08	04-06	1/5 .....
abdomen	09-11	07-10	1/5 .....
chest	12	11-15	2/6 .....
r arm	13-15	16-17	1/4 .....
l arm	16-18	18-19	1/4 .....
head	19-20	20	1/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	7	93%	1D10+1+1D4	57	12 .....
Composite Bow	3,9	78%	1D8+1	—	7 .....
Target	8	22%	1D6+1D4	89	12 .....

Dodge: 45%.

Spirit Magic (83%): Befuddle (2), Bladesharp 4, Coordination 3.

Divine Magic, one-use (93%): Find Enemy, Heal Wound 3.

Skills: Ceremony 23%, Conceal 63%, Craft/Scribery 15%, Devise 29%, Evaluate 30%, Fast Talk 38%, Hide 56%, Human Lore 64%, Listen 44%, Orate 88%, Play/Lyre 72%, Scan 44%, Search 49%, Sing 80%, Sleight 77%, Sneak 71%, Throw 58%, Track 71%.

Languages: Speak Ranke 51%, R/W Ranke 31%, Speak Ilsig 21%, R/W Ilsig 9%.

Magic Items: none, normally, but a few may be kept in the armory of the Third Commando.

Treasure: few personal funds; lives communally in the Third Commando barracks as an officer. Has access to very limited contingency funds.

Notes: She is liaison between the Third Commando and the Stepsons. Kama is an initiate of Vashanka. She is an accomplished poet and a good performing bard; such a well-honed poetic imagination could hinder her in facing the horrors of war.

Lord Kurrekai

Human Male, Typical Beysib Nobleman, Age 25

characteristics		*attributes*
STR	14	Move: 3
CON	14	Hit Points: 12 .....
SIZ	10	Fatigue: 28 .....
INT	16	Magic Points: 18 .....
POW	18	DEX SR: 3
DEX	14	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/4 .....
l leg	05-08	04-06	0/4 .....
abdomen	09-11	07-10	0/4 .....
chest	12	11-15	0/5 .....
r arm	13-15	16-17	0/3 .....
l arm	16-18	18-19	0/3 .....
head	19-20	20	0/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
RH Broadsword	7	92%	1D8+1+1D4	50%	10 .....
LH Broadsword	10	56%	1D8+1+1D4	74	10 .....
Thrown Dart	3,9	56%	1D6+1D2	—	4 .....

Dodge: 47%.

Spirit Magic (90%): Detect Enemy, Glamour 1, Bladesharp 4.

Divine Magic (100%): Shield 2.

Skills: Boat 20%, Ceremony 33%, Evaluate 43%, Fast Talk 42%, Human Lore 57%, Orate 66%, Ride 63%, Throw 54%, World Lore 37%.

Languages: Speak Ranke 22%, Speak Beysib 52%, R/W Beysib 34%.

Magic Items: might have an amulet or matrix, but nothing special.

Treasure: carries 20-30 pennies as pocket money; could raise thousands of soldats if inspired.

Notes: as a class, Beysib noblemen are drones; things are run mostly by the Beysib women. The men kill time by causing trouble and competing with mercenaries for low-life spots. Lord Kurrekai is dead at the end of *The Face of Chaos.*

Lythande

Human Female, Mage of the Blue Star, of great age

characteristics		*attributes*
STR	14	Move: 3
CON	18	Hit Points: 13 .....
SIZ	14	Fatigue: 32 – 8 = 24 .....
INT	18	Magic Points: 18 .....
POW	18	DEX SR: 2
DEX	18	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	3/6 .....
l leg	05-08	04-06	3/6 .....
abdomen	09-11	07-10	5/6 .....
chest	12	11-15	5/8 .....
r arm	13-15	16-17	5/5 .....
l arm	16-18	18-19	5/5 .....
head	19-20	20	3/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Rapier	6	95%	1D6+1+1D4	89%	8 .....

Dodge: 84%.

Spirit Magic (82%): Befuddle (2), Demoralize (2), Second Sight (3).

Divine Magic (92%): the Blue Star is the focus for the divine magic which Lythande has learned through years of visits to friendly cults and through the Blue Star cult. See the Blue Star cult description.

Sorcery Magic (free INT 19): Ceremony 91%, Enchant 101%, Summoning 97%, Duration 79%, Intensity 89%, Multispell 76%; knows spells as desired by gamemasters.

Skills: Animal Lore 43%, Boat 41%, Climb 66%, Conceal 75%, Craft/Stonecarving 54%, Craft/Tattoo 78%, Devise 60%, Evaluate 73%, Fast Talk 63%, First Aid 70%, Hide 36%, Human Lore 91%, Jump 51%, Listen 81%, Mineral Lore 33%, Orate 87%, Plant Lore 33%, Ride 81%, Scan 93%, Search 75%, Sing 55%, Sleight 63%, Sneak 66%, Throw 52%, Track 51%, World Lore 43%.

Languages: Speak Ranke 75%, R/W Ranke 68%, Speak Ilsig 95%, R/W Ilsig 90%, Speak Enlibaran 28%, R/W Enlibaran 41%.

stat continued on next page

Magic Items: she belongs to the mystical order of the Blue Star, and keeps all her spirit and sorcery spells on matrices.

Treasure: she does not own property, nor does this interesting person have an obvious source of income. Nonetheless, Lythande probably could command hundreds of soldats at a moment's notice.

Notes: she left Sanctuary in the company of some demi-humans, and has been seen only occasionally since then. She has received Immortality spells from an early age.

Monkel Setmur

Human Male, Sea Captain and Clan Elder, Age 24

characteristics		*attributes*
STR	15	Move: 3
CON	16	Hit Points: 15 .....
SIZ	14	Fatigue: 31 .....
INT	16	Magic Points: 14 .....
POW	14	DEX SR: 3
DEX	15	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Broadsword	7	63%	1D8+1+1D4	41%	10 .....
Dagger	8	51%	1D6+1D4	29%	8 .....
Fist	8	63%	1D3+1D4	29%	hand

Dodge: 21%.

Spirit Magic (70%): Bladesharp 2, Demoralize (2), Farsee 4, Shimmer 4, Vigor 2.

Divine Magic (100%): Float 3, Heal Wounds 2, Shield 1, Worship Bey.

Skills: Ceremony 30%, Climb 80%, Craft/Wood 40%, Devise 42%, Fast Talk 45%, Human Lore 65%, Orate 47%, Play/Pipe 25%, Scan 60%, Shiphandling 82%, Swim 65%, Throw 53%, World Lore 67%.

Languages: Speak Beysib 65%, R/W Beysib 45%, Speak Ranke 34%, R/W Ranke 19%, Speak Ilsig 41%, R/W Ilsig 34%.

Magic Items: possibly has access to secret clan magic usable in an emergency, probably including something interesting in the way of a Command Sea Monster matrix.

Treasure: Monkel is the elder of a smallish clan whose wealth is tied up in its working capital, the boats and equipment of the fishing fleet. The fleet probably makes sales of about 50,000 soldats a month in the Sanctuary marketplace, and Monkel commands a tithe of this, plus what his own ship earns.

Notes: Monkel is an acolyte in the Beysib religion, and is as able in practical matters as his opposite number, Shupansea, but his skills are definitely not political in nature, and he lacks the sage advice available to his betters.

Randal

Human Male, Adept from the Westwall, Age 60

characteristics		*attributes*
STR	13	Move: 3
CON	14	Hit Points: 13 .....
SIZ	11	Fatigue: 27 .....
INT	19	Magic Points: 18 .....
POW	18	DEX SR: 2
DEX	16	
APP	8	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Shortsword	6	53%	1D6+1+1D4	37	10 .....
Bite	7	87%	varies*	—	—.....
Claw	7	59%	varies*	—	—.....

** see below.*

Dodge: 61%.

Sorcery Spells (free INT 19): knows all common sorcery spells at 75+1D20%. He knows Shapechange Human to several varieties of ferocious animals at 80+%, and combines this with Enhance or Diminish SIZ. He specializes in shape-shifting magic, using such spells as Shapechange Human to Bear, Hound, or Mongoose on himself, adding suitable protection, damage enhancement, and anti-magic spells, and wading into physical combat. His Bite and Claw skills are listed above.

Sorcery Skills: Ceremony 91%, Enchant 89%, Summon 88%, Duration 91%, Intensity 99%, Multispell 93%, Range 95%.

Skills: Animal Lore 61%, Craft/Furrier 46%, Devise 69%, Evaluate 26%, Fast Talk 59%, Human Lore 46%, Orate 63%, Scan 59%, Sing 51%, Sleight 41%.

Languages: Speak Ranke 45%, R/W Ranke 18%, Speak Ilsig 27%, R/W Ilsig 7%, Speak Nisi' 77%, R/W Nisi' 68%. .

Treasure: Randal seems to be on a mission in Sanctuary. If he has a permanent home, it is elsewhere, perhaps in the Westwall. He bunks at the Hazard Mages' Guild Hall, and apparently lives off a stipend from the Stepsons.

Notes: Randal has been imported into Sanctuary by forces friendly to the Stepsons, with whom he serves from time to time.

Roxane

Human Female, Sorceress, Age 145, looks much younger

characteristics		*attributes*
STR	10	Move: 3
CON	18	Hit Points: 13 .....
SIZ	7	Fatigue: 28 .....
INT	18	Magic Points: 18 .....
POW	18	DEX SR: 3
DEX	14	
APP	15	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	0/5 .....
l leg	05-08	04-06	0/5 .....
abdomen	09-11	07-10	0/5 .....
chest	12	11-15	0/6 .....
r arm	13-15	16-17	0/4 .....
l arm	16-18	18-19	0/4 .....
head	19-20	20	0/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Dagger	9	98%	1D4+2	72	6 .....

Dodge: 76%.

Sorcery Magic (free INT 18): knows all common spells at 90 and any other spell the gamemaster wishes her to know. She has the ability to create familiars from snakes, and then gain back the lost characteristics when she tires of the familiar.

Sorcery Skills: Ceremony 87%, Enchant 97%, Summon 120%, Duration 101%, Intensity 116%, Multispell 110%, Range 99%.

Skills: Craft/Bone 52%, Craft/Ceramic 53%, Devise 65%, Fast Talk 32%, Listen 68%, Orate 68%, Scan 59%, Search 78%, Sing 56%, Sleight 68%, Sneak 29%, Track 71%, World Lore 56%.

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Languages: Speak Ranke 47%, R/W Ranke 25%, Speak Ilsig 40%, R/W Ilsig 17%, Speak Nisi' 91%, R/W Nisi' 101%.

Magic Items: a collection of foci for most of her spells. Also has minor and major spirit and magic point matrices.

Treasure: Roxane has access to large quantities of money.

Notes: Roxane is one of the infamous Nisibisi witches involved with the mysterious Mygdonians and the war with Ranke in the Westwall Mountains. Roxane has established herself in Sanctuary for some of the same reasons as has Ischade, but also intends to take dark actions against the Rankan Empire. Roxane's magic seems to be a combination of undead creation and weather control.

Samlor hil Samt

Human Male, Caravan Master, Age 40

characteristics		*attributes*
STR	18	Move: 3
CON	18	Hit Points: 18 .....
SIZ	17	Fatigue: 36 – 8 = 30 .....
INT	17	Magic Points: 17 .....
POW	17	DEX SR: 2
DEX	17	
APP	13	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	1/6 .....
l leg	05-08	04-06	1/6 .....
abdomen	09-11	07-10	5/6 .....
chest	12	11-15	5/8 .....
r arm	13-15	16-17	1/5 .....
l arm	16-18	18-19	1/5 .....
head	19-20	20	1/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	5	90%	1D10+1+1D6	76%	12 .....
Great Axe	4	67%	2D6+2+1D6	69%	10 .....
Composite Bow	2,7	87%	1D8+1	—	7 .....
Thrown Dagger	2,7	96%	1D4+1D3	—	6 .....
Dagger	6	54%	1D4+2+1D6	52%	6 .....

Dodge: 28%.

Spirit Magic (77%): Bladesharp 2, Countermagic 3, Speedart, Spirit Screen 3.

Divine Magic, one-use (92%): Create Market, Heal Wound, Path Watch, Shield.

Skills: Boat 49%, Ceremony 53%, Devise 52%, Evaluate 98%, Fast Talk 89%, Hide 35%, Human Lore 92%, Listen 72%, Orate 75%, Ride Camel 79%, Scan 70%, Search 52%, Sleight 63%, Track 47%.

Languages: Speak Ranke 63%, R/W Ranke 45%, Speak Ilsig 65%, R/W Ilsig 47%, Speak Enlibaran 25%, R/W Enlibaran 35%.

Treasure: wealthy, but most of his tens of thousands of soldats are tied up in caravan animals and trade goods.

Notes: has earned the enmity of the Beysib, and must watch his step in Sanctuary.

Smhee

Human Male, Assassin, Age 40

characteristics		*attributes*
STR	15	Move: 3
CON	15	Hit Points: 16 .....
SIZ	16	Fatigue: 30 .....
INT	17	Magic Points: 17 .....
POW	17	DEX SR: 2
DEX	17	
APP	12	

stat continued on next page

Saliman

location	melee	missile	points
r leg	01-04	01-03	0/6 .....
l leg	05-08	04-06	0/6 .....
abdomen	09-11	07-10	0/6 .....
chest	12	11-15	0/8 .....
r arm	13-15	16-17	0/5 .....
l arm	16-18	18-19	0/5 .....
head	19-20	20	0/6 .....

weapon	sr	attack	damage	parry	points
Shortsword	6	61%	1D6+1+1D4	52%	10 .....

Dodge: 87%.

Spirit Magic (85%): Demoralize (2), Disruption, Protection 5, Second Sight (3).

Divine Magic (100%): Heal Wound 3.

Skills: Animal Lore 43%, Ceremony 56%, Climb 80%, Conceal 83%, Craft/Clothing 57%, Devise 61%, Evaluate 68%, Fast Talk 81%, First Aid 57%, Hide 60%, Human Lore 86%, Jump 85%, Listen 68%, Orate 57%, Ride 78%, Scan 77%, Search 58%, Sleight 83%, Sneak 48%, Swim 79%, Track 48%, Throw 53%, World Lore 32%.

Languages: Speak Ranke 12%, R/W Ranke 7%, Speak Ilsig 34%, R/W Ilsig 8%, Speak Sherranpip 42%, R/W Sherranpip 14%.

Treasure: not much. Since Smhee spent all his time hunting Kemren, he must have had some money, but not enough to make extensive purchases.

Shupansea

Human Female, Beysa and Empress of the Beysib, Age 25

characteristics		attributes
STR	12	Move: 3
CON	15	Hit Points: 12 .....
SIZ	9	Fatigue: 27 .....
INT	17	Magic Points: 18 .....
POW	18	DEX SR: 3
DEX	13	
APP	16	

location	melee	missile	points
r leg	01-04	01-03	0/4 .....
l leg	05-08	04-06	0/4 .....
abdomen	09-11	07-10	0/4 .....
chest	12	11-15	0/5 .....
r arm	13-15	16-17	0/3 .....
l arm	16-18	18-19	0/3 .....
head	19-20	20	0/4 .....

weapon	sr	attack	damage	parry	points
Shortsword	8	65%	1D6+1	41%	10 .....
Dagger	9	54%	1D4+2	28%	6 .....

Dodge: 25%.

Spirit Magic (90%): Countermagic 4, Demoralize (2), Disrupt, Heal 3, Light.

Divine Magic (100%): has about 50 points of divine magic available, renewable on a limited basis using an altar brought from the Beysib Empire and now set up in a chamber in the Governor's palace.

Skills: Brew Potion 97%, Ceremony 58%, Enchant 57%, Evaluate 27%, Fast Talk 75%, Human Lore 68%, Orate 75%, Play Flute 27%, Ride 56%, Summon 57%, Throw 51%, World Lore 48%.

Languages: Speak Beysib 76%, R/W Beysib 57%, Speak Ranke 45%, R/W Ranke 13%, Speak Ilsig 19%, R/W Ilsig 11%.

Magic Items: has access to a rich collection of foci, matrices, and other goodies collected by the Buriks before fleeing the Empire.

Treasure: fabulous wealth — over 500,000 soldats of gold, silver, gems, and sumptuous goods, with only the poor markets of Sanctuary to spend it in.

Notes: the stories so far have underplayed the depth of this highly-educated and rich noblewoman who is the the High Priestess of the state religion temporarily living in exile. She should not be trifled with.

Sync

Human Male, a Soldias, Captain of the 3rd Commando, Age 34

characteristics		attributes
STR	17	Move: 3
CON	16	Hit Points: 16 .....
SIZ	16	Fatigue: 33 – 30 = 3 .....
INT	14	Magic Points: 13 .....
POW	13	DEX SR: 3
DEX	15	
APP	10	

location	melee	missile	points
r leg	01-04	01-03	7/6 .....
l leg	05-08	04-06	7/6 .....
abdomen	09-11	07-10	7/6 .....
chest	12	11-15	7/8 .....
r arm	13-15	16-17	7/5 .....
l arm	16-18	18-19	7/5 .....
head	19-20	20	7/6 .....

weapon	sr	attack	damage	parry	points
Bastard Sword	6	106%	1D10+1+1D6	37%	12 .....
Composite Bow	3,9	104%	1D8+1	23%	8 .....
Target Shield	7	21%	1D6+1D6	101%	12 .....

Dodge: 58%.

Spirit Magic (35%): Bladesharp 4, Countermagic 3, Demoralize (2), Protection 2, Speedart.

Skills: Animal Lore 19%, Climb 63%, Conceal 50%, Devise 30%, Fast Talk 39%, Hide 38%, Human Lore 85%, Jump 48%, Listen 58%, Orate 51%, Ride 42%, Scan 58%, Search 36%, Throw 50%.

Languages: Speak Ranke 56%, R/W Ranke 6%, Speak Ilsig 23%, R/W Ilsig 4%.

Magic Items: none normally. Sync has access to some spirit magic foci which reside in the 3rd Commando arsenal, but doubtless he assigns more magically-inclined personnel to operate them when needed.

Notes: Sync is a piece on the gameboard of Sanctuary politics. He is a competent soldier and his Human Lore skill makes him a good commander.

Generic Characters

Typical Harka Bey Assassin

Human Female, Secret Group Member, Age 30

characteristics		attributes
STR	13	Move: 3
CON	14	Hit Points: 12 .....
SIZ	10	Fatigue: 27 – 9 = 18 .....
INT	15	Magic Points: 15 .....
POW	15	DEX SR: 2
DEX	16	
APP	12	

stat continued on next page

location	*melee*	*missile*	*points*
r leg	01-04	01-03	2/4 .....
l leg	05-08	04-06	2/4 .....
abdomen	09-11	07-10	2/4 .....
chest	12	11-15	2/5 .....
r arm	13-15	16-17	2/3 .....
l arm	16-18	18-19	2/3 .....
head	19-20	20	3/4 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
RH Broadsword	6	103%	1D8+1	79%	10* .....
LH Broadsword	9	84%	1D8+1	102%	10* .....
Med. Crossbow	2	78%	2D4+2	—	8 .....

Dodge: 20%.

Spirit Magic (66%): Bladesharp 2, Mobility 1.

Skills: Boat 32%, Brew Potion 50%, Ceremony 30%, Climb 83%, Conceal 30%, Devise 30%, First Aid 39%, Hide 83%, Human Lore 34%, Jump 52%, Listen 59%, Scan 61%, Search 47%, Sneak 71%.

Languages: Speak Ranke 32%, Speak Ilsig 39%, Speak Beysib 64%, R/W Beysib 15%.

*** Magic Items:** Harka Bey assassins have what seem to be indestructible swords — they never lose armor points, though they block the normal 10 points when used to parry. Typical assassins seem to carry no magic items other than these twin swords.

Treasure: none; probably supported by a communal economy aboard ship.

Notes: they have several points of similarity to the Sacred Banders.

Typical Hawkmask

Human Male or Female, Minion of Jubal, Age 25-35

characteristics		*attributes*
STR	14	Move: 3
CON	14	Hit Points: 14 .....
SIZ	14	Fatigue: 28 – 8 = 20 .....
INT	13	Magic Points: 13 .....
POW	13	DEX SR: 3
DEX	14	
APP	10	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	1/5 .....
l leg	05-08	04-06	1/5 .....
abdomen	09-11	07-10	3/5 .....
chest	12	11-15	3/6 .....
r arm	13-15	16-17	1/4 .....
l arm	16-18	18-19	1/4 .....
head	19-20	20	1/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastardsword	7	76%	1D10+1+1D4	70%	12 .....
Self Bow	3,9	50%	1D6+1	—	5 .....

Dodge: 10%.

Spirit Magic (62%): Demoralize (2), Heal 2.

Skills: Climb 55%, Conceal 45%, Devise 25%, Fast Talk 50%, Jump 50%, Listen 60%, Ride 50%, Scan 60%, Search 40%, Sleight 35%, Throw 60%, Track 20%.

Languages: Speak Ranke 35%, R/W Ranke 10%, Speak Ilsig 30%, R/W Ilsig.

Treasure: depends on period. During the gang's heyday, individual Hawkmasks had as pocket money scores of soldats. During lean recent times, surviving gang members are reduced to the few silvers they can obtain through their own enterprise.

Typical Hell Hound

Human Male

characteristics		*attributes*
STR	15	Move: 3
CON	16	Hit Points: 16 .....
SIZ	15	Fatigue: 31 – 31 = 0 .....
INT	11	Magic Points: 14 .....
POW	14	DEX SR: 2
DEX	16	
APP	12	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	8/6 .....
l leg	05-08	04-06	8/6 .....
abdomen	09-11	07-10	8/6 .....
chest	12	11-15	8/8 .....
r arm	13-15	16-17	8/5 .....
l arm	16-18	18-19	8/5 .....
head	19-20	20	9/6 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastard Sword	6	109%	1D10+1+1D4	31%	15 .....
Composite Bow	2/7	79%	1D8+1	—	— .....
Kite Shield	7	15%	1D6+1D4	105%	16 .....

Dodge: 11%.

Spirit Magic (39%): Bladesharp 3, Demoralize (2), Heal 3.

Divine Magic (69%): Shield 1, Truesword 2.

Skills: Ceremony 14%, Conceal 26%, Devise 26%, First Aid 35%, Hide 18%, Human Lore 65%, Listen 42%, Orate 45%, Ride 83%, Scan 54%, Search 53%, Sneak 47%, Throw 48%, Track 31%.

Languages: Speak Ranke 45%, R/W Ranke 13%, Speak Ilsig 31%.

Notes: Highly-experienced soldier who has been made part of Kadakithis' personal guard and enforcers.

Typical Stepson

Human Male, Sacred Band Group Member, Age 26

characteristics		*attributes*
STR	15	Move: 3
CON	15	Hit Points: 14 .....
SIZ	15	Fatigue: 30 – 24 = 6 .....
INT	13	Magic Points: 12 .....
POW	12	DEX SR: 3
DEX	13	
APP	10	

location	*melee*	*missile*	*points*
r leg	01-04	01-03	6/5 .....
l leg	05-08	04-06	6/5 .....
abdomen	09-11	07-10	6/5 .....
chest	12	11-15	6/6 .....
r arm	13-15	16-17	6/4 .....
l arm	16-18	18-19	6/4 .....
head	19-20	20	6/5 .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Bastardsword	7	102%	1D10+1+1D4	56%	12 .....
Heater Shield	8	34%	1D6+1D4	94%	12 .....
Med. Crossbow	3	102%	2D4+2	—	8 .....
Fist	8	58%	1D3+1D4	26	hand

Dodge: 15%.

Spirit Magic (36%): Bladesharp 2.

Divine Magic (76%): Berserk, Find Enemy, Truesword.

Skills: Ceremony 24%, Conceal 29%, Devise 29%, Human Lore 20%, Listen 58%, Orate 22%, Ride 47%, Scan 58%, Search 32%.

Languages: Speak Ranke 55%, R/W Ranke 15%, Speak Ilsig 39%.

stat continued on next page

Magic Items: no individual items. A cadre stock of matrices, etc., may exist for missions and wartime.

Treasure: 10-20 pennies; the Sacred Band war chest could be called on for emergencies.

Notes: personally loyal to Tempus. Rune spells may not be renewable after the incidents of *Storm Season*. All members are initiates of Vashanka.

Typical Sikkintair

Creatures from Another Plane, "The Flying Knives"

characteristics	*average*	*attributes*
STR	4D6+30	44
CON	2D6+6	13
SIZ	4D6+30	44
INT	4	4
POW	3D6	10-11
DEX	3D6	10-11

Move: 2/10
Hit Points: 29 .....
Fatigue: 57
Magic Points: 12 .....

location	*melee*	*missile*	*points*
tail	01-02	01-02	6/8 (.25) .....
r wing	03-05	03-06	6/8 (.25) .....
l wing	06-08	07-10	6/8 (.25) .....
body	09-12	11-16	6/12 (.25) .....
r claw	13-14	17	6/10 (.25) .....
l claw	15-16	18	6/10 (.25) .....
head	17-20	19-20	6/10 (.25) .....

weapon	*sr*	*attack*	*damage*	*parry*	*points*
Claw	9	45%+5	1D10+4D6	—	—
Bite	6	35%+5	4D6	—	—

Note: Such a beast bites first, then claws 3 strike ranks later in each melee round. Bite damage is equal to the Sikkintair's damage bonus.

Middle Earth / Rolemaster Stats

Middle-Earth Role Playing (MERP) and *Rolemaster* (RM) are related game systems. In a sense, MERP is an introductory version of *Rolemaster* tailored for J.R.R. Tolkien's world of Middle Earth. The games are essentially compatible.

Rolemaster is particularly well-suited to adventures in Sanctuary. Unlike most roleplaying guidelines, including MERP, *Rolemaster* is a truly generic system, not based on any one setting or particular collection of races. Alignments, racial bonuses, and cultural baggage are absent from basic *Rolemaster* rules.

Instead, Rolemaster assumes that the GM will use his own world as a setting. Sanctuary is one of many such settings and is one of the better spots in which to run a wide-open series of *Rolemaster* adventures. After all, Sanctuary's characters have professions, often use magic, and frequently employ discernable skills. Fighting is a fact of daily life and the culture provides for plenty of creative leeway.

The MERP system is quite adaptable to Sanctuary adventures, although MERP is more restrictive than *Rolemaster*. Many Sanctuary characters, for instance, are rated above 10th level, the limit to MERP character progression. Although MERP permits high-level non-player-characters (NPCs) to interact with the player-characters, the latter are necessarily restricted. Adventures involving powerful Sanctuary figures may be beyond the skills of a group which contains no player-character higher than 10th level.

MERP's character generation and character description guidelines are largely based on race, for they are couched in terms of Middle Earth. Since races in Sanctuary differ from those found in MERP, GMs need to ignore, modify, or draw analogies from racial types. As a simple rule of thumb, which I have used here, characterize all Sanctuary characters either as Common Men (in MERP terms, Urban Men or Rural Men) or High Men (MERP's Dunedain and Black Numenoreans). A GM can use these types when applying race bonuses (if such bonuses are desired).

After a GM addresses these concerns, using MERP in Sanctuary is rather simple. Specific religions and cultures, spells and items, politics and power, and of course plots can all be plugged in which relative ease, for although MERP is less flexible than *Rolemaster*, it is essentially an adaptable game system.

Explanation Of Character Descriptions

Due to space considerations, most statistics are abbreviated and some are listed under general headings. Following a character's name, the numbers represent in order the character's Experience Level (Lvl), Concussion Hits (Hits), Armor Type (AT), Defensive Bonus (DB), Shield (Sh), Greaves (Gr), Melee Offensive Bonus (Melee OB), Missile Offensive Bonus (Missile OB), Movement Maneuvers (Mov Man), and Notes. An asterisk (*) means that magic is involved (*e.g.*, a magic shield or weapon).

AT — Armor Types are described in two ways. The two-letter abbreviation represents MERP ATs: No = none; SL = soft leather; RL = rigid leather; Ch = chain; Pl = plate. The number following the slash represents the equivalent *Rolemaster* ATs (*e.g.*, 1 = none; 20 = full plate).

DB — Defensive Bonuses include stats and shield (if any).

Sh — "Y" indicates a character commonly bears a shield; "N" means no shield. The number following a Y indicates a quality bonus (*e.g.*, Y10 = +10 shield).

Gr — "A" and "L" are used to indicate arm and leg greaves, respectively. A parenthetical reference indicates that there is some equivalent protection.

OB — OBs are divided into melee and missile categories. Weapon abbreviations follow OBs and represent favored weapons.

ba	*battle axe*	*ml*	*mounted lance*
bo	*bola*	*qs*	*quarterstaff*
bs	*broadsword*	*pa*	*pole arm*
cl	*club*	*sb*	*short or horse bow*
cp	*composite bow*	*sc*	*scimitar*
da	*dagger*	*sl*	*sling*
fa	*falchion*	*sp*	*spear*
ha	*hand*	*ss*	*short sword*
hb	*halbard*	*th*	*two-hand sword*
hcb	*heavy crossbow*	*ts*	*throwing star*
ja	*javelin*	*wh*	*war hammer*
lb	*long bow*	*wm*	*war mattock*
lcb	*light cross bow*	*wp*	*whip*
ma	*mace*		

Animal and unarmed attacks are abbreviated with three-letter codes. The first letter represents size or magnitude of strike: *H = Huge, L = Large, M = Medium, S = Small, and T = Tiny.* The second and third letters represent the type of attack: *Ba = bash* (MERP Ra), *bi = bite, Cl = claw, and Gr = grapple.* When using MERP, consult table CST-1 in the MERP rules to determine a weapon's attack category. For MERP animal attack categories, use table CST-2.

NOTES — The statistics describe each type of combatant. The character's profession, race, age, and demeanor are provided. When two professions are listed, MERP professions precede the slash and *Rolemaster* professions follow the slash.

STATS — The stats given are drawn from *Rolemaster*. For MERP stats, use Re (Reasoning) for Intelligence (Ig).

SPELLS — The spell lists are drawn from *Rolemaster*. MERP equivalents are cited.

— PETE FENLON

Volumes 3-6

Of the non-player-characters appearing in the Thieves' World volumes *Shadows of Sanctuary, Storm Season, The Face of Chaos,* and *Wings of Omen,* I have chosen as significant of those troubled times the following characters:

Beysib Nobleman	*Mor-am*
Chenaya	*Moria*
Haught	*Niko*
Hort	*Randal*
Ischade	*Roxane*
Kama	*Shupansea, The Beysa*
Mradhon Vis	*Stepson*
Monkel Setmur	*Zip*

By most significant, I mean merely that they are the most likely to prompt or be involved in actual player-character fights and other interactions, leaving for walk-on parts those more retiring souls who settle matters by other than melee and magic.

These characters have been prepared with attention to local campaigns in which characters are called on to do many things besides fight; also, some of the characters from the stories have been seen as themselves not emphasizing the fighting arts, and have been constructed accordingly. This may not work so well for campaigns in which the player-characters draw steel at everything that moves. For these situations, gamemasters should reevaluate NPC fighting prowess in terms of their own standards, and adjust them accordingly without worrying about balance or the sum of development points. After all, NPCs are stage-props to be used, shaped, colored, and discarded as gamemasters need.

The tides of history have brought to Sanctuary two new peoples, the Beysib and the Nisibisi. These peoples are neither Common nor High men and women, nor are they elves or anything non-human. I have prepared new racial bonus tables for these peoples.

Beysib: ST = +10; EM = -5; SD = +5; Hit Dice are D10, Max Hits = 150. All else is as Common humans.

Cime

Nisibisi: QU = +5; IN = +5; CO = -5; Resistance Rolls Essence = +5; Channeling = +5; Mentalism = +5; Poison = -5; Disease = -5; Recovery = .8x. All else is as Common humans.

In regard to the spell lists, the selection for the magic-using NPCs is contrary to the strict interpretation of Spell Law. This was done deliberately for these later-book characters because the writers of the stories had the characters doing wierd, wild, and wonderful magic, and some of the spell lists were mangled together to provide the range of effects that the books say these sorcerers, etc., accomplished. This in no way licenses players to similarly equip with abandon their favorite power-spell users — it's just artistic license in order to lend later Sanctuary the elusive flavor of magic gone wild.

The new characters have been integrated with the characters from *Thieves' World* and *Tales from the Vulgar Unicorn*. All are listed in alphabetical order under the following scheme: "Prince and Officials" essentially covers the Rankan powers in Sanctuary; "Residents" includes most of the people who seem to have continued presence in Sanctuary or who have had specific residences; "Transients" includes the Beysib presence (though they certainly are more powerful than Kitty-Cat's meager retinue) and other folk without strong commitment to the city; "Generic Folk" includes a Beysib nobleman, a Hawkmask, a Hell Hound, and a Stepson; and "Gods and Extraplanar Beasts" includes a handful of useful beings.

— ANDERS SWENSON

Prince and Officials

Aye-Gophlan

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
10	126	RL/10	45	Y10	L	130ss	110ja	10

Notes: Warrior/Fighter; Common Man; Captain of the Guard and lay adherent of Savankala. Age 36.

Stats: Ag96, Co90, SD75, Me88, Re67, St98, Qu96, Pr59, Em75, In50, Appear51.

Skills: Adrenal Moves (Speed 10, Strength 15), Ambush 2, Climbing 35, Cookery 10, Disarm Traps 25, Foraging 5, Navigation 30, Perception 65, Pick Locks 50, Public Speaking 30, Riding 50, Signaling 15, Stalk & Hide 40, Staves & Wands 10, Subduing 15, Swimming 35, Tracking 40, Trap-Building 15, Trickery 65, Tumbling 65.

Spells: 10PP. Elemental Shields (5th Lvl).

Languages: Ilsig 8/0, Rankan 6/0.

Items: Bears (+10) non-magic full-shield.

Danlis

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
4	27	No/1	10	N	N	40da	10da	10

Notes: Scout/Seer; Common Female; Rankan Lady-In-Waiting; Lay adherent of Sabellia and manipulative confidante of Lady Rosanda. Age 32.

Stats: Ag86, Co90, SD94, Me86, Re89, St98, Qu90, PR97, Em85, In79, Appear99.

Skills: Acting 20, Ambush 2, Climbing 10, Contortions 10, Cookery 10, Dance 10, Gambling 10, Music 5, Navigation 10, Perception 25, Pick Locks 20, Riding 20, Seduction 10, Singing 15, Stalk & Hide 20, Star Gazing 10, Swimming 15, Tracking 5, Trap-Building 5, Trickery 20.

Spells: 8PP. Cloaking (5th Lvl), Mind Visions (5th Lvl), True Perception (5th Lvl), True Sight (5th Lvl).

Languages: Rankan 10/8, Ilsig 7/6.

Items: Wears Rings that serves as a +3 spell adder. Carries +10 (non-magic) dagger.

Molin Torchholder

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
15	99	RL/9	15*	N	N	70bs/ma	40da	5

Notes: Animist/Cleric; Common Man; Temple Architect and Husband of Lady Rosanda; Rankan High Priest of Savankala. Age 52.

Stats: Ag89, Co84, SD87, Me98, Re79, St83, Qu79, Pr67, Em85, In100, Appear90.

Skills: Acting 20, Channeling 25, Climbing 35, Contortions 5, Directed Spells 30, Gambling 15, Mathematics 90, Music 5, Navigation 25, Perception 30, Pick Locks 10, Public Speaking 55, Riding 20, Rope Mastery 55, Runes 35, Seduction 10, Signaling 20, Singing 15, Smithing 45, Stalk & Hide 20, Star Gazing 15, Staves & Wands 15, Stone Carving 60, Swimming 15, Tracking 5, Trap-Building 25, Trickery 20.

Spells: 30PP. Cloaking (5th Lvl), Mind Visions (5th Lvl), True Perception (5th Lvl), True Sight (5th Lvl).

Languages: Rankan9/7, Enlibaran0/6, Venished0/8, Ilsig2/3.

Items: Wears +10 shirt. Carries a +10 (non-magic) bs and a +10 (non-magic) ma. His Rod of Office serves as a x3 PP (Channeling) spell multiplier and possesses an imbedded Spell Store.

Niko ("Stealth")

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
12	82	15/	20	Y10	(Y/Y)	89bs	74lb	10

Notes: Warrior/Fighter; Nisibisi Male; an important member of the Stepsons, a Rankan mercenary company with ties to Tempus; Age 25.

Stats: Ag93, Co98, SD96, Me92, Re79, St97, Qu92, Pr86, Em72, In89, Appear69.

Skills: Adrenal Moves (Leaping 35, Speed 25, Strength 30), Ambush 15, Climbing 28, Contortions 25, Foraging 30, Gambling 30, Navigation 20, Perception 30, Pick Locks 15, Public Speaking 20, Riding 33, Stalk & Hide 25, Star Gazing 20, Swimming 33, Tracking 40, Trickery 30.

Spell: 8PP. Path Master (Lvl 5).

Languages: Ilsig5/3, Rankan6/6, Nisi'7/6.

Items: Sword +5 (non-magical). Bonus not included in skill level noted above.

Prince Kadakithis

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
4	70	Ch/15	15	Y5	(A/L)	95bs	80cp/sp	10

Notes: Warrior/Fighter; Common Man; Half-Brother of the Emperor and Imperial Governor of Sanctuary; Lay Adherent of Savankala. Age 20.

Stats: Ag90, Co75, SD89, Me76, Re96, St95, Qu90, Pr92, Em91, In77, Appear93.

Skills: Acting 5, Animal Healing 10, Climbing 10, Dance 10, Gambling 5, First Aid 20, Foraging 15, Meditation 5, Music 10,

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Navigation 10, Perception 30, Public Speaking 25, Riding 25, Rowing 5, Signaling 15, Singing 5, Stalk & Hide 25, Star Gazing 10, Swimming 15, Tracking 10, Trading 15.

Spells: 4PP. Anticipations (5th Lvl).

Languages: Rankan9/10, Ilsig4/2, Enlibaran1/6.

Items: Savankh symbol of authority serves as a +4 spell adder and adds +10 to all RR versus non-elemental attack spells.

Tempus (Thales)

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
20	165	Pl/19	40*	Y10*	(A/L)	180bs/ ba	160cp/ sp	10

Notes: Warrior/Fighter; Common Man; Rankan Hell Hound; initiate of Vashanka who is answerable only to the Prince. Age 350.

Stats: Ag86, Co90, SD92, Me86, Re89, St98, Qu90, Pr97, Em85, In79, Appear99.

Skills: He can use all arms as 'similar weapons.' All Secondary Skills are at Rank 1 except — Acting 25, Adrenal Moves (all 20), Ambush 6, Climbing 25, Dance 10, Foraging 40, Gambling 10, Navigation 30, Perception 85, Pick Locks 25, Riding 30, Seduction 10, Stalk & Hide 55, Star Gazing 10, Staves & Wands 5, Subduing 35, Swimming 20, Tracking 85, Trap-Building 5, Trickery 25.

Spells/Special: 40PP. Possesses innate ability to heal up to 3 hits/rd. Cloaking (5th Lvl).

Languages: Rankan9/5, Ilsig3/0.

Items: Carries +10 shield, +15 bs, and +10 ba. Has a +10 Cloak of Hiding.

Walegrin

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
7	101	Rl/9	35	Y	N	105ss/ bs	95sp	10

Notes: Warrior/Fighter; Common Man; Ilsigi mercenary with no apparent cult affiliation. Age 35.

Stats: Ag94, Co91, SD76, Me66, Re73, St97, Qu91, Pr82, Em51, In86, Appear89.

Skills: Acting 10, Adrenal Moves (Leaping 15, Landing 10), Ambush 4, Climbing 15, Contortions 10, Cookery 5, Gambling 15, Perception 35, Pick Locks 10, Riding 20, Seduction 10, Stalk & Hide 25, Star Gazing 20, Swimming 15, Tracking 5, Trading 25, Trap-Building 10, Trickery 15.

Spells: 0PP. None.

Languages: Ilsig8/4, Rankan 8/5.

Items: Carries +5 (non-magical) shortsword; Headband adds +10 to RR vs. Essence and Mentalism spell attacks.

Zalbar

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
15	160	Pl/19	30	Y5	(A/L)	150bs/ ba	130sp/ cp	5

Notes: Warrior/Fighter; Common Man; Rankan Hell Hound and lay adherent of Savankala. Age 35.

Stats: Ag87, Co88, SD83, Me79, Re83, St99, Qu95, Pr89, Em75, In87, Appear94.

Skills: Adrenal Moves (Balance 15, Strength 15), Ambush 1, Climbing 15, Cookery 10, Disarm Traps 35, Navigation 25, Perception 65, Pick Locks 20, Riding 25, Stalk & hide 40, Star Gazing 10, Subduing 45, Swimming 20, Tracking 30, Trading 35, Trap-Building 15.

Spells: 0PP. None.

Languages: Rankan9/4, Ilsig5/0.

Items: Wears belt that adds +10 to RR vs. Channeling spell attacks.

Residents

Alten Stulwig

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
7	51	RL/9	5	N	N	65qs*	25da	5

Notes: Animist/Lay Healer; Common Man of unknown parentage; adherent of Ils; local physician. Age 35.

Stats: Ag88, Co95, SD99, Me92, Re89, St74, Qu75, Pr94, Em90, In84, Appear71.

Skills: Climbing 20, Cookery 30, First Aid 50, Perception 25, Public Speaking 15, Stalk & Hide 20, Swimming 15, Tumbling 10.

Spells: 14PP. Concussion Mastery (10th Lvl), Bone Mastery (5th Lvl), Blood Mastery (10th Lvl), Muscle Mastery (5th Lvl), Nerve & Organ Mastery (10th Lvl), Prosthetics (5th Lvl), Detections (10th Lvl), Self Healing (5th Lvl), Delving (10th Lvl).

Languages: Ilsig9/9, Rankan3/0.

Items: Bears magical (+15) quarterstaff blessed by Ils; acts as +1 spell adder.

Amoli

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
7	52	No/1	10	N	N	80da	65da	10

Notes: Scout/Thief. Common Female; Madam of the Lily Garden; Typically Accompanied by 10th Lvl Warrior-Guard. Age 45.

Stats: Ag94, Co89, SD45, Me91, Re87, St80, Qu92, Pr97, Em65, In90, Appear91.

Skills: Acting 55, Climbing 15, Cookery 50, Disarm Traps 25, Perception 75, Pick Locks 45, Public Speaking 45, Seduction 90, Singing 35, Stalk & Hide 30, Swimming 25, Trap-Building 5, Trickery 75.

Spells: 14PP. Illusions (5th Lvl).

Languages: Ilsig9/8, Rankan7/3, Enlibaran6/2, S'Danzo2/0.

Items: Bears non-magical (+10) dagger. Wears earring which is a +2 spell adder.

Dubro

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	96	Sl/5	20	N	N	110wh	50wh	20

Notes: Warrior/Fighter; Common Man; a smith in Sanctuary, and resident of The Bazaar. Age 35.

Stats: Ag98, Co89, SD84, Me79, Re68, St100, Qu97, Pr67, Em75, In69, Appear88.

Skills: Climbing 10, Contortions 10, Cookery 10, Gambling 10, Leatherworking 15, Navigation 10, Perception 30, Pick Locks 25, Riding 20, Seduction 10, Singing 15, Smithing 85, Stalk & Hide 10, Stonecarving 10, Subduing 35, Swimming 10, Tracking 5, Trap-Building 5, Trickery 20.

Spells: 0PP. None.

Languages: Ilsig8/0, S'Danzo4/0, Rankan2/0.

Items: Bears +10 (non-magical) hammer that performs as wh.

Enas Yorl

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
25	67	No/1	30*	N	N	65da	15da	10

Notes: Mage/Illusionist. High Man; Enigmatic Wizard Whose Form Varies with the Days (or Hours). Age 185.

Stats: Ag90, Co59, SD49, Me93, Re99, St100, Qu91, Pr93, Em100, In66, Appear88.

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Skills: Acting 45, Channeling 40, Climbing 10, Contortions 10, Cookery 15, Directed Spells 75, Disarm Traps 25, Gambling 10, Meditation 60, Music 35, Navigation 40, Perception 80, Pick Locks 25, Riding 20, Runes 70, Singing 20, Spell Mastery 25, Stalk & Hide 60, Star Gazing 40, Staves & Wands 60, Subduing 50, Swimming 15, Tracking 5, Trap-Building 10, Trickery 30.

Spells: 75PP. All Base Illusionist lists (25th Lvl); all Closed Essence lists (20th Lvl); all Open Essence lists (5th Lvl).

Languages: all languages 10/10.

Items: Bears Staff of Basilisk control; range 1000'; affects up to 100 beasts. Wears earring, a x4 PP multiplier.

Hakiem

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
5	58	No/1	10	N	N	85da	75da	10

Notes: Scout/Rogue; Common Man; 55 Year-Old Lay Adherent of Ils; Storyteller to the Town and Later Advisor to the Beysa.

Stats: Ag95, Co69, SD57, Me99, Re73, St93, Qu90, Pr47, Em86, In49, Appear38.

Skills: Acting 35, Climbing 15, Contortions 15, Falsifications 25, Foraging 20, Gambling 5, Meditation 15, Music 5, Navigation 15, Perception 30, Pick Locks 25, Public Speaking 20, Riding 10, Singing 15, Stalk & Hide 10, Star Gazing 15, Subduing 35, Swimming 10, Tracking 15, Trickery 30.

Spells: 0PP. None.

Languages: Ilsig9/0, Rankan2/0, S'Danzo1/0, Enlibaran1/0.

Items: None.

Hanse Shadowspawn

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
4	33	No/1	30*	N	N	65ss	55da	25

Notes: Scout/Thief; Common Man; Lay Adherent of Shalpa the Swift. Age 18.

Stats: Ag100, Co69, SD88, Me77, Re83, St86, Qu100, Pr59, Em76, In68, Appear74.

Skills: Acrobatics 25, Acting 10, Adrenal Moves (Balance 15, Landing 20), Climbing 55, Contortions 60, Gambling 10, Navigation 5, Perception 30, Pick Locks 25, Riding 5, Stalk & Hide 20, Subduing 15, Swimming 15, Tracking 5, Trading 20, Trap-Building 5, Trickery 20, Tumbling 35.

Spells: 4PP. Lesser Illusions (5th Lvl).

Languages: Ilsig8/0, Rankan7/0.

Items: Possesses +15 non-magic lock-picking kit. Wears +5 shirt and a thin bracelet, the latter a +1 spell adder.

Haught

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
5	32	2	10	N	(N/N)	15ss	none	10

Notes: Mage/Mentalist; Nisibisi Male; Former Slave Who Is Rising Faster than His Friends Mor-am and Moria. Age 26.

Stats: Ag91, Co86, SD98, Me81, Re75, St86, Qu93, Pr89, Em76, In61, Appear79.

Skills: Acting 35, Climbing 20, Contortions 35, Cookery 25, Dance 55, Directed Spells 15, Gambling 25, Meditation 25, Perception 35, Pick Locks 20, Riding 15, Runes 25, Singing 20, Spell Mastery 25, Stalk & Hide 10, Staves & Wands 15, Swimming 20, Trading 30, Trickery 25.

Spells: 10PP. Brilliance (Lvl 10), Mind Control (Lvl 10), Concussion Mastery (Lvl 10).

Languages: Ilsig5/4, Rankan4/1, Nisi'8/6.

Items: New amulet is +2 spell adder.

Hort

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	44	1	5	N	(N/N)	45bs	none	5

Notes: Bard; Common Man; son of the best fisherman in Sanctuary, he has the gift of a song and a good tale. He is trying to use these gifts to to make a living on the streets. Age 20.

Stats: Ag91, Co86, SD88, Me98, Re92, St81, Qu85, Pr99, Em86, In89, Appear90.

Skills: Adrenal Moves (Speed 40), Acting 40, Ambush 5, Climbing 35, Dance 30, Falsification 30, Music 45, Navigation 30, Perception 35, Pick Locks 15, Public Speaking 55, Riding 15, Rope Mastery 15, Rowing 20, Runes 20, Sailing 15, Singing 35, Swimming 45, Tracking 20, Trickery 30, Tumbling 20.

Spells: 10PP. Control Songs (Lvl 10), Detections (Lvl 10), Attack Avoidance (Lvl 5).

Languages: Ilsig7/4, Rankan5/3, Beysib3/1.

Items: charm guards eternally against hoarseness.

Illyra

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	44	No/1	15	N	N	25da	10da	15

Notes: Animist/Astrologer; Common Female; fortuneteller from The Bazaar, a lay adherent of S'Danzo. Age 21.

Stats: Ag96, Co73, SD58, Me81, Re72, St65, Qu95, Pr98, Em68, In99, Appear88.

Skills: Acting 5, Climbing 5, Meditation 35, Music 10, Navigation 25, Perception 40, Pick Locks 25, Riding 20, Seduction 15, Singing 15, Smithing 85, Stalk & Hide 10, Star Gazing 75, Swimming 15, Tracking 5.

Spells: 12PP. Far Voice (10th Lvl), Time's Bridge (10th Lvl), Way of the Voice (10th Lvl), Holy Vision (10th Lvl), Starsense (5th Lvl), Spell Defense (5th Lvl), Sound's Way (5th Lvl).

Languages: Ilsig8/1, S'Danzo9/0, Rankan3/1.

Items: Wears a ring, a x2 PP multiplier.

Ischade

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
15	33	2	10	N	(N/N)	15ss	none	10

Notes: Mage/Magician; Common Woman; though she does not discourage the rumors that she is a vampire, she is the victim of a curse which causes the death of most men who love her. Age 74 (looks much younger).

Stats: Ag91, Co89, SD95, Me89, Re98, St76, Qu90, Pr81, Em96, In85, Appear95.

Skills: Acrobatics 35, Acting 25, Channeling 20, Cookery 20, Directed Spells 66, Gambling 20, Mathematics 25, Meditation 67, Music 35, Navigation 30, Perception 61, Riding 35, Runes 99, Seduction 45, Signaling 20, Spell Mastery 72, Staves & Wands 107, Subduing 25, Swimming 20, Trading 55, Trickery 68, Weather-Watching 45.

Spells: 30PP. Fire Law (Lvl 10), Light Law (Lvl 20), Spell Enhancement (Lvl 20), Wind Law (Lvl 10), Dispel Ways; Gate Mastery (Lvl 10), Spell Reins (Lvl 10), Spirit Mastery (Lvl 10), Physical Enhancement (Lvl 10), Essence Perception (Lvl 10), Elemental Ways (Lvl 10), Essence Hand (Lvl 10).

Languages: Ilsig8/6, Rankan7/7.

Items: her brazier is a x4 PP multiplier.

Jubal

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
16	133	Ch/14	70*	Y15*	L	130 any	125 any	20

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Notes: Scout/Rogue; High Man; the unofficial mayor of Sanctuary, this dark-skinned crime-lord controls the Hawkmasks and an extensive spy network in the early volumes. After his crippling and subsequent aging, reduce his physical stats and skills by a substantial amount, up to half. Age 49.

Stats: Ag99, Co94, SD80, Me73, Re87, St99, Qu98, Pr90, Em85, In99, Appear91.

Skills: Acrobatics 20, Acting 10, Adrenal Moves (Balance 20, Leaping 10, Landing 25, Speed 35), Ambush 8, Climbing 25, Contortions 5, Falsification 30, Frenzy 10, Gambling 20, Navigation 15, Perception 70, Pick Locks 35, Public Speaking 40, Riding 15, Rope Mastery 25, Seduction 15, Signaling 20, Stalk & Hide 55, Subduing 60, Swimming 30, Tracking 30, Trading 65, Trap-Building 5, Trickery 45, Tumbling 30.

Spells: 0PP. None.

Languages: Ilsig10/9, Rankan8/5.

Items: Wears Soles of Silence (+20 to Stalking); has Shadow-Cloak (+30 to Hiding in darkness).

Kemren (The Purple Mage)

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
20	66	No/1	90*	N	N	60da	30da	30*

Notes: Mage/Magician; (Undead?) Common Man; Sherranpip member of the Weda Krishtawn cult; Lord of the Raggah. Age 55.

Stats: Ag95, Co66, SD77, Me91, Re99, St80, Qu99, Pr65, Em100, In79, Appear66.

Skills: Acting 60, Animal Healing 60, Channeling 45, Dance 25, Directed Spells 60, Herding 75, Mathematics 40, Meditation 80, Music 45, Navigation 50, Perception 80, Pick Locks 20, Public Speaking 65, Riding 10, Runes 75, Singing 20, Smithing 10, Stalk & Hide 10, Staves & Wands 80, Star Gazing 35, Stonecarving 10, Subduing 35, Swimming 10, Tracking 10, Trading 70, Trickery 15, Weather-Watching 40.

Spells: 60PP. All base Magician lists (20th Lvl), all Closed Essence lists (20th Lvl), Essence's Perceptions (20th Lvl), Rune Mastery (10th Lvl), Spell Wall (10th Lvl), Unbarring Ways (5th Lvl).

Languages: Sherranpip9/10, Raggah6/10, Ilsig5/0, Rankan4/0.

Items: Bears a Ring of Spider-Mastery (+60 to controlling and breeding spiders); wears as an earring a x3 (Essence) PP multiplier.

Kurd (The Vivisectionist)

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
7	34	No/1	15	N	N	35da	10da	15

Notes: Animist/Lay Healer; High Man; Rankan deviate physician specializing in vivisection. Age 50.

Stats: Ag95, Co67, SD98, Me64, Re87, St62, Qu98, Pr98, Em29, In76, Appear39.

Skills: Ambush 5, Animal Healing 30, Climbing 10, Cookery 10, First Aid 75, Mathematics 70, Leatherworking 20, Navigation 10, Perception 45, Riding 10, Rope Mastery 15, Signaling 15, Smithing 10, Spell Mastery 45, Stalk & Hide 30, Stonecarving 10, Subduing 20, Swimming 10, Tracking 20, Trading 25, Trickery 15, Weather-Watching 20, Woodcarving 30.

Spells: 14PP. All base Lay Healer lists (10th Lvl), Cloaking (10th Lvl), Damage Resistance (10th Lvl), Self Healing (10th Lvl), Detections (10th Lvl), Liquid Manipulation (5th Lvl).

Languages: Rankan9/9.

Items: Wears a bracelet, a +4 (Channeling and Mentalism) spell adder.

Masha

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
5	26	No/1	10	N	N	40ss	15da	10

Notes: Animist/Lay Healer; Common Woman; Sanctuary midwife, a lay adherent of Shipri. Age 30.

Stats: Ag91, Co92, SD99, Me78, Re69, St78, Qu90, Pr97, Em69, In83, Appear47.

Skills: Animal Healing 25, Climbing 5, Cookery 30, First Aid 65, Leatherworking 15, Navigation 15, Perception 35, Riding 10, Rope Mastery 10, Singing 15, Smithing 70, Stalk & Hide 10, Stonecarving 30, Swimming 15, Tracking 5, Trading 20, Trickery 5, Woodcarving 20.

Spells: All base Lay Healer lists (10th Lvl), Mind Mastery (10th Lvl).

Languages: Ilsig9/0, Rankan4/0.

Items: Wears a ring, a +5 (Channeling and Mentalism) spell adder.

Melilot the Scribe

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
10	49	No/2	0	N	N	45da	55da	0

Notes: Bard/Monk; Common Man; the corpulent master of the chief translating house in Sanctuary. Age 48.

Stats: Ag62, Co69, SD88, Me99, Re89, St70, Qu67, Pr97, Em65, In91, Appear34.

Skills: Channeling 25, Cookery 75, Directed Spells 55, Gambling 65, Leatherworking 15, Mathematics 65, Meditation 30, Music 90, Navigation 15, Perception 50, Pick Locks 45, Public Speaking 45, Riding 15, Runes 90, Seduction 10, Signaling 25, Singing 45, Spell Mastery 40, Stalk & Hide 15, Staves & Wands 35, Stonecarving 10, Subduing 35, Swimming 25, Trickery 55.

Spells: 20PP. All base Bard lists (10th Lvl).

Languages: Ilsig10/9, Rankan8/9, Enlibaran0/8, Yenized0/6, Caronnian0/5.

Items: Wears a Finger-sleeve on each index finger (pair is x3 PP multiplier adding +10 to any attack from any Rune inscribed with their aid).

Mizraith

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
21	51	No/1	5	N	N	55qs	5da	10

Notes: Mage/Sorcerer; High Man; Rankan spellcaster. Age 180.

Stats: Ag91, Co68, SD60, Me93, Re92, St69, Qu76, Pr59, Em99, In99, Appear74.

Skills: Acting 10, Channeling 90, Cookery 30, Directed Spells 100, Gambling 20, Mathematics 60, Meditation 80, Music 60, Navigation 60, Perception 60, Pick Locks 10, Riding 25, Runes 60, Signaling 40, Singing 25, Smithing 10, Spell Mastery 80, Stalk & Hide 15, Staves & Wands 90, Subduing 10, Swimming 15, Tracking 5, Trading 65, Trickery 30, Weather-Watching 35.

Spells: 42PP. All base Sorcerer lists (20th Lvl), all Open Channeling lists (10th Lvl), Rune Mastery (10th Lvl), Essence Hand (5th Lvl).

Languages: Rankan10/10, Ilsig8/9, Enlibaran4/8.

Items: Bears +20 quarterstaff, a +8 spell adder that adds +20 to all spell Channeling (skill) attempts.

Mor-am

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	51	6	5	N	(N/N)	78bs	73cb	5

Notes: Scout/Rogue; Common Man; brother to Moria; part of the residue after Jubal's Hawkmask gang was broken up. Mor-am's tribulations after his leader's downfall is typical of the fate of the former lords of Sanctuary.

Stats: Ag93, Co53, SD61, Me72, Re54, St95, Qu89, Pr62, Em73, In72, Appear43.

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Skills: Adrenal Moves (Speed 15), Acting 10, Ambush 15, Climbing 46, Disarm Traps 47, Falsification 35, Gambling 20, Mathematics 5, Navigation 25, Perception 40, Pick Locks 47, Riding 26, Seduction 20, Stalk & Hide 52, Tracking 20, Trickery 50.

Spells: none.

Languages: Ilsig6/3, Rankan5/1.

Items: none; all have been stolen.

Moria

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
5	39	5	15	N	(N/N)	45ss	55cb	15

Notes: Scout/Thief; Common Woman; Mor-am's sister. Also a former Hawkmask, she now lives minute-to-minute in a city where the only hope for survival is to be used by somebody more powerful than yourself.

Skills: Acrobatics 45, Adrenal Moves (Balancing 25, Landing 20), Acting 30, Climbing 50, Contortions 40, Gambling 30, Navigation 20, Perception 45, Pick Locks 45, Riding 25, Stalk & Hide 65, Subduing 45, Swimming 15, Tracking 50, Trading 15, Trap Building 25, Trickery 50, Tumbling 40.

Spells: None.

Languages: Ilsig6/4, Rankan4/1.

Items: None.

Myrtis

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
39		No/2	5	N	N	55da	5da	5

Notes: Mage/Mentalist; Common Woman; mistress of Aphrodisia House and the most powerful madam of the Street of Red Lanterns; lay adherent of Shipri All-Mother. Age 100+.

Stats: Ag87, Co83, SD100, Me89, Re92, St73, Qu87, Pr99, Em65, In89, Appear89.

Skills: Acrobatics 35, Acting 70, Adrenal Moves (Balance 40), Ambush 2, Climbing 15, Contortions 50, Cookery 25, Gambling 35, Leatherworking 15, Meditations 65, Music 40, Navigation 10, Perception 45, Pick Locks 25, Public Speaking 40, Riding 20, Seduction 100, Singing 55, Spell Mastery 40, Stalk & Hide 10, Subduing 35, Swimming 10, Tracking 5, Trading 50, Trickery 25, Tumbling 30.

Spells: 27PP. All base Mentalist lists (10th Lvl), all Closed Mentalist lists (10th Lvl).

Languages: Ilsig10/9, Rankan8/3, Enlibaran3/0, Caronnian2/0, S'Danzo2/0, Raggah1/0.

Items: None.

One-Thumb (Lastel)

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
8	88	No/1	40*	N	N	105ra	90da*	10

Notes: Scout/Rogue; High Man; as One-Thumb, proprietor of the Vulgar Unicorn; as Lastel, Rankan nobleman and prominent Sanctuary resident. Age 45.

Stats: Ag96, Co89, SD84, Me79, Re68, St100, Qu97, Pr67, Em75, In69, Appear88.

Skills: Acrobatics 35, Acting 85, Adrenal Moves (Balance 25, Leaping 20, Landing 15), Ambush 6, Climbing 65, Contortions 70, Cookery 65, Gambling 50, Martial Arts (Rank One 60, Rank Two 40), Navigation 45, Perception 55, Pick Locks 50, Public Speaking 35, Riding 25, Seduction 5, Signaling 20, Singing 10, Stalk & Hide 45, Subduing 25, Swimming 15, Tracking 35, Trap-Building 10, Trickery 40, Tumbling 30.

Spells: None. One-Thumb is protected by an enchantment maintained by Myrtis, who will be aware of the presence and identity of anyone who slays One-Thumb. The slayer in turn will be subjected to a curse if he fails to resist an 18th Lvl Mentalist attack. Failure results in the slayer's nerve endings being permanently inflamed, rendering him immobile and locked perpetually in a world of pain and suffering.

Languages: Rankan9/8, Ilsig8/5.

Items: Possesses a +10 magic dagger, parries in melee as shield, no range penalty when thrown.

Zip

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	50	6	10	N	(Y/N)	68bs	73sl	10

Notes: Scout/Rogue; Common Man; a gutter animal who cunningly uses the unrest in Sanctuary to make changes in his situation which he perceives as improvements.

Stats: Ag95, C089, SD76, Me69, Re72, St93, Qu91, Pr61, Em71, In79, Appear56.

Skills: Acrobatics 15, Acting 15, Adrenal Moves (Balance 35, Leaping 40, Landing 35, Speed 40), Ambush 50, Climbing 35, Contortions 25, Disarm Traps 20, Falsification 25, Frenzy 25, Gambling 25, Perception 32, Pick Locks 37, Riding 21, Rope Mastery 35, Seduction 20, Signaling 20, Stalk & Hide 47, Subduing 30, Swimming 26, Tracking 25, Trickery 42, Tumbling 25.

Spells: None.

Languages: Ilsig6/4, Rankan4/1.

Items: Owns non-magical sword +5, effect not included in skills noted above.

Transients

Cappen Varra

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	53	No/1	40	Y	N	65ra	45sp	20

Notes: Bard; Common Man; Caronnian minstrel. Age 32.

Stats: Ag96, Co89, SD75, Me98, Re67, St80, Qu97, Pr99, Em55, In71, Appear85.

Skills: Acrobatics 10, Acting 20, Adrenal Moves (Speed 25), Ambush 3, Climbing 15, Dance 5, Disarm Traps 25, Falsification 10, Music 5, Navigation 10, Perception 10, Pick Locks 30, Public Speaking 10, Riding 5, Singing 30, Stalk & Hide 25, Swimming 10, Tracking 10, Trickery 25, Tumbling 5.

Spells: 12PP. Controlling Songs list (10th Lvl), Attack Avoidance list (5th Lvl), Detections list (5th Lvl).

Languages: Caronnian9/8, Rankan7/6, Ilsig7/6.

Items: Bears snake-amulet which acts as 20th Lvl Essence Resistance; 1 round preparation if he states the three truths; serves as a +2 spell adder.

Chenaya

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
9	125	19	20	Y10	(Y/Y)	109bs	103lb	10

Notes: Warrior/Fighter; Common Woman; athletic member of the Rankan leisure class who has become a skilled combatant. Age 27.

Stats: Ag97, Co99, SD88, Me76, Re80, St99, Qu99, Pr82, Em61, In76, Appear91.

Skills: Acting 45, Adrenal Moves (Balancing 59, Leaping 59, Strength 59), Ambush 50, Climbing 74, Dance 50, Foraging 55, Gambling 55, Navigation 20, Perception 55, Public Speaking 25, Riding 54, Seduction 20, Stalk & Hide 55, Star Gazing 15, Staves & Wands 5, Subduing 65, Swimming 35, Trading 20, Trap-Building 25, Trickery 60.

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Spells: None.

Languages: Ilsig4/1, Rankan8/6.

Items: Magic bracers give +5 protection.

Cime

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
20	153	No/1	30*	N	N	130da*	85da*	25

Notes: Scout/Warrior Monk; High Woman; vengeful foe of sorcerers, a Rankan assassin/harlot. Age 350.

Stats: Ag96, Co90, SD75, Me88, Re67, St98, Qu96, Pr94, Em55, In70, Appear91.

Skills: All primary skills 75, all secondary skills 100 (Seduction 150), Acrobatics 60, Climbing 75, Cookery 10, Disarm Traps 50, Navigation 50, Perception 85, Pick Locks 70, Public Speaking 40, Riding 50, Seduction 150, Stalk & Hide 60, Swimming 65, Tracking 40, Trap-Building 25, Trickery 105, Tumbling 65.

Spells: 20PP. Cloaking (5th Lvl).

Languages: Ilsig8/0, Rankan6/0, Enlibaran6/2, S'Danzo2/0.

Items: Bears +10 magic (Sorcerer) slaying-dagger.

Jamie the Red

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
7	103	Ch/14	35	Y5	A/L	110bs/ th	100sp/ ha	10

Notes: Warrior/Fighter; Common Man; rude but aristocratic red-haired barbarian from the Northern Highlands. Age 25.

Stats: Ag94, Co100, SD56, Me88, Re90, St97, Qu91, Pr79, Em45, In94, Appear80.

Skills: Acting 20, Adrenal Moves (Speed 15, Strength 35), Ambush 4, Climbing 25, Dance 15, Foraging 30, Navigation 15, Perception 20, Public Speaking 20, Riding 25, Rope Mastery 25, Rowing 15, Seduction 40, Singing 30, Skiing 30, Stalk & Hide 25, Stonecarving 10, Swimming 10, Tracking 20, Trickery 5, Tumbling 5, Woodcarving 10.

Spells: 0PP. None.

Languages: Highlander9/4, Ilsig6/0, Rankan5/0.

Items: Possesses a holy bastard sword (+5 one-hand or two-hand).

Jarveena

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
4	43	No/1	15	N	N	70da	80da	25

Notes: Scout/Rogue; Common Female; young Yenized scribe from the town of Forgotten Holt, a servant of Melilot. Age 15.

Stats: Ag100, Co68, SD76, Me91, Re85, St93, Qu95, Pr56, Em69, In90, Appear81.

Skills: Acrobatics 10, Acting 15, Adrenal Moves (Balance 15, Landing 5), Ambush 3, Climbing 15, Disarm Traps 25, Falsification 30, Perception 20, Pick Locks 20, Riding 5, Runes 5, Stalk & Hide 25, Swimming 10, Tracking 10, Trickery 25, Tumbling 5.

Spells: 4PP. None.

Languages: Yenized7/9, Ilsig8/5, Rankan3/5.

Items: Wears a necklace with an embedded (Daily II) Base Mentalist Presence spell.

Kama

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
10	71	10	10	N	(N/N)	70bs	none	10

Notes: Bard; Common Woman; a prize-winning young bard and fighter who is the liaison between the Third Commando and the Stepsons.

Stats: Ag98, Co91, SD82, Me96, Re67, St86, Qu90, Pr97, Em85, In88, Appear86.

Skills: Acrobatics 45, Acting 68, Adrenal (Speed 60), Ambush 15, Climbing 45, Contortions 50, Dance 62, Disarm Traps 30, Falsification 45, Music 60, Navigation 10, Perception 60, Pick Locks 20, Public Speaking 65, Riding 45, Singing 64, Stalk & Hide 30, Swimming 35, Tracking 30, Trickery 75, Tumbling 45.

Spells: 20PP. Lore (Lvl 10), Self Healing (Lvl 10), Sound Projections (Lvl 10).

Languages: Ilsig5/5, Rankan10/8.

Items: Lyre is a x2PP multiplier.

Mradhon Vis

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
8	59	6	5	N	(Y/N)	58bs	58lb	5

Notes: Ranger; Nisibisi Man; a soldier-of-fortune who has fallen in with several of Sanctuary's well-chronicled characters.

Stats: Ag96, Co93, SD91, Me89, Re92, St91, Qu89, Pr75, Em76, In90, Appear84.

Skills: Acting 15, Adrenal Moves (Leaping 35, Strength 35), Ambush 30, Animal Healing 30, Climbing 64, Disarm Traps 43, Falsification 28, Music 25, Navigation 45, Perception 58, Pick Locks 5, Public Speaking 28, Riding 59, Rope Mastery 20, Signaling 45, Singing 25, Stalk & Hide 52, Star Gazing 5, Subduing 38, Swimming 44, Tracking 45, Trickery 25, Weather-Watching 40.

Spells: 8PP, Path Mastery 10, Moving Ways 10.

Languages: Ilsig7/6, Rankan7/3, Nisi'8/6.

Items: Mradhon Vis has an amulet that is a +5 spell adder.

Monkel Setmur

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	73	10	5	N	(N/N)	83bs	none	5

Notes: Warrior/Fighter; Beysib Man; Monkel is the headman of Clan Setmur, the boat people who transported the Beysib exiles to Sanctuary, and who came into exile with them.

Stats: Ag89, Co95, SD83, Me79, Re90, St95, Qu85, Pr67, Em71, In81, Appear67.

Skills: Climbing 58, Contortions 25, Cookery 25, First Aid 15, Gambling 30, Leatherworking 30, Perception 50, Pick Locks 10, Public Speaking 20, Riding 18, Rope Mastery 20, Sailing 57, Seduction 15, Singing 25, Ship Repair 40, Stalk & Hide 40, Subduing 30, Swimming 38, Tracking 20, Trading 55, Trickery 30, Woodcarving 25.

Spells: None.

Languages: Ilsig4/2, Rankan2/1, Beysib7/6.

Items: Owns the clan's hereditary Lodestone of Fish-Finding.

Lythande

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
10	35	No/2	5	N	N	35ra	5da	10

Notes: Mage/Magician; Common Woman; an adherent of the Blue Star cult, she guises herself as a male and guards her identity with care, lest she lose her peculiar power. Of great age.

Stats: Ag93, Co76, SD99, Me89, Re98, St81, Qu87, Pr95, Em99, In95, Appear65 (90).

Skills: Acting 95, Adrenal Moves (Balance 15), Ambush 1, Channeling 20, Climbing 10, Dance 15, Disarm Traps 25, Falsification 45, Meditation 35, Music 25, Navigation 10, Perception 55, Pick Locks 10, Riding 5, Runes 75, Singing 20, Spell Mastery

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20, Stalk & Hide 25, Staves & Wands 10, Swimming 15, Tracking 15, Trickery 25.

Spells/Special: 20PP. All base and closed spell lists (Lvl 10).

Languages: Ilsig10/9, Rankan7/8, Enlibaran2/3.

Items: Star Tattoo upon her forehead serves as a x10 PP multiplier and permits her to use spells of any Realm with equal ease.

Randal

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
12	54	2	10	N	(N/N)	10ss	none	24

Notes: Animist; Common Man; Randal is the magical support person for the Stepson regiment. He specializes in shape-changing into various animal forms and then engaging in melee combat.

Stats: Ag91, Co87, SD76, Me97, Re81, St72, Qu90, Pr81, Em72, In98, Appear60.

Skills: Acting 40, Animal Healing 35, Channeling 60, Dance 25, Directed Spells 62, Gambling 35, Mathematics 20, Meditation 60, Navigation 47, Perception 60, Riding 59, Rope Mastery 20, Runes 67, Spell Mastery 35, Staves & Wands 67, Subduing 20, Swimming 44, Trickery 25, Weather-Watching 30.

Spells: 24PP. Blood Law (Lvl 20), Bone Law (Lvl 20), Muscle Law (Lvl 20), Nerve Law (Lvl 20), Animal Mastery (Lvl 10), Detection Mastery (Lvl 10), Light's Way (Lvl 10), Lore (Lvl 10), Nature's Movements (Lvl 10), Nature's Lore (Lvl 10).

Languages: Ilsig5/4, Rankan7/6, Nisi'8/8.

Items: Randal has a tattoo which is a focus for the spell Animal Form True. He also has a +4 spell adder.

Roxane

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
20	38	2	15	N	(N/N)	15ss	none	5

Notes: Mage/Sorcerer; Nisibisi Woman; Roxane is a political agent supporting the Nisibisi-Mygdonian alliance in the war against Ranke. She is pure trouble. Age 145 (looks much younger).

Skills: Acting 60, Channeling 81, Cookery 40, Directed Spells 71, Mathematics 55, Meditation 60, Music 25, Navigation 35, Perception 83, Public Speaking 50, Riding 45, Runes 125, Seduction 45, Signaling 45, Singing 30, Spell Mastery 62, Staves & Wands 113, Subduing 20, Swimming 35, Tracking 50, Trading 75, Trickery 77, Weather-Watching 50.

Spells: 40PP. Soul Destruction (Lvl 10), Gas Destruction (Lvl 10), Solid Destruction (Lvl 10), Fluid Destruction (Lvl 10), Mind Destruction (Lvl 10), Flesh Destruction (Lvl 10), Gate Mastery (Lvl 10), Lesser Illusions (Lvl 10), Necromancy (Lvl 20), Curses (Lvl 20), Weather Ways (Lvl 20), Spell Defense (Lvl 20), Concussion's Way (Lvl 10), Light's Way (Lvl 10), Essence Hand (Lvl 10).

Languages: Ilsig5/5, Rankan7/6, Nisi'10/10.

Items: Roxane probably has the use of multiple spell and PP enhancing devices. Roxane is not intended to be a fair opponent for adventurers; she is intended to be trouble and not to be bested, nor emulated.

Samlor hil Samt

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
13	95	RL/10	30	Y	A/L	75bs	65cp	15

Notes: Ranger; Common Man; roguish caravan-master from Cirdon; a lay adherent of Heqt. Age 35.

Stats: Ag98, Co99, SD75, Me77, Re79, St86, Qu92, Pr72, Em89, In99, Appear64.

Skills: Acting 10, Adrenal Moves (Leaping 15, Strength 20, Ambush 5, Animal Healing 25, Climbing 15, Disarm Traps, Falsification 30, Martial Arts (Rank One 40), Music 5, Navigation 80, Perception 20, Pick Locks 15, Public Speaking 15, Riding 85, Rope Mastery 40, Singing 30, Stalk & Hide 25, Swimming 10, Star Gazing 65, Tracking 25, Trickery 20, Weather-Watching 40.

Spells: 26PP. All base Ranger lists (Lvl 10).

Languages: Cirdonnian10/9, Rankan9/0, Ilsig8/0, Venized5/0.

Items: Owns magic saddle which conforms to any normal beast of transport and adds +10 to all Riding maneuvers.

Shupansea, Beysa and Empress

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
9	28	2	5	N	(N/N)	29bs	none	5

Notes: Animist/Cleric; Beysib Woman; Shupansea is the hereditary High Priestess of Bey, the Beysib Empire's state cult. She is also the Empress, though temporarily in exile. Age 25.

Stats: Ag89, Co90, SD99, Me98, Re89, St76, Qu86, Pr92, Em79, In96, Appear89.

Skills: Acting 30, Animal Healing 30, Channeling 60, Dance 20, Directed Spells 30, Mathematics 25, Meditation 55, Music 35, Navigation 15, Perception 39, Public Speaking 40, Riding 19, Singing 30, Spell Mastery 55, Star Gazing 50, Staves & Wands 49, Swimming 25, Trading 25, Weather-Watching 29.

Spells: 18PP. Lore (Lvl 10), Channels (Lvl 10), Repulsion (Lvl 10), Life Mastery (Lvl 10), Locating Ways (Lvl 10), Creations (Lvl 10), Nature's Law (Lvl 10), Dark Lore (Lvl 10), Transform Venom (this last is a specialty spell-list available only to priestesses of Mother Bey. The spell-user transforms beynit snake venom or venom-rich blood into different useful potions).

Languages: Ilsig3/1, Rankan6/6, Beysib10/10.

Items: Ceremonial robes are x3 PP multiplier.

Smhee

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
7	63	No/1	10	N	N	80mg	95da	10

Notes: Scout/Thief; Common Man; foul-smelling Sherranpip national, an initiate of Weda Krishtawn. Age 40.

Stats: Ag90, Co76, SD56, Me92, Re86, St90, Qu77, Pr99, Em25, In71, Appear25.

Skills: Acting 30, Adrenal Moves (Speed 45), Ambush 7, Climbing 15, Dance 5, Disarm Traps 25, Falsification 15, Mathematics 45, Navigation 10, Perception 60, Pick Locks 35, Riding 5, Stalk & Hide 55, Tracking 30, Trickery 30.

Spells: 14PP. Illusions (Lvl 5).

Languages: Sherranpip8/9, Rankan6/7, Ilsig7/0.

Items: Bears a Garrote of Man-Slaying (+5 to ambush attacks).

Generic Characters

Beysib Nobleman

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
6	84	15	10	N	(Y/Y)	102bs	none	10

Notes: Warrior/Fighter; Beysib Man; these drone-like rich males in a society dominated by powerful women are just another trouble to come across in Sanctuary's busy streets.

Stats: Ag95, Co80, SD91, Me79, Re82, St94, Qu92, Pr86, Em55, In81, Appear81.

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Skills: Adrenal Moves (Balance 40, Strength 40), Ambush 35, Climbing 53, Cookery 20, Disarm TRaps 30, Navigation 35, Perception 50, Pick Locks 30, Riding 38, Stalk & Hide 45, Subduing 45, Swimming 58, Tracking 35, Trading 25.

Spells: None.

Languages: Ilsig1/1, Rankan4/2, Beysib9/7.

Items: Twin swords are +10 non-magical (bonus not included in skill noted above).

Harka Bey Assassin

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
8	30	No/1	20	N	N	111bs	94lb	10

Notes: Fighter; Beysib Woman; the secret, stealthy killers of the Beysib visitors.

Stats: Ag99, Co96, SD91, Me87, Re86, St99, Qu93, Pr82, Em85, In79, Appear50.

Skills: Acrobatics 45, Adrenal Moves (Balance 45, Landing 50) Ambush 45, Climbing 73, Disarm Traps 66, Falsification 50, First Aid 45, Perception 55, Pick Locks 41, Riding 48, Rowing 65, Signaling 50, Stalk & Hide 61, Subduing 55, Swimming 48, Trap-Building 66, Trickery 36, Tumbling 65.

Spells: None.

Languages: Ilsig1/1, Rankan4/1, Beysib8/5.

Items: Twin swords are +10 non-magical; bonus not included in skill noted above.

Hawkmask

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
3	53	Rl/10	35	Y5	A/L	75ss	70cp	10

Notes: Warrior/Fighter; Common Man, Woman; mercenary warriors serving Jubal before his fall; so-named for their blue hawkmask headgear.

Stats: Ag92, Co91, SD88, Me79, Re77, St95, Qu91, Pr74, Em65, In82, Appear84.

Skills: Acting 10, Adrenal Moves (Leaping 10, Speed 15, Strength 15), Ambush 3, Climbing 15, Contortions 5, Foraging 10, Gambling 5, Navigation 5, Perception 25, Pick Locks 10, Riding 25, Runes 10, Stalk & Hide 25, Swimming 15, Tracking 20, Trickery 5.

Spells: 0PP. None.

Languages: Ilsig8/1, Rankan3/0.

Items: Blue hawkmasks add +10 RR bonus vs. all spell attacks.

Hell Hound

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
8	108	Ch/15	40	Y10	(A/L)	115bs/ba	105cp/lcb	10

Notes: Warrior/Fighter; Common Man; elite policeman/soldier known for frequent lack of restraint; well-trained and familiar with most common arms, a Hell Hound is fanatically loyal to the Rankan Empire and is therefore virtually incorruptible.

Stats: Ag97, Co92, SD93, Me76, Re78, St98, Qu78, Pr92, Em79, In82, Appear83.

Skills: Treat all normal slashing weapons as similar arms. Adrenal Moves (Balance 10, Leaping 10, Landing 10, Speed 15, Strength 25), Ambush 3, Climbing 20, Gambling 10, Martial Arts (Rank One 15, Rank Two 10), Navigation 25, Perception 40, Pick Locks 20, Riding 20, Runes 15, Stalk & Hide 25, Staves & Wands 5, Swimming 20, Tracking 25.

Spells: 8PP. Detections (Lvl 5).

Items: Wears cloak-pin badge that serves as a +2 spell adder.

Stepson

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
8	103	15	15	Y10	(Y/Y)	92bs	82lb	5

Notes: Warrior/Fighter; Common Man; the Stepsons are the best military unit in Sanctuary, a mercenary company of good training and excellent morale personally loyal to Tempus.

Stats: Ag97, Co93, SD92, Me75, Re76, St99, Qu77, Pr91, Em75, In81, Appear70.

Skills: Adrenal Moves (Balance 45, Strength 45), Ambush 35, Climbing 52, First Aid 20, Foraging 35, Frenzy 20, Gambling 35, Navigation 30, Perception 40, Pick Locks 35, Riding 48, Seduction 20, Signaling 30, Stalk & Hide 55, Swimming 25, Tracking 45.

Spells: None.

Languages: Ilsig5/1, Rankan6/4.

Items: Non-magical sword +5; effect not included in skill levels noted above.

Gods And Extraplanar Beasts

Azyuna

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
(120)	360	No/1	120	N	N	120 LBa	none	30

Notes: Animist/Lay Healer; Rankan Goddess; reluctant sister-consort of Vashanka.

Stats: Ag100, Co100, SD101, Me92, Re87, St90, Qu98, Pr102, Em95, In90, Appear102.

Skills: all primary skills 75; all secondary skills 100 (Seduction 150).

Spells: MERP – all Open Channeling, Base Animist, and Base Bard lists (Lvl 10). *Rolemaster* – all Open and Closed Mentalism, Mentalism Base, and Lay Healer Base lists (Lvl 25).

Languages: all 10/10.

Items: variable.

Ils

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
(240)	480	No/1	160	N	N	240bs	none	45

Notes: Mage/Mentalist; Ilsig God; a master of deception and misleading ways, he enjoys combat via misdirection and indirect attacks and defenses. Ils observes more than he interacts, and is often called 'The Thousand-Eyed.'

Stats: Ag100, Co101, SD102, Me99, Re101, St97, Qu96, Pr120, Em95, In105, Appear120.

Skills: all primary skills 90 (Ambush 20, Channeling 100, all ranks of Martial Arts 100); all secondary skills 100 (Falsification 110, Trickery 120).

Spells: MERP – all Base Mage, Base Ranger, Open Channeling, and Open Essence lists (Lvl 10). *Rolemaster* all Base Mentalist lists (Lvl 50), all Base Seer, Open and Closed Mentalism, and Base Sorcerer lists (Lvl 25).

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Languages: 10/10.

Items: variable.

Sikkintair

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
24	240H	RL/12	40	N	(A/L)	HC190	LBa70/ LBi90	30

Notes: Generic Beasts; "The Flying Knives," servants of Ils; these belligerent, extraplanar creatures are capable of flight. They respond to a language of whistles known only to certain priests of Ils. Ever-hungry, they feed on large game.

Special: They use the Super-Large Creature critical strike table and move at a base rate of 320.

Vashanka

Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Mssl OB	Mov Man
(150)	400	PI/20	60	N	(A/L)	HBal120/ Lightning		25 100

Notes: Warrior/Fighter; Rankan War God; storm deity, brother-consort of Azyuna.

Stats: Ag99, Co120, SD101, Me99, Re91, St102, Qu96, Pr101, Em100, In99, Appear101.

Skills: All primary skills 80; all secondary skills 90 (Tracking 30).

Spells: all Base Sorcerer lists and Base Magician lists (Lvl 50).

Items: Variable. ●

Encounter Changes

The boxed Thieves' World adventure supplement includes complete Sanctuary encounter tables, based on the events of the first two books in the series. As a testament to the excellence of the work done by Midkemia Press, virtually all the tables are valid as they stand, even with Sanctuary in its currently-destabilized condition.

The rest of this article explains how to modify certain tables to reflect Beysib-era events.

No changes occur on the general city encounters table; changes suggested occur on specific encounters tables 1, 2, 6A, 7, 7G, 9A, 9B, 10, and 11.

Table 1. ALREADY OCCURRING SCENES

Funeral Procession may be that of a Rankan or a Beysib lord.

Street Fight, acolytes of (1D10):
- 1-2 Ils vs. Savankala
- 3-4 Sabellia vs. Shipri
- 5-6 Vashanka vs. He Whom We Do Not Name
- 7-8 Vashanka vs. Shalpa
- 9-10 Mother Bey vs. Ils

Street Fight, political (1D10)
- 1-3 PLFS terrorists vs. garrison
- 4-6 PLFS terrorists vs. Beysibs
- 7-8 Stepsons vs. Ilsigi citizens
- 9-10 Rankan (old Emperor faction) vs. Rankan (new Emperor faction)

Traffic Problems (1D10)
- 1-2 caravan
- 3-4 overturned water cart
- 5-7 snarled for no reason
- 8-9 Rankan/Beysib roadblock to catch PLFS members
- 10 assassination was just attempted

Assassination Attempted: 3-6 result by the PLFS

Raid on the Maze led by (1D10)
- 1-5 Hell Hounds
- 6-8 Captain Aye Gophlan
- 9-10 Beysib nobleman

Wild Mob of (1D10)
- 1 S'Danzo
- 2-3 Ilsig citizens
- 4-6 PLFS insurgents
- 7-8 Rankan religious fantatics
- 9-10 undetermined origin

City Watch: Beysibs may be involved

Rabblerouser Calling for (1D10)
- 1-2 overthrow of the Prince
- 3-4 death of the Beysa
- 5-6 overthrow of the Rankan Empire
- 7-8 destruction of the PLFS
- 9-10 destruction of Rankan temples

Table 2. PARTY OF ARMED MEN

Roll 1D20:
- *1-2 1D10 Stepsons/3rd Commandos*
- *3-6 1D20 Sanctuary garrison*
- *7-9 1D4 Hell Hounds*
- *10-14 1D8 PLFS terrorists*
- *15-17 1D8 Beysib guards*
- *18 1D6 of Chenaya's gladiators*
- *19-20 1D6 unemployed mercenaries*

Table 6A. HIGH LEVEL MAGICIAN

Roll 1D10: (1) Enos Yarl; (2) Mizraith; (3) Lythande; (4) Roxane; (5) Hazard Class Magician; (6) Ischade; (7-10) unidentified magician. Subsequent roll remains the same.

Table 7C. SAILOR

Roll 1D20:
- 1-5 remains the same
- 6-11 remains the same
- 12-14 Rankan sailors just into port, having fled disasters in the Empire. They particularly insult "Wigglies" (Ilsigi) and their women.
- 15-17 remains the same
- 18-19 characters are stopped by sailors hiring for a sea voyage (1D20 rolls remain the same)
- 20 remains the same

Table 7G. RUMORMONGER

- 1-4 remains the same
- 5-6 remains the same
- 7-8 rumormonger gives characters information about assassination attempt on (roll 1D20):
  - 1-4 Molin Torchholder by PFLS
  - 5-8 the Prince by the 3rd Commando
  - 9-12 Jubal by the Stepsons
  - 13-15 the Beysa by the PFLS
  - 16-18 Roxane by Ischade
  - 19-20 Ischade by Roxane
- 9-11 remains the same
- 12-13 remains the same
- 14-17 remains the same

18-20 rumormonger offers to sell characters information affecting the economy of Sanctuary (1D20):
- 1-5 the Beysa is raising taxes in 2 months
- 6-10 Molin Torchholder will be taxing the city in order to repair the new temple
- 11-12 an approaching caravan is so large that prices of goods will drop
- 13-14 the Nisibisi war is causing the price of silk to rise sharply
- 15-16 the Beysibs will damn the river and establish a water-selling monopoly
- 17-18 the Nisibisi have conquered Ranke, and no more caravans will come to Sanctuary
- 19-20 other

Table 9A. ASSASSIN

1-6 remains the same
7-10 remains the same
11-12 assassin is pursued by (1D20):
- 1-3 Zalbar
- 4-6 Arman
- 7-9 Quag
- 10-12 Walegrin
- 13-14 Straton
- 15-16 Critias
- 17-18 Dolon
- 19-20 Kama

13-17 characters see attempted assassination of (1D20):
- 1-3 a city guardsman
- 4-5 a Hawkmask
- 6-9 a Rankan noble
- 10-12 a Beysib noble
- 13-15 a Beysib fisherman
- 16-18 a townsperson
- 19-20 roll on 11-12, "assassin pursued by"

18-19 remains the same
20 remains the same

Table 9B. SPY

1 remains the same
2-4 remains the same
5-7 spy tries to recruit character for an undercover operation (1D20):
- 1-10 as agent for anti-Kadakithis / pro-Theron faction
- 11-18 as Nisibisi agent to spy on Beysib
- 19-20 as Molin Torchholder's spy on the Rankan home court.

8-11 remains the same
12-17 remains the same
18-19 Roxane's agent contacts characters to (1D20):
- 1-8 spy on Ischade.
- 9-13 infiltrate the 3rd Commando/Stepsons
- 14-16 spy on the Beysa
- 17-20 spy on Enas Yorl

20 Molin's counterspies try to entrap character (1D20):
- 1-10 think character spies for Theron the usurper
- 11-20 want to frame someone to look good for Molin

Table 10. CHARACTERS

In books 3-6, several personalities fled, left, or died in Sanctuary. The following list substitutes new NPCs for those who departed.

Bourne	Critias
Hanse	Zip
Jofan	Gilla
Kemren	Ischade
Kurd	Chenaya
Masha	Lalo
Moonflower	Termagant
Razkuli	Straton
Smhee	Mradhon Vis
Tempus	Kama

Table 11. SPECIAL ENCOUNTERS

on a result of 19-20, the Prince and Beysa announce their betrothal. The Beysa is giving up the traditional one-year sacrifice of her consort. Sanctuary is a madhouse of rumor and preparation as every faction strives to make the most of the occasion.

Spells Appendix

BLESS CROPS, 1 Point — Ranged, Instant, Nonstackable, Reusable.
In the Spring, this spell is cast upon an area of ground equivalent to that which a farmer can plow in a day. It will guarantee a minimum return of an average year's harvest the following fall.

BREATH AIR/WATER, 2 Points — Ranged, Temporal, Nonstackable, Reusable.
Castable on air-breathers or water-breathers, for the duration it allows the target to breathe as if it was in its own element while in the other.

DARKWALL, 2 Points — Ranged, Temporal, Passive (Active to move the wall).
This spell can create a darkness 10 meters square in area and 10 centimeters thick. The Darkwall can be moved by the caster a rate of 1 meter per strike rank. Light sources within the darkness give no light nor can any sighted being see through. Other senses, such as sonar or other sound, are unaffected by this wall. A Darkwall can be moved or shaped into the height or width desired, so long as the total area is 10m square and the thickness is always 10cm.

DETECT ENEMIES, 1 Point — Ranged, Temporal, Active.

The caster must have some sort of fetish (a willow wand, a magnetic compass, a marble, etc.) that can guide him toward potential enemies. The fetish first guides the caster to the closest person within 100 meters who knowingly intends to harm him or her. The caster does not have to overcome the magic points of the target in order to find the target. If the spell is still in effect, it then guides the caster to the next closest enemies, and then the third closest, etc., for the duration of the spell. The sensing effect is stopped by one or more meters of dense substance such as stone, metal, or earth.

DISPEL MAGIC, Variable — Ranged, Instant.

This spell eliminates magic. One point of this spell removes one magic point's worth of spirit magic or sorcery spell; two points of this spell removes one magic point's worth of a divine magic spell. With sorcery spells, only the Intensity of the spell must be eliminated to destroy the spell. Thus to Dispel a Befuddle requires 2 points of Dispel; to Dispel a 1-point Shield requires 2 points; and to Dispel a Smother 4 with twice the range and duration would require 4 points. You cannot Dispel part of a spell.

When cast against a target without specifying any specific effect or target, the Dispel always first destroys defensive spells, beginning with the most powerful spell that it can affect. However, it may be cast against a specific spell if the caster thinks he or she can discern it.

ENDURANCE, Variable — Touch, Instant.

This spell adds to the stamina of the target. Each point cast adds 5 fatigue points to the target, up to the target's maximum (before subtracting any penalty for ENC). The Endurance spell has no effect on creatures that do not have or use fatigue.

EXTINGUISH, Variable — Ranged, Instant.

This spell puts out fires and flames, and cools hot materials to the ambient temperature. One point of Extinguish puts out a candle, torch, or lantern; two points put out a small campfire; three points eliminate a bonfire, etc.

FARSEE, Variable — Ranged, Temporal, Passive.

Each point of this spell halves the apparent distance as seen by the caster to the rest of the universe. The effect includes foreshortening of the field of vision, exactly as if a telephoto lens was used. If a particular target is specified, then the spell magnifies only the target, and the viewer's Search ability is increased by 5 percentiles for each magic point spent powering the spell.

FLOAT, 1 Point — Ranged, Temporal, Stackable, Reusable.

Each point of this spell lifts 100 kg to just below the surface of the water. Heavier objects will not float, though they will sink more slowly than they would if the spell had not been cast. Lighter objects will be raised to be about halfway out of the water, bobbing about.

GLAMOUR, Variable — Touch, Temporal, Passive.

Each point of the spell adds 2 APP points to the target for the duration. The target must possess APP to be affected. The appearance of the target does not alter, but the quality of the appearance increases, so that soon the perceiver is not reminded of the person whom he might otherwise recognize. Characters are recognizable only when within half of their previous total APP. Example: Ugly Frederick, APP 4, will be unrecognizable as himself after applying 2 points of Glamour; Gorgeous Arleen, APP 15, is still recognizable after applying 3 points of Glamour.

LIGHT, 1 Point — Ranged, Temporal, Passive.

This spell must be cast on some physical thing. A wand, fingertip, or wall will do. It will then light everything within a 10 meter radius from that point with a radiance good enough to read by, though not as full as daylight. This spell is not affected by Extinguish.

LIGHTWALL, 4 Points — Ranged, Temporal, Passive (Active to move wall).

This spell creates a wall of light which is 10 meters square by 10 centimeters thick. The wall presents a bright glare on one side which is visually impenetrable, while from the other side it can be seen through. Further, the glow illuminates 10 meters on all sides like a Light spell. It may be moved by the caster at a rate of 1 meter per strike rank, and it can be specified to take any form, provided it is always 10cm thick and contiguous.

MINDSPEECH, Variable — Ranged, Temporal, Passive.

This spell allows mind-to-mind communication, like mental telepathy. Each point of the spell allows one more person to be in contact with the caster. It will transmit only the thoughts intended for transmission by the caster. The thoughts to be transmitted must be whispered; receivers hear the message in their minds, in the language sent. Knowledge of spells and magic points cannot be transmitted. Mindspeech does not create an open link between the caster's communicants: though A casts the spell on B and C, B and C are not in contact.

MOBILITY, Variable — Ranged, Temporal, Passive.

Each point of this spell adds 1 meter of movement rate per strike rank for its duration. An adventurer under the effect of Mobility loses one additional fatigue point per each 3 points of this spell or fraction.

REGROW LIMB, 2 Points — Touch, Special Duration, Nonstackable, Reusable.

This spell regrows a severed or mangled limb. The gamemaster should roll D100 whenever a limb is lost. The result shows how much needs to be regrown, at the rate of 10% per game week if the spell is applied within 10 minutes of damage, lengthening to 10% per game-month thereafter. This spell does not heal damage, so that the regrown limb must naturally heal or be otherwise magically aided.

REFLECTION, 1 Point — Ranged, Temporal, Stackable, Reusable.

This spell reflects spells which fail to overcome the magic points of the protected being. The next strike rank, the reflected spell attacks its caster. The magic points of the reflected spell attack are equal to those that the original attacker launched. They are compared to the current magic points of the attacker (after the spell was cast) in a resistance contest. If the spell overcomes the attacker's magic points, he or she suffers reflection and his or her own spell's attack.

This spell reflects 2 points of spirit or sorcerous magic, or 1 point of divine magic per point of Reflection stacked in a single spell. The effects of Reflection do not occur if the incoming spell overcomes the magic points of the protected being.

RESTORE HEALTH, 1 Point — Touch, Instant, Stackable, One-Use.

This spell restores points of a characteristic that have been lost to disease or to the effects of Tapping, a sorcery spell. A cult in Sanctuary may have one or all of the versions. Versions for STR, CON, SIZ, INT, DEX, and APP exist. Restore Health does not cure any disease that may be present.

The spell restores 1 point of the particular characteristic, but only up to the amount the character had when first created.

SECOND SIGHT, 3 Points — Ranged, Temporal, Passive.

This spell allows a person to view the Power aura of living beings and to gauge its relative strength. This spell does not allow the user to view the spirit plane. Shamans naturally have this ability and do not need to expend magic points to use it.

The aura of all creatures within the spell's range will glow only to the caster. If there are a large number of creatures within range it will be difficult for the caster to determine the Power of each. Undead things do not glow this way, for they have no characteristic Power. The Power of enchanted items also is visible to users of this spell, though the magic points in spells are not.

The gamemaster should tell the player whether the Powers of the viewed creatures are much less than the Power of the user, within 5 points of it, or much greater than the user's. (A shaman will have a fetch; include the fetch's Power.) An adventurer can use the Second Sight spell to target spells and blows against enemies in the dark, so long as they possess Power. He will be unable to parry any blows received from that enemy.

Any heavy opaque surface — a thick woolen blanket, a wooden wall, etc. — blocks Second Sight.

SHIMMER, Variable — Ranged, Temporal, Passive.

This spell blurs and distorts the target's visual image, making it harder to hit with weapons. Each magic point powering the spell subtracts 5 percentiles from the skill of any enemy for purposes of attempting to hit the affected target.

SLOW, Variable — Ranged, Temporal, Passive.

This spell slows down an enemy at a rate of one meter/SR per point of spell. It may reduce the movement of a creature to zero. The creature loses fatigue points for its exertions in normal fashion.

A creature whose movement is reduced to zero may still move by increasing its movement rate by running, though a sufficiently powerful Slow spell immobilizes even a runner. This tactic also increases the target's fatigue point loss for the distance traveled, and will tire him out.

STRENGTH, Variable — Touch, Temporal, Passive.

Each cast of this spell adds 3 points of STR to the target for the spell's duration. The target must already possess the STR characteristic in order for the spell to work. This spell affects skills modifiers, damage done, and ENC for the duration of the spell. Although there is no limit to the stacking of this spell, a creature's STR never may be increased beyond twice its current, unadjusted STR.

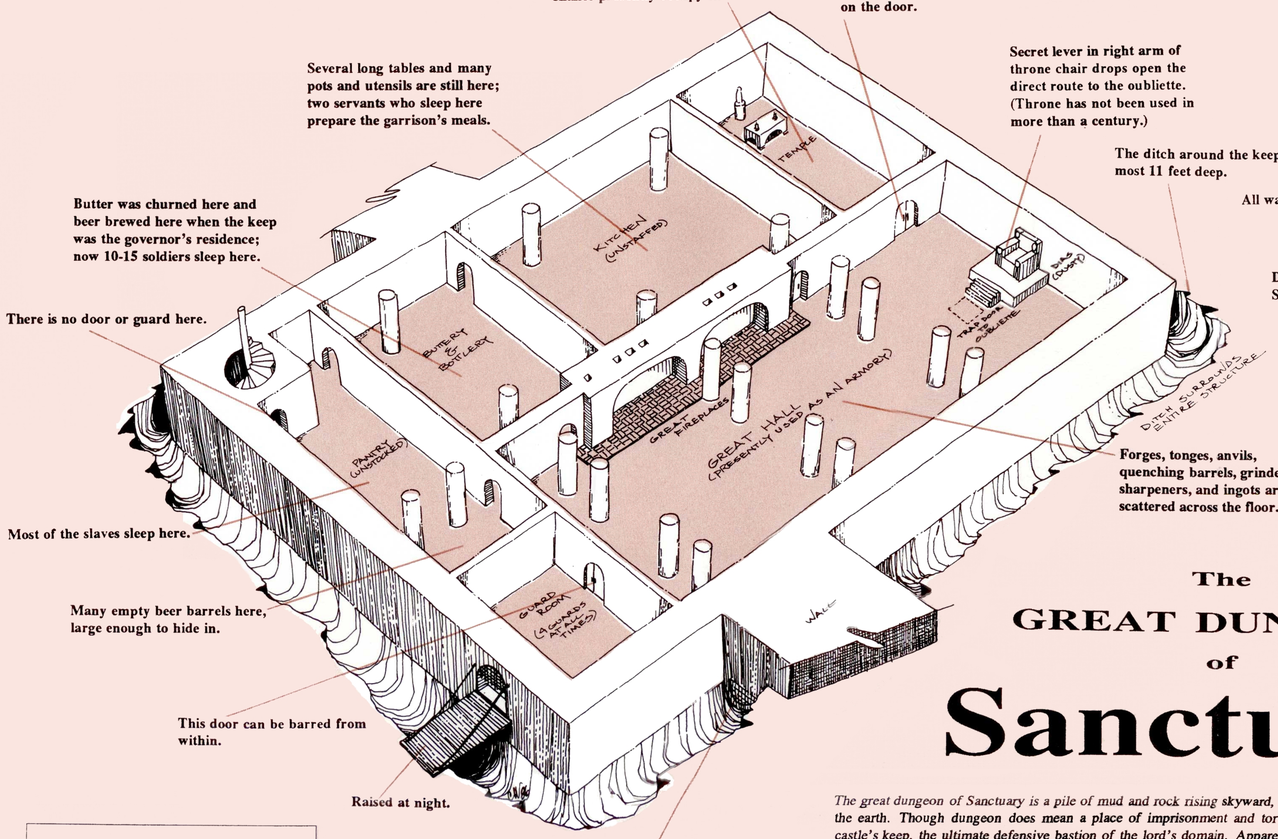
VIGOR, Variable — Touch, Temporal, Passive.

Each cast of this spell adds 2 points to the CON of the target. The target must already possess CON in order for the spell to work. These extra points increase normal hit points for the spell's duration. Hit points per location probably will need refiguring. Although there is no limit to the stacking of this spell, a creature's current CON never may be adjusted to be greater than twice its current, unadjusted CON.

WORSHIP (God/Goddess), 1 Point — Nonstackable, Reusable.

This ritual spell allows a priest to lead a formal worship service to the deity specified. If this service is held on Sanctified ground or temple on a holy day of the god, then it will allow the priests a Power gain roll. If held on the High Holy Day of the deity, it allows all priests and initiates to attempt a Power gain roll. ●

Ground Floor



Temple to Mother Bey, and a beynit snakery; 10+1D100 snakes presently occupy it.

Unlocked; symbol of a snake is on the door.

Several long tables and many pots and utensils are still here; two servants who sleep here prepare the garrison's meals.

Secret lever in right arm of throne chair drops open the direct route to the oubliette. (Throne has not been used in more than a century.)

The ditch around the keep is at most 11 feet deep.

Butter was churned here and beer brewed here when the keep was the governor's residence; now 10-15 soldiers sleep here.

All walls are of thick stone.

There is no door or guard here.

Door is locked at night; lock is STR 14.

Most of the slaves sleep here.

Forges, tonges, anvils, quenching barrels, grinders, sharpeners, and ingots are scattered across the floor.

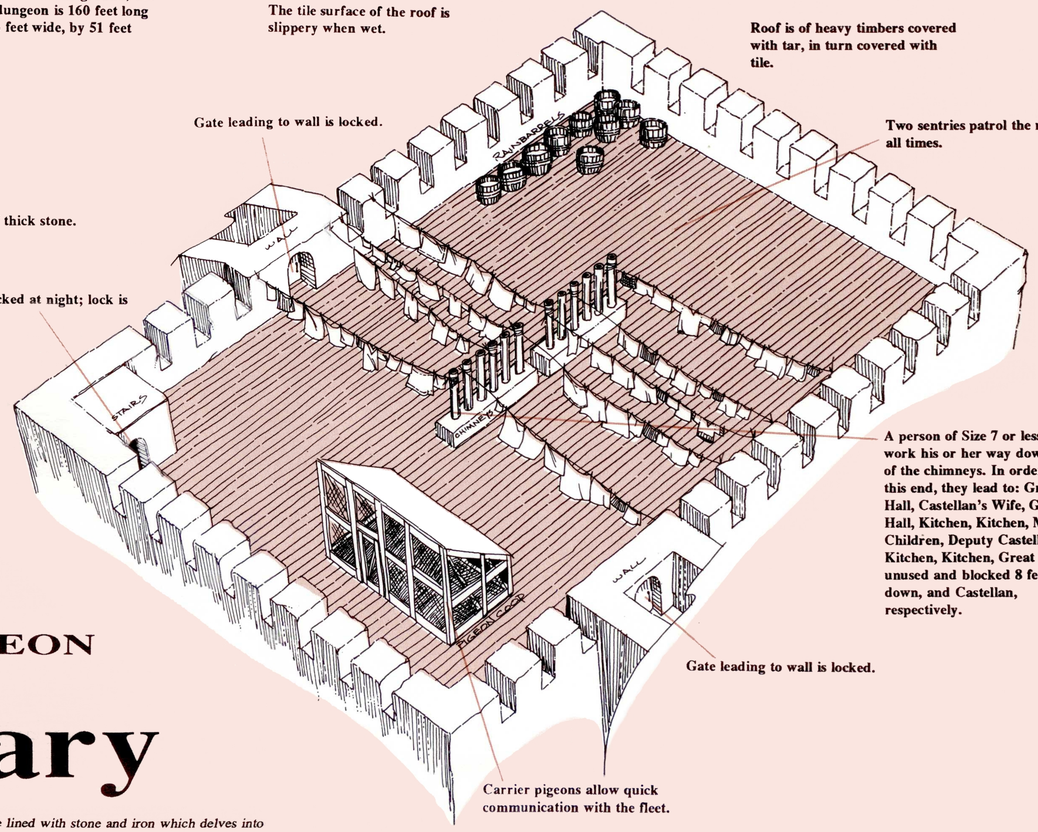
Many empty beer barrels here, large enough to hide in.

This door can be barred from within.

Raised at night.

Grates allow water to flow completely around the keep.

Roof



Dimensions: at the ground, the great dungeon is 160 feet long by 116 feet wide, by 51 feet high.

The tile surface of the roof is slippery when wet.

Roof is of heavy timbers covered with tar, in turn covered with tile.

Gate leading to wall is locked.

Two sentries patrol the roof at all times.

A person of Size 7 or less can work his or her way down any of the chimneys. In order from this end, they lead to: Great Hall, Castellan's Wife, Great Hall, Kitchen, Kitchen, Maids & Children, Deputy Castellan, Kitchen, Kitchen, Great Hall, unused and blocked 8 feet down, and Castellan, respectively.

Gate leading to wall is locked.

Carrier pigeons allow quick communication with the fleet.

The

GREAT DUNGEON

of

Sanctuary

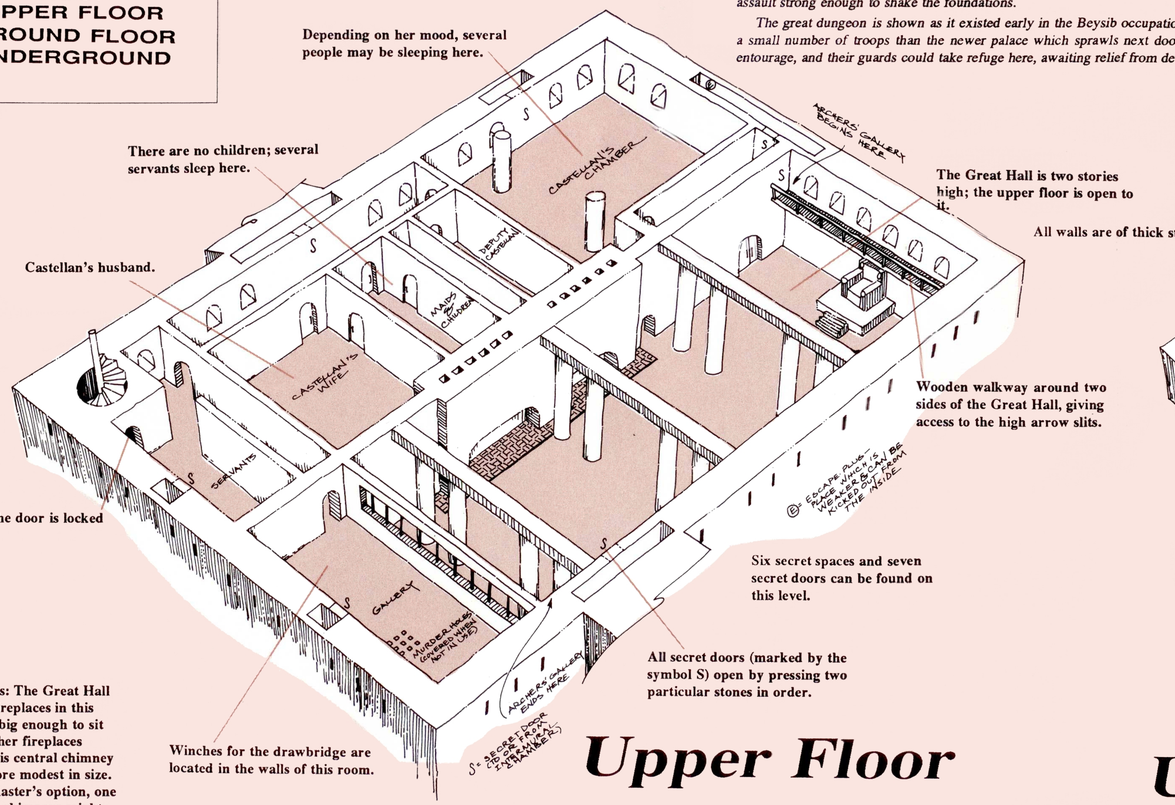
The great dungeon of Sanctuary is a pile of mud and rock rising skyward, not a hole lined with stone and iron which delves into the earth. Though dungeon does mean a place of imprisonment and torture, once upon a time the word as often signified a castle's keep, the ultimate defensive bastion of the lord's domain. Apparently this dungeon was built, or at least started, by the same Ilsigi runaway slaves who founded Sanctuary as a haven of freedom.

Unusually, Sanctuary's dungeon has an excavated basement; the lowest level of a keep traditionally begins on the ground floor. The underground level has never suffered leakage from the shallow moat ringing the outside. Nor has it withstood an assault strong enough to shake the foundations.

The great dungeon is shown as it existed early in the Beysib occupation of Sanctuary. It is a strongpoint more defendable by a small number of troops than the newer palace which sprawls next door. Should Sanctuary rise against them, the Beysa, her entourage, and their guards could take refuge here, awaiting relief from determined Buriks and Setmurs afloat in the harbor.

Arrangement Of Floors

ROOF
UPPER FLOOR
GROUND FLOOR
UNDERGROUND



Depending on her mood, several people may be sleeping here.

There are no children; several servants sleep here.

Castellan's husband.

The Great Hall is two stories high; the upper floor is open to it.

All walls are of thick stone.

Wooden walkway around two sides of the Great Hall, giving access to the high arrow slits.

60% chance the door is locked at night.

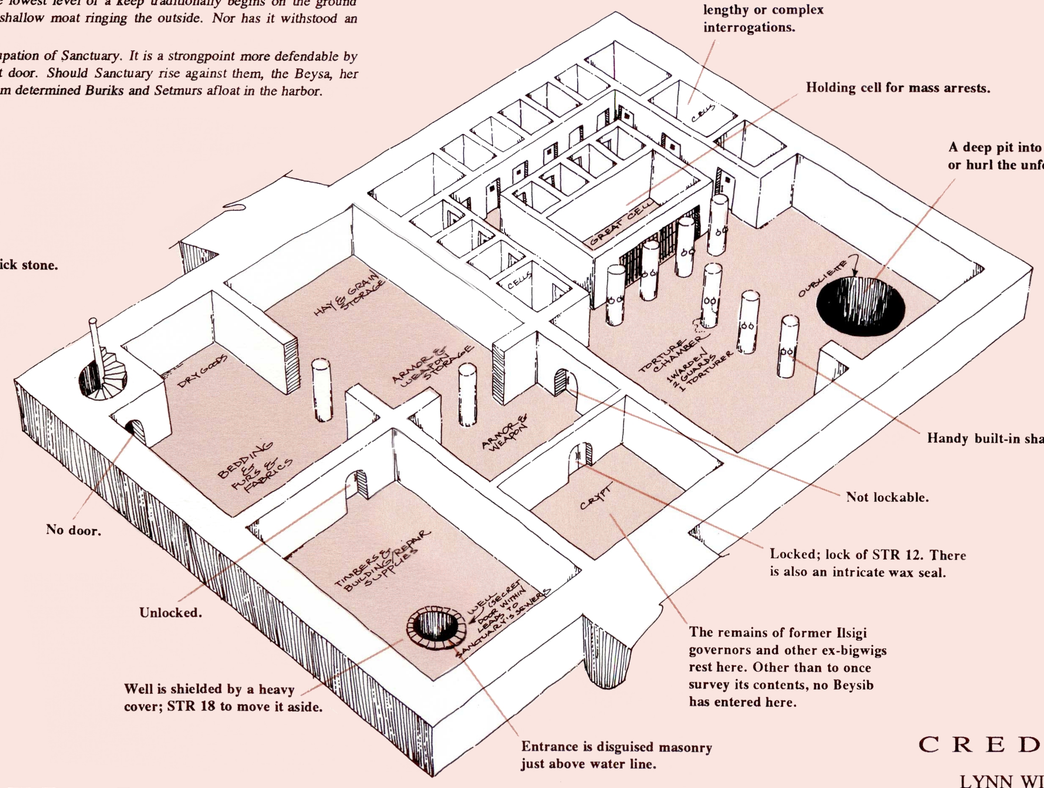
Six secret spaces and seven secret doors can be found on this level.

All secret doors (marked by the symbol S) open by pressing two particular stones in order.

The Fireplaces: The Great Hall and kitchen fireplaces in this structure are big enough to sit within; the other fireplaces attached to this central chimney system are more modest in size. At the gamemaster's option, one of the kitchen chimneys might lead directly to the large oven.

Winches for the drawbridge are located in the walls of this room.

Upper Floor



Individual cells, convenient for lengthy or complex interrogations.

Holding cell for mass arrests.

A deep pit into which to lower or hurl the unfortunate.

Handy built-in shackles.

Not lockable.

Locked; lock of STR 12. There is also an intricate wax seal.

No door.

Unlocked.

The remains of former Ilsigi governors and other ex-bigwigs rest here. Other than to once survey its contents, no Beysib has entered here.

Well is shielded by a heavy cover; STR 18 to move it aside.

Entrance is disguised masonry just above water line.

Underground

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