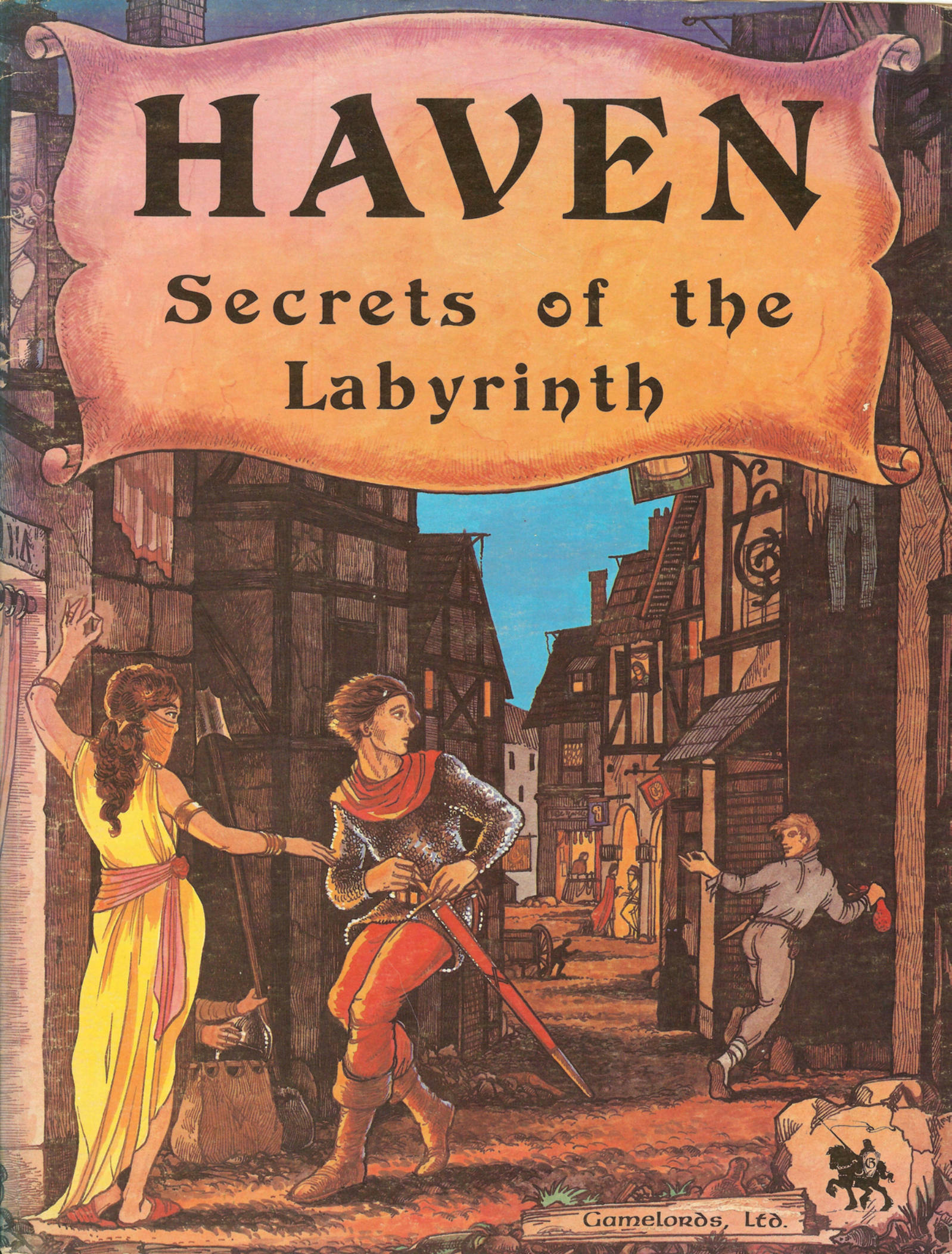


HAVEN

Secrets of the Labyrinth



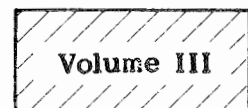
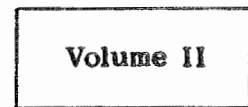
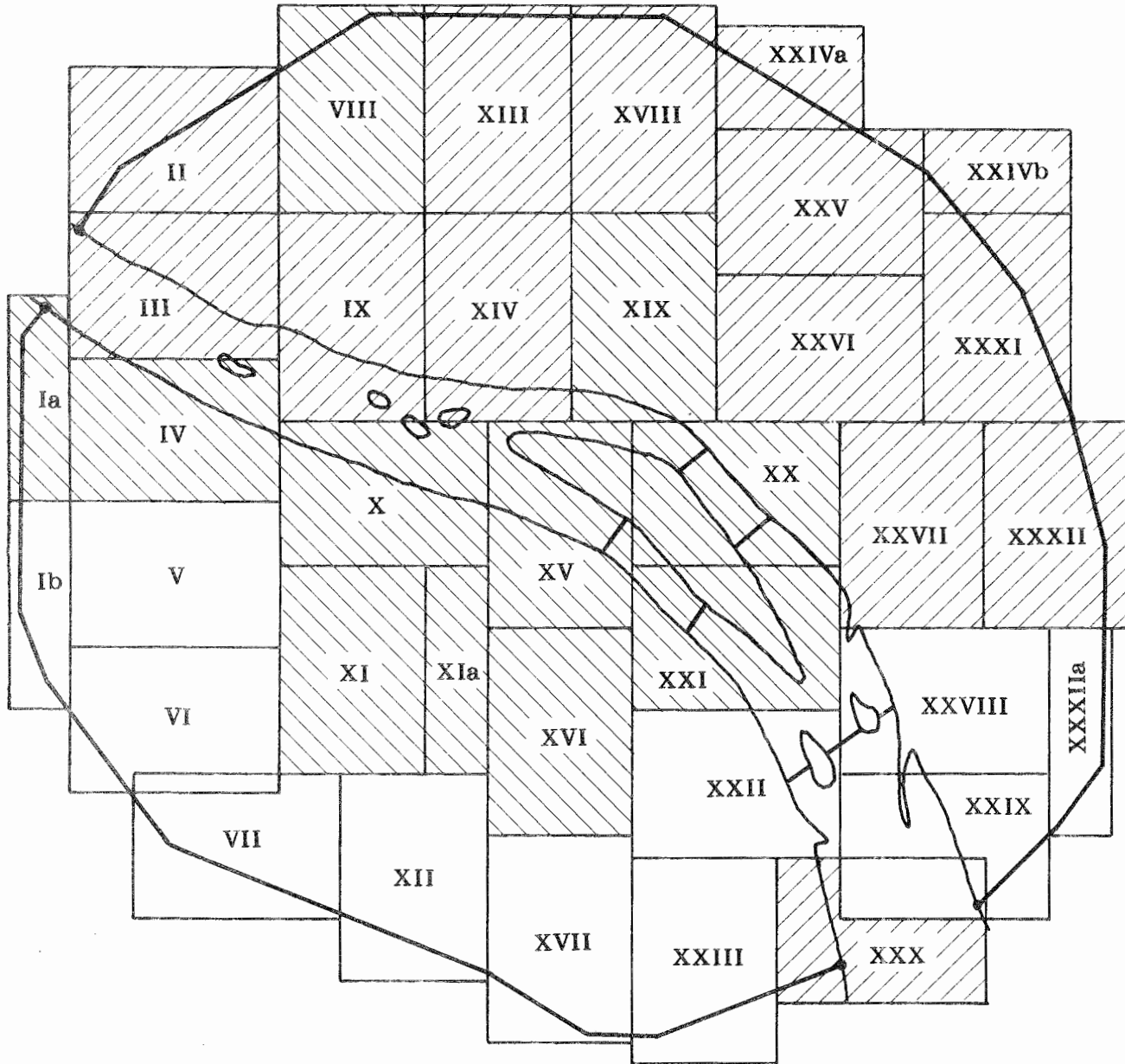
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The FREE CITY of HAVEN

Boroughs

- The Heights can be found on:
III, VIII, IX, XIII & XIV
- The North Corridor can be found on:
XIII, XIV, XVIII, XIX, XX,
XXIVa, XXIVb, XXV & XXVI
- The Commons can be found on:
XXVI, XXVII, XXVIII, XXIX,
XXXI, XXXII & XXXIIa
- The Outlands can be found on:
Ia, Ib, III, IV, V, X, XI, XIa
& XV
- The South Corridor can be found on:
VI, VII, XI, XIa, XII, XV,
XVI, XXI & XXII
- The Labyrinth can be found on:
XII, XVII, XXII, XXIII &
XXX
- Trade Island can be found on:
XV, XX & XXI



HAVEN

Secrets of the Labyrinth

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INDEX OF KEY ABBREVIATIONS

Throughout the Haven series, as well as the accompanying books in the Thieves' Guild series, certain abbreviations are commonly utilized. The meanings of these various abbreviations are summarized below.

- | | |
|--|---|
| <p>AC - <u>Armor Class</u>: represents the protective value of armor, shielding, and skin carried by a character or NPC</p> <p>APP, AP - <u>Appearance</u>: a measure of the character's personal beauty or comeliness</p> <p>BT - <u>bit(s)</u>: a small coin made of iron; 10 BT = 1 CP</p> <p>CDN, CO - <u>Coordination</u>: a measure of the character's dexterity, the ability to make correct deliberate physical movements</p> <p>CP - <u>copper piece(s)</u>: a small coin made of copper; 5 CP = 1 SP</p> <p>D (3D6, 1D8, xDy, etc.) - <u>Die</u>: the number (x) of dice of (y) sides to be thrown while resolving a combat or particular situation</p> <p>DSC, DN - <u>Discretion</u>: a measure of the character's common sense, memory, and ability to think clearly under pressure</p> <p>EAC - <u>Effective Armor Class</u>: represents the total effect of skin or various armoring devices used or worn by beings, plus - in the simple method for resolving combat - dodging ability</p> <p>FRP(G) - <u>Fantasy Role Playing (Game)</u>: any of a general class of games using constructed or randomly generated characters to adventure in a make-believe medieval land of high fantasy</p> <p>GM - <u>GamesMaster</u>: the referee or moderator of an FRP game; considered to be the "god" of the particular universe s/he has created, in which players adventure</p> <p>GP - <u>gold piece(s)</u>: a small coin minted from gold; coins usually weigh 100 to the pound; 1 GP = 10 SP = 50 CP = 500 BT</p> <p>HTK - <u>Hits To Kill</u>: the amount of damage that a character can withstand before dying or becoming unconscious or comatose</p> | <p>HACØ - <u>Hits Armor Class Ø (Zero)</u>: number that must be equaled or exceeded on the roll of 1D20 to strike an unarmored foe; an enemy's EAC and dodging ability are added to HACØ to get HP</p> <p>HP - <u>Hit Probability</u>: the chances of striking an opponent</p> <p>INT, IQ - <u>Intelligence</u>: a measure of the character's ability to learn and to profit from experience</p> <p>MA - <u>Movement Allowance</u>: the number of hexes (normally 5' from side to side) that a character can move in one 15' melee round</p> <p>MAG, MG - <u>Magnetism</u>: a measure of the character's charisma, attractiveness, sex appeal, personality, and/or leadership</p> <p>MGR, MR - <u>Magic Resistance</u>: a measure of the character's innate ability to resist magic spells and other arcane effects</p> <p>mr - <u>melee round</u>: 15 second span used to regulate the flow of play in combat; minutes and hours are used normally</p> <p>REF, RF - <u>Reflexes</u>: a measure of the character's reaction speed, the time it takes to make instinctive movements</p> <p>SP - <u>silver piece(s)</u>: a small coin minted from silver; 10 SP = 1 GP</p> <p>SR - <u>Saving Roll</u>: an attempt to accomplish a feat extraordinary; this is usually tested by rolling 2D12 against a given requisite</p> <p>STM, SM - <u>Stamina</u>: a measure of the character's ability to endure hardship or withstand wounds</p> <p>STR, ST - <u>Strength</u>: a measure of the character's physical power, brute force</p> <p>TAL, TL - <u>Talent</u>: a measure of the character's ability to use and/or understand magic</p> |
|--|---|

HAVEN – SECRETS OF THE LABYRINTH

A FORWARD

The bustling trade metropolis of Haven sits on both sides of the Dorian River, at the only place the great river can be bridged for almost fifty miles in either direction. The Dorian is navigable by sea-going ships as far as Haven's South Docks, and its two upper branches support a great deal of river trade. Haven is also situated on the well-traveled east-west trade route known as the Long Road, and thus is of double importance, for this is one of the few places where the Long Road traffic and the sea trade meet. Because of the availability of good communications, Haven is a natural political center and has grown to be a thriving nexus of trade government and manufacturing, with a population of almost 80,000.

There has been a city in the general location of Haven for centuries; the city as it is now got its start as a Namori provincial capital several hundred years ago. Following the ebb of the Namori empire, the legions and governors retreated towards the imperial heartland, and left the western provinces to fend for themselves; the local nobility and such Namori who elected to remain assumed control over various portions of the region, creating a feudal system that eventually stabilized into the Ten Cities and their duchies, counties, and baronies. The most powerful of these families, the di Cotillion, assumed the title of Dukes of Haven (and the overlordship of a great portion of the Dorian valley). About 175 years ago, economic necessity and pressure from the growing trade Guilds forced the Duke to grant a charter to the city, which made the city an independent political entity, and freed its slaves. The city is now run by the families who dominate the powerful Guilds. The feudal nobility is declining, and some of the families have been forced into bankruptcy, or into selling off their lands, often to the land-hungry merchants and guildsmen. Despite the wealth and importance of the city Guilds and merchants, however, the influence of the nobility is still a force with which to reckon, both within the city and without.

The present Duke of Haven, Fernando di Cotillion, holds a great deal of influence in the city, and is still the source of many political appointments and other positions determined by patronage. Haven is the center of the ducal court as well as being an important trade center; the city and ducal bureaucracies create a great many jobs for city dwellers. Both city and ducal forces maintain a patrol on the river and the Long Road to protect the all important trade, particularly during the annual Trade Fairs, in midsummer and midwinter.

Within the city's walls are a multitude of shops, residences, taverns, warehouses, and, of course, people. There are seven major divisions to the city, six of which are politically coherent areas called boroughs: the Heights (where the majority of the nobility have their homes), the North Corridor and South Corridor (the business districts for the merchants and traders), the Commons (where many of the plain working folks live),

the Labyrinth (the thieves' quarter, and home of the poorest of the poor), and the Outlands (where most of the city's elves, dwarves and other non-humans choose to live). Trade Island, in the center of the river, though not a political borough, is almost a world unto itself, a year round bazaar and market, and home for many traveling traders on the Long Road.

The city is nominally governed by the Council of Boroughs, a group elected from the six boroughs, who select a Mayor and his Ministers to run the various facets of the city's administration. In actuality, the power rests in the hands of a few families who are the heads of the largest and wealthiest Guilds, who can usually manage to assure the election of officials they want. The Duke appoints the High Judges, who serve for a term of ten years in the Court of Common Pleas (dealing with civil law), the Court of the Exchequer (the court which enforces taxation), or the Court of the Eagle Standard (the high ducal court dealing with treason). A further court, the Circle Chamber, is formed of the highest ranking mages with ducal sanction to regulate the use of magic in Haven.

THE REGION OF THE TEN CITIES

Haven is the largest of the Ten Cities, a region of ten independent duchy/city-states that developed after the withdrawal of the Namori legions. Although all the Ten Cities and their duchies are politically autonomous, Haven exerts considerable economic influence over its two closest neighbors: Seki, a walled seaport 150 miles to the west, on the other side of the White Wing Mountains, and Kandai, in the foothills of the Peace Mountains some 75 miles to the east.

Some 200 miles up the East Dorian lies the walled city of Mandalai, the bulwark of defense against the growing threat of an orc invasion under their legendary leader, the Radisha. Mandalai and its soldier-duchess, Morwenna MacAran, have been holding back the orcs thus far, but have been also bearing the brunt of the orc raids, and the aid from its sister cities, particularly from Haven, has fallen far short of the need. Mandalai's closest neighbor, the Dwarven city of Darnaiga in the Khuz Mountains, has been supplying troops, since Darnaiga is heavily dependant on the human farmlands of the East Dorian for its food supplies, and would face serious shortages if the orcs overran the valley. Despite the efforts of Mandalai, orc raids are becoming a serious problem even as far south as the Long Road, and the mercenaries who hold the pass open for travelers have had to step up their vigilance.

The west branch of the Dorian runs through the Wold, the deep forest controlled by the elves; its tributary, the Sparkling river, branches to the Long Lake, where lies the city of Lakeside on the far shores. Lakeside has the largest elvish population of any of the Ten Cities, and as a result, life seems to move at a slower pace there than in any other city.

Further up the West Dorian, where it tumbles down from the high plains of the Golden Plateau in a series of spectacular falls known as Giant's Stairs, is Huy Lankh, a colorful city that does much trading with the nomads of the Plateau. The influence of the nomads of the Golden Plateau upon Huy Lankh lends that city a certain barbaric flavor not found in the other cities. It is one of the few of the Ten Cities that does not have a charter, but is still under the rule of its nobility.

The three western cities are constantly involved in petty quarrels and minor military skirmishes on their disputed borders. The largest of the three is Belakor, with its extensive sea trade and large natural harbor; it is ruled by the archmage Karlay and his council, and is second only to Haven in its number of resident mages. The Long Road culminates in the ancient feudal city of Kur Istan, once the largest port of the region. It is now in a slow decline due to the better geographical position of Belakor for the Sholokith trade. The third city, Tanadis, whose hereditary Prince has dreams of uniting all the Ten Cities under his rule, is farther inland, also on the Long Road; if Tanadis' poorly managed affairs are any example, however, he poses little threat at present.

GM's Notes:

There are several sections of text in Secrets of the Labyrinth. Each of the sections describing a given neighborhood follows the format below:

a general description and introduction to the neighborhood, including political and economic ambiances, prominent families or institutions (if any), and any other basic information that can be considered public knowledge. This information can be given to the players, unless GMs prefer to run them as total strangers to the city.

GM's Notes:: Specific information on special situations and how to handle them, designed for GMs' use.

NPC Encounters: Short descriptions of personalities of the neighborhood, generally major, often characters who are involved in one of the scenarios or are likely to be encountered anywhere in the neighborhood.

Shops, Taverns, and Residences: A variety of the shops and other buildings found in the neighborhood; these are described either in a short paragraph series format or in the following longer descriptive format:

Name of shop, etc.
(Type of business - quick descriptive phrase)
ID# from neighborhood map

OWNER:
HOURS OF OPERATION:
EXTERIOR DESCRIPTION:
INTERIOR DESCRIPTION:
Price Range:
Quality Range:
Outstanding Items (if any):
Cash Box:
OCCUPANTS:
Staff:
Customers:
Loiterers:
NPC ENCOUNTERS:
SPECIAL OPTIONS: (if any)

Price ranges, quality ranges, cash box, etc., will only be included if the building is a business, and are explained later in this section.

Scenarios and Plot Outlines: Plot outlines, giving Players' Information and GM's Notes for possible adventures in the section, often involving NPCs and locales previously described. Some of the scenarios may take the players out of the city if the adventure is pursued; in this case, the GM is responsible for the design of the countryside involved.

Detailed Neighborhood Maps

There are ten sections of heavier paper in the center of the book, the detailed neighborhood maps of those portions of the city primarily dealt with in this volume; they include those sections indicated on the overall city map on the inside front cover, but do not cover the entire city (that requires 36 different sections of map). The maps may be trimmed on the north and east edges, as indicated by the North arrow in the margin, and can be laid together to form larger areas as required. All 36 maps will have been made available when the final volume of the trilogy, HAVEN: Intrigue on the North Bank, is published; an additional 11 maps can be found in the first volume, HAVEN: The Free City (originally titled The Free City of HAVEN), already available. A large color map of the city is also available from Gamelords.

Special Background Information

Any GM using the city should feel free to alter NPCs, locales, shops, street names, or any other information he desires. This book is intended as an aid, not a final word on what Haven must be in any individual GM's campaign. If the GM desires more information on Haven, he may consult the Thieves' Guild series by Gamelords, particularly issues 1 and 4, or the earlier volume, The Free City of Haven. The material presented in many of Gamelords' fantasy role-playing game aids are designed to interrelate with each other, to form the basis for a campaign. Areas of the city that have been thoroughly described in earlier books, however, are seldom described in detail in later volumes.

Much of the material in this book is cast in terms of the character requisites used in the Fantasy System, the set of role playing rules compiled by Gamelords. If the GM is using a different system, the requisites may be matched with the abbreviations in the following table. This book assumes that the numbers at least started in the range of 3 to 18 (3D6); all calculations are based on those figures, and use of a different scale may render some of the numbers less usable.

STR - strength, force, muscle
CDN - co-ordination, dexterity (deliberate action)
REF - reflexes, agility, speed (instinctive action)
STM - stamina, constitution, health, endurance
DSC - discretion, common sense, wisdom
IQ - intelligence, reasoning and learning ability
TAL - talent, magic or psychic ability, power
MGR - magic resistance, luck, will
MAG - magnetism, charisma, leadership, sex appeal
APP - appearance, good looks, beauty

Occasionally it will be suggested that a character or NPC be required to "make a saving roll against" a particular requisite. If a bonus or penalty is indicated, the amount should be added to, or subtracted from, the

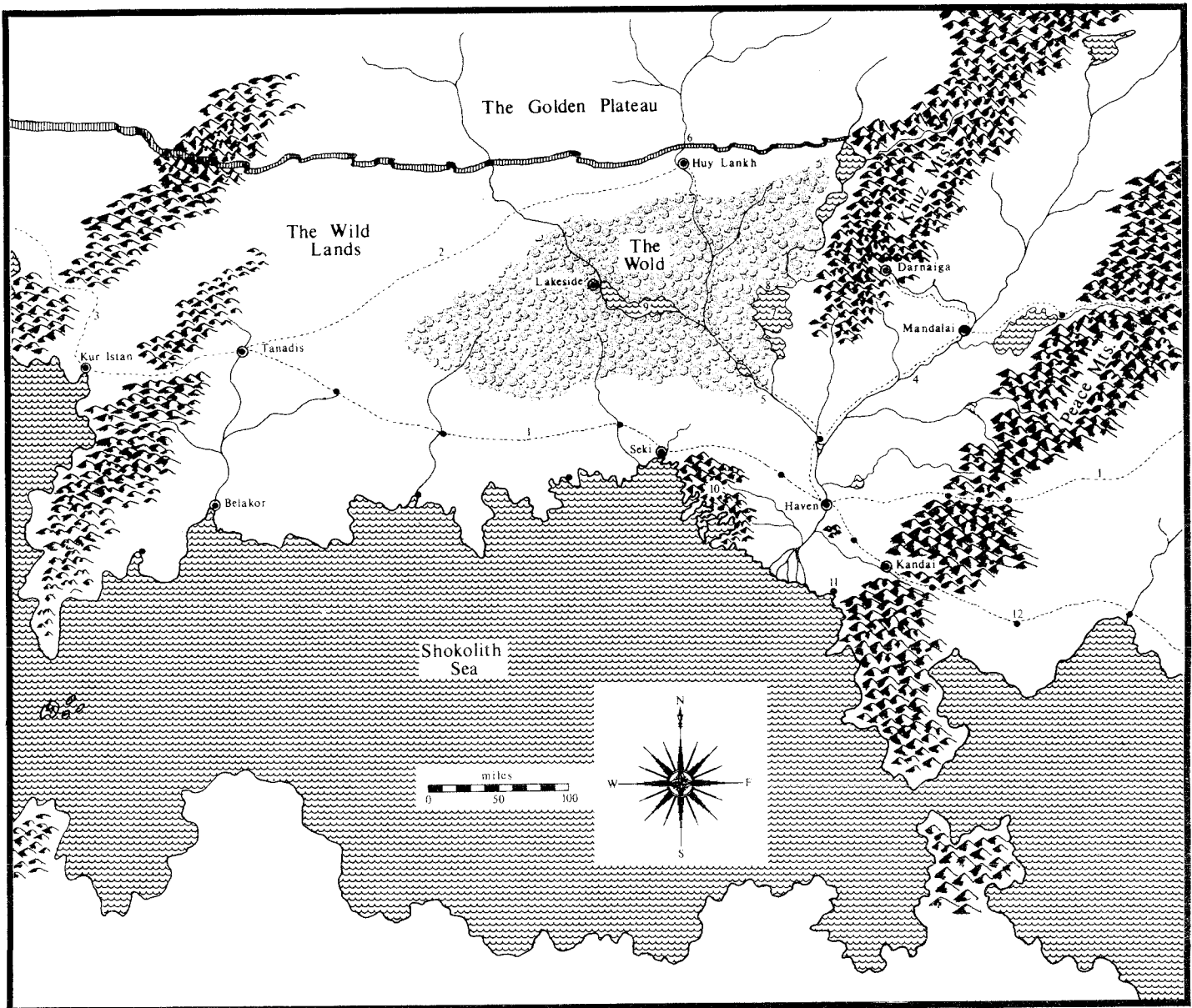
requisite before the comparison is made. The saving roll is made using the total of 2D12. If the total rolled is greater than the adjusted requisite, the saving roll has been missed; if the total is less than or equal to the adjusted requisite, the saving roll has been made.

Coinage and Economics

Haven mints its own coinage (as do many of the other cities), in gold, silver, copper, and iron, and has tried over the years to keep the coins as close to those minted by the Namori Empire as possible. Other cities also tend to follow this practice, so most of the coinage from the Ten Cities is reasonably interchangeable. Haveners also use a small iron coin called a bit (BT); it is about as useful as a penny. The value progression is:

Bit (BT)
 Copper (CP) = 10 BT
 Silver (SP) = 5 CP = 50 BT
 Gold (GP) = 10 SP = 50 CP = 500 BT

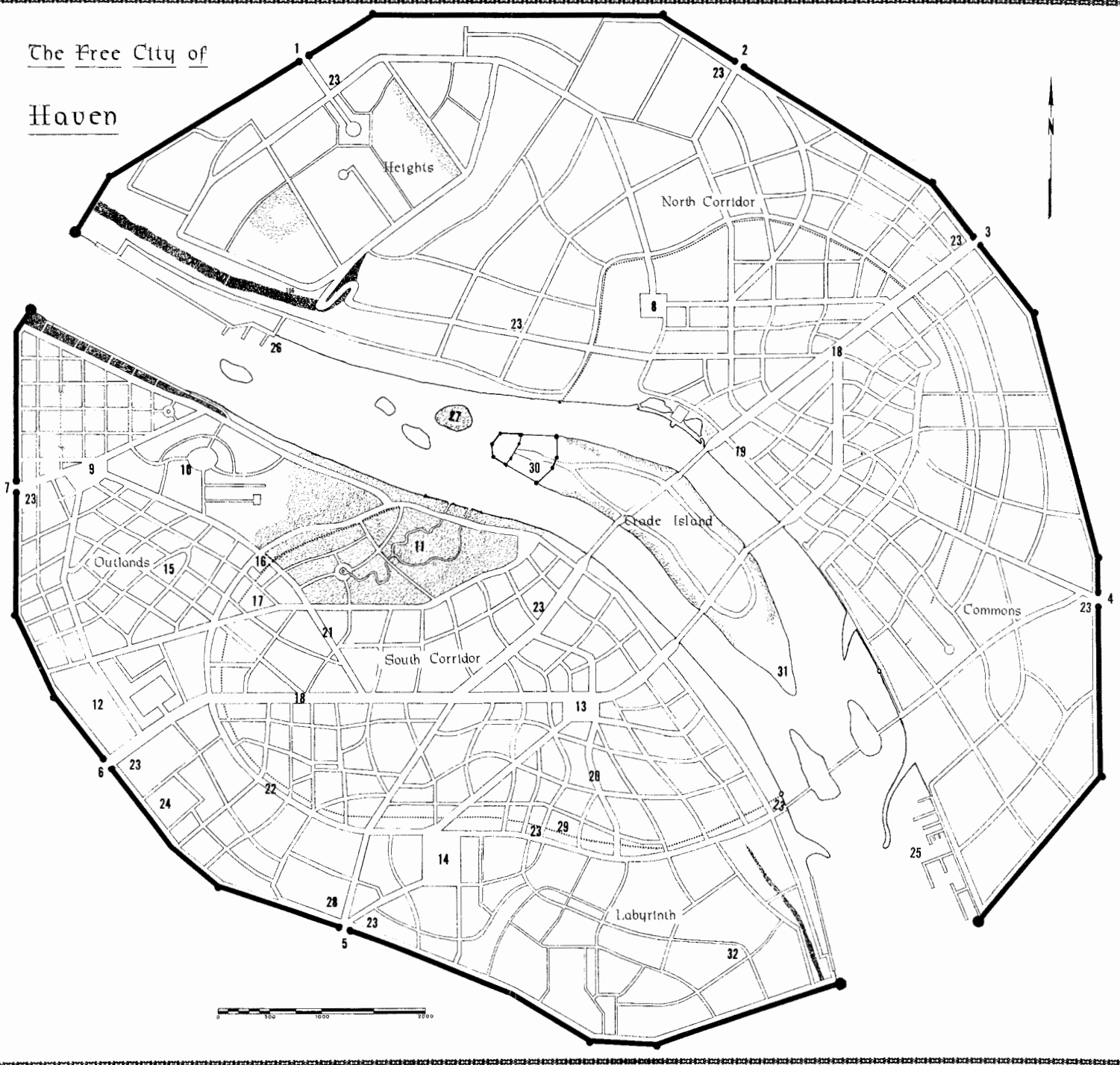
Economics and available money vary widely from campaign to campaign; for this reason, prices are rarely given in specific numbers in this book. Instead, ranges are indicated in the following scale: CHEAP, LOW, FAIR, HIGH, COSTLY, and OUTRAGEOUS. The GM can assign more specific costs based on the economics of his own game. Quality ranges are also given: SHODDY, POOR, FAIR, GOOD, EXCELLENT, and SUPERB. The meanings and ratios for these range descriptions may be found in the section on Thieves' Market.



THE REGION OF THE TEN CITIES

1 The Long Road	5 West Dorian River	9 The Long Lake
2 The Wild Road	6 Giant's Stairs	10 White Wing Mountains
3 The Lost Road	7 Lake of Mists	11 Claremont
4 East Dorian River	8 Silverthorne Castle	12 Brighton

The Free City of
Haven



SOME LANDMARKS
IN
THE CITY OF HAVEN

1. Shield Gate
2. North Gate
3. Caravan Gate
4. Copper Gate
5. Judgement Gate
6. Horse Gate
7. Iron Gate
8. Trademasters' Square
9. Dwarrow Square
10. The Dell
11. Erinhir
12. The Horse Market
13. Plaza of Troubadors
14. Thieves' Market
15. Dancing Green
16. Hypotenuse Square
17. University of Haven
18. Street of Caravans
19. Believers' Lane
20. Street of Silk Veils
21. Magic Street
22. The Horseshoe
23. Guard Barracks
24. The Guard Academy
25. The South Docks
26. The North Docks
27. Wizard's Isle
28. The Grey Halls
29. The Old Wall
30. The Citadel
31. The South Keep
32. Kurgan's Hill

THE BOROUGH OF THE COMMONS

THE SOUTH DOCKS

Haven's advantageous location on the Dorian River has made the city an important port, as well as a vital trading point along the Long Road. The Dorian is navigable by most ships as far up river as the South Docks, where rocks and rough water around Trade Island halt river traffic. This link between the great overland trade route of the Long Road and the sea trade has made Haven the great mercantile center it is, and keeps the South Docks bustling with activity from dawn to past dusk.

The neighborhood of the South Docks, where most of the sea trade is handled, is politically part of the Commons, but its economic ties are with the merchant houses of the North and South Corridor. Warehouses and large cargo storage yards occupy a good deal of the area, with chandlers, suppliers, taverns, inns, and other businesses catering to the needs of ships and sailors. Wagons and pack animals crowd the streets, moving cargo to and from the docks in a constant stream. Sailors in search of recreation rub shoulders (sometimes peacefully, sometimes not) with brawny longshoremen, drayers and the other laborers of the docks, while ship captains, merchants, and traders conduct the business of commerce. Pushcart vendors sell food and drink, as well as ribbons, flowers, and other trinkets for sailors to catch a lass's eye. And lasses there are, on the streets, in the flophouses, bordellos, and taverns, veiled and eager to make lonely sailor - or longshoreman - feel welcome. The South Docks and the warehouse district have a well deserved reputation for being a rough and rowdy part of town. Brawling appears to be a favored local sport, along with drinking, gambling, and wenching. Although under the jurisdiction of the Coppergate company of the City Guard, the guardsmen patrol infrequently after dark (usually in groups of 3 to 6) and are far more concerned with preventing damage to property and valuable cargos than in keeping peace among sailors and longshoremen. Most of the warehouses and cargo storage lots are well secured and have their own guards, as do the ships tied at the wharves, to protect the profitable cargos.

Another significant part of the South Dock's tough reputation is not readily discernible to the newcomer, but is a familiar shadow to the locals. The Black Hand, a dark and secretive brotherhood of thieves, muggers, and other criminals, is a splinter of the Thieves Guild

that broke off several years ago, and now has a solid foothold in the Commons, despite constant warfare with the Guild. The Black Hand is the name whispered behind almost all shadowy dealings in the South Docks, and is rumored to be involved in smuggling, blackmail, assassination, and any other dark and violent deeds that occur in this part of town. Almost everyone here has heard something of the notorious Hand, but their reputation is so dark and mysterious that few will discuss the subject, lest they themselves become a target of its reprisals.

POWER ELITE IN THE COMMONS - THE BLACK HAND

During the long history of Haven's Thieves Guild, there have been numerous occasions when dissatisfied thieves, for one reason or another, have split from their parent organization to form rival operations of their own. Most of these rival groups were quickly subdued by the Guild, and the renegades (minus a few chosen to serve as examples to others with like minds) were returned to the fold. The latest and best organized of these renegade bands has been that group known in Haven as the Black Hand.

The original break with the Thieves Guild occurred because a number of highly competent thieves had been neglected for promotion into the increasingly aged and isolated Thieves Guild Master's Council (see TG 4 for more details). With opportunity for advancement within the Guild blocked, and no indication that this situation would change, these men set out to establish their own guild, with themselves at the top.

The Hand's organizers had pondered well the fate of their predecessors in rebellion, and vowed not to repeat the mistake of acting prematurely. When the most vocal of the malcontents left the Guild, they left the city as well, supposedly to seek their fortunes elsewhere. Meanwhile, a number of unrevealed sympathizers who remained in Haven recruited additional supporters, and met with those city figures believed to be disenchanted with their "cooperation" with the Guild. When the leaders returned, they had considerable financial resources, and friends capable of exerting influence in high places -- and when the moment of open revolt came, almost one fifth of the Guild's membership defected to the Black Hand.

The original Black Hand organization consisted of several guilds, each led by one of the original malcontents, occasionally added to as the Black Hand diversified its operations. Meeting in council as coequal guild masters, the founders perceived the need for a larger-than-life unifying symbol; the result was the mysterious, soon legendary Father Marco. Today, only one of these original leaders remains, kept young by artificial means; a twisted genius, now undisputed in his leadership, and obeyed by his subordinates as much from fear as from respect. Some years ago he began calling himself Marco; now, his original identity is mostly forgotten, and man has merged with legend.

Given the Thieves Guild's superior resources and entrenched position, the Black Hand has been forced to develop a different, more covert modus operandi than its rival. Rather than utilize a direct, centrally organized command chain, the Black Hand leadership runs a far more diffuse cellular system of semi-autonomous guilds. Five such subordinate guilds, designated by the names of their masters, currently make up the Black Hand: one oversees mayhem of all sorts, and provides protection for the rest of the organization, one controls extortion, including loansharking and gambling, another runs Black Hand interests in smuggling and assorted vices, while two more handle traditional burglary, thieving, and second story operations. The "dues" paid by the member guilds are used by Marco and his leaders to finance the more expensive components of a successful criminal network -- the legitimate investments, arrangements with fences and informants, bribes for officials, and magical paraphernalia. The Hand's resources in these areas, however, are still far inferior to those of the Guild.

Each Black Hand member guild is divided into a number of small cells; the leaders of lower level cells themselves form cells, receiving orders from yet another designated commander. Since the member guilds are not large, rarely containing more than thirty or forty men at any given time, there are usually only two or three levels in the cell hierarchy before the guild master himself is reached. The two "traditional" thieving guilds are not large, containing but two or three cells whose leaders report directly to their master; the others are larger, with correspondingly complex organizations. The size of a cell varies according to its function; a cell of 'heavies' or muggers, for instance, might contain as many as ten men, while cells of traditional thieves might contain as few as two or three. In general, members of one cell rarely know members of another, except from occasions when two or more cells have banded together for a large operation. Very large operations may demand the resources of two or more guilds, but this is extremely rare.

This structure, while less efficient in theory than the highly centralized Thieves Guild, has in practice proved immensely successful at preventing infiltration of the Hand by the Thieves Guild or City Guard. Such enemies have an easy time gaining access to the lower levels of the organization, but seldom seem to progress far. By shunting identified infiltrators into lower level cells, the Hand can continue to use their thieving skills without threat to the organization itself. Furthermore, the nature of the Hand has made crackdown

or elimination difficult, since the cells usually operate independently from one another, and all but the highest cells are replaceable.

Joining the Hand varies in difficulty from member guild to member guild. The two "traditional" thieving guilds are the most elitist, and will only induct other thieves into their guild if they appear competent and experienced; the current conflict with the Thieves Guild is taking a high toll of Hand thieves, however, so that exceptional non-Hand thieves caught practicing their trade in Hand controlled areas may be given the opportunity to join as full members, rather than being summarily killed. Thieves who make an effort to contact the Hand (the easiest method is to ask around in the seedier taverns, and they will eventually find you) will be given a low cell level contact and asked to bring to that person a certain amount of money, usually on the order of 5-10,000 GP, to be stolen within the next few nights. Successful completion of such a task will bring about a probationary membership within the guild and induction into a low level cell; probationary guild members "donate" almost all of their take to the Hand treasury. After about three months, the cell will hold a meeting to decide if the probationary member is good enough to enter the guild; should they decide yes, the thief in question becomes a full member - otherwise, he is quietly eliminated.

Recruitment into the other guilds is more complicated. More specialized operatives, such as assassins or loan sharks, are usually recruited from within the Hand, as occasion demands. Less specialized men, such as thugs, alleybashers, protection racketeers, and extortionists, are recruited from the normal low lifes around the city. Very specialized types like sea captains and caravan masters, whom the Hand cannot itself train, are inducted into the Hand slowly and carefully, and only trusted after several years of association (usually after the Hand has accumulated a sufficient amount of blackmail material against the person in question). The only common denominator is the general principle that one does not approach the Hand; the Hand approaches you.

THE BLACK HAND GUILDS

Angelina's Guild

Angelina's Guild controls Black Hand interests in smuggling, both by sea and by caravan, and the supply of drugs to many of Haven's noxious opium dens. Auxiliary concerns include the brothel, the Black Whip, on the street of Silk Veils, and the small but lucrative underground slave trade (a highly illegal business centered around the shop of Adrielle Illorin, see Haven: The Free City, Erinhir). Its headquarters are a posh and seemingly respectable dining establishment in the North Corridor known as Silvante's, owned and operated by the guild.

Angelina has four lieutenants who direct various parts of her operation. The first of these is G. Maximus, the huge, obese, pig-eyed owner of the Black Whip, a house of pleasure on the Street of Silk Veils which caters to those who enjoy any of a variety of strange and bizarre fetishes. Maximus lives at his somewhat disreputable establishment, and controls three cells

containing some dozen men. One group consists of the three or four thugs in his employ, another of the uniquely trained staff of the Whip, and the third a group of four men who handle Black Hand involvement in the Haven slave trade - the leader of these men, Angus McFarlane, is Adrielle Ilorin's contact in Erinhir. Maximus himself is as venal and loathsome as the activities he directs, and is well satisfied with his grimy little niche in the Black Hand power structure. There are few things beneath him, and it is rumored that he partakes liberally of the services offered by his establishment.

The head of Angelina's drug dealing operation, Julian de Carbot, works out of Black Padre's, the seedy dockside bar, opium den, and whorehouse located in the Commons. Carbot is short and fat (although he does not begin to approach the massive girth of Maximus), but he is also cunning, devious, and ruthless. He directs the movements of some ten men (three cells), and the drugs that they handle. Padre's serves as one of the principal storeplaces for Black Hand opium before it is sold, along with a rented storage room at Fellini's boarding house, deep in the Commons, and the back room of Andre de Montville's spice emporium in the South Docks, where contraband opium is stored in teakwood boxes marked as cinnamon.

Mordred deLaterre, the crippled, wizened, and now retired caravan master who operates a caravanserai in the North Corridor, is another of Angelina's top lieutenants. From his establishment caravans set out for most of the cities along the great road, and often carry Black Hand contraband among their cargo. Mordred does not have many operatives directly under him, for the success of his business is dependent upon legitimate contacts with area caravan masters, and not upon brute force or strength of numbers. Nonetheless, two or three of his employees at the caravanserai are affiliated with the Hand. Since Mordred needs to coordinate the activities of Black Hand agents in the other great cities who act as his buyers and shippers, he also employs several couriers who are constantly moving in and out of Haven with major caravans carrying letters between Mordred and his agents.

By far the most extensive part of this guild is the South Docks smuggling operation, run by Alfonso Caradello. Alfonso, along with three other subordinates of slightly greater brawn but vastly inferior wit, directs a small longshoreman's firm and storage warehouse, known respectively as Longshoremen Inc. and Caradello's Storage. He also supervises the activities of Constantine Maylino, owner of a dockside warehouse, Maylino's nightwatchman Rufus, and Lazar Symbocca, owner of Sym's Storage Company. Under the direction of Caradello, Maylino oversees the buying and storage of illicit cargoes for the small fleet of Black Hand smugglers that operates along the river. Unknown to Maylino, cargoes smuggled into Haven are stored in Caradello's warehouse, or at Sym's Storage.

The final immediate underling of Caradello's is Conrad Bissell, a small ferret faced man, who is one of the three day-shift assistant customs inspectors employed by the ministry of Ports and Shipping to collect customs duties along the South Docks, under the

direction of Inspector Valyri Pipper. Caradello attempts to arrange for Black Hand cargoes to be inspected by Bissell (#301 - who places the proper seals and stamps upon the appropriate items). Nonetheless, there is only a 65% chance that Bissell will be the inspector on duty at any given time; illegal Black Hand cargoes, therefore, are usually well concealed, even when Caradello has arranged for Bissell to inspect the smuggler. In exchange for his duplicity, Caradello pays Bissell a annual gratuity, and arranged for Bissell's sister to receive training and employment as a courtesan from the Black Whip (small government officials, like beggars, cannot afford to be choosers).

The smuggling vessels themselves are owned and controlled by a variety of means and companies. Two long distance haulers, owned by the Tandouray Spice Company, make port but three or four times per year, and are used to smuggle small, easily concealable, and highly valuable items (like packets of rare spice into Haven, or battlemagic out). Five smaller ships belong to the Bilotto Leather Company, a large tannery based in the Commons, owned indirectly by Prospero Maggia. Their traffic is mostly restricted to the river trade, carrying hides from the great downriver Ohlfraadtt cattle herds, and they generally make port two or three times per month. However, once or twice a year, as occasion demands, large shipments of opium and hashish from the far Kingdom of Jez are brought into the Dorian Delta by the large Tandouray merchantmen, and unloaded onto the smaller Bilotto river craft in relative privacy over a period of several weeks. Concealed within the bundles of leather, small amounts of drugs are easily carried into Haven, thus avoiding costly taxes (although the use and sale of drugs is legal in Haven, drugs are subject to heavy imposts when brought into the city).

Besides smuggling drugs and spices into Haven, two other items that Caradello handles are spidersilk and foreign wines and liquors. Each is in direct competition with a major Haven industry, and as a consequence are imported in defiance of the official monopolies granted to powerful members of the Council of Guilders by the Duke of Haven. The wines and liquors are smuggled into the city aboard Falling Star, a large merchantman owned by Culvarran Ltd., whose chief cargoes include olive oil from the equatorial city of Karen Te, and molasses from the western city of Belakor; the wine bottles are carried concealed within the larger kegs of oil or syrup. Two other ocean going ships, owned by the weaving firm of brothers Mazov and Kary Toistol, normally import fine wool from the Clermont sheep flocks, out of the small port town of Clermont, fifty miles east of Haven; every two or three months, however, the vessels rendezvous with yet another Hand affiliated ship, the privately owned Dark of the Moon, and receive a consignment of spidersilk, which can then be concealed within heavy bundles of wool for the short voyage to Haven.

Caradello coordinates the movements of his smuggler captains from Black Padre's; there, Caradello plans the next shipments and disburses the necessary capital to pay for various outport cargoes. Since only a few of his captains are likely to be in port at the same time, Caradello often gives them letters to be delivered to men not present, or to be placed in Hand maintained

"letter boxes" in other ports, instructing those men in current plans; Esteban de Martin, captain of Moon, is the man that Caradello uses most often as a courier.

Angelina meets with her lieutenants intermittently to plan large operations, and to receive progress reports on operations already in motion. Most such meetings take place at Silvante's, which provides an excellent cover for Angelina. Other than Caradello, Carbot, Maximus, and deLaterre, only Angelina's headquarters staff (a body guard, a clerk, and two assassins) know the location of Angelina's headquarters; the only others who know Angelina's true identity are her fellow Black Hand guild masters.

Cariadoc's Guild

Cariadoc (#302) is a short, broad-shouldered man with a handsome face and a wide grin. His cheerful expression conceals a temperment cold and vicious, and a disposition rarely better than dourly melancholy. Cariadoc grins widest while watching the death throes of his enemies, and likes to be present when his men torture and interrogate opponents. He is the master of the Black Hand guild that controls assassination and murder for hire, and his thugs and toughs provide protection and strongarm support for other Hand guilds.

Cariadoc's operation is tripartite. The most elite and highly trained members of his guild are the two small cells of assassins, who are used to eliminate prominent Black Hand enemies, double agents, and others who cross the Hand, or get in its way. The efficiency of these killers, at least for those who know of them, causes them to be one of the Hand's most feared instruments. If the Hand is approached by an outside source to hire contract killers, and the price is right (as much as 50,000 gold pieces if the victim is highly placed or well guarded), Cariadoc's assassins may be placed upon the job. By far the largest part of Cariadoc's guild, however, is formed of the half-dozen cells of thugs in his employ. These thirty-odd men are the core of the Hand's "muscle", and spend much of their time policing shops and businesses under Black Hand protection. At times, they may operate in conjunction with other Hand guilds as required, or perform actions on their own, such as trashing the shops of those recalcitrants who refuse to pay protection, at the request of other Black Hand leaders. The third division of Cariadoc's guild is the small cell of professional torturers that he maintains at his headquarters, a large mill called Redonso's. Part of the basement of the mill is a well stocked torture chamber, fitted with the latest and nastiest torture devices. The two torturers operate the mill, whose constant mechanical grinding nicely obscures the screams emanating from the basement when the two are involved with their professional occupation.

The Guilds of Paraggio Lucca and Corwin Ariosto

Paraggio Lucca (#303) and Corwin Ariosto (#304) are the master thieves who control the Hand's two "traditional" thieving guilds. Lucca is a slender, boyish man with dark hair and an angular face; his guild consists of some three cells of highly competent thieves who operate mostly in the Commons and North Corridor. Ariosto is an older, more cautious man, who has been with the Hand for many years; because of his experience and his known trustworthiness, Ariosto has been assigned the much more difficult territory of the South

Corridor and adjoining areas (including the Labyrinth). His guild is larger, containing four cells (almost twenty men) and includes a cell made up of the finest Hand thieves - possibly the best thieving team in Haven, although a few individuals surpass them in skill. Ariosto's guild also maintains contact with the ten to fifteen Black Hand thieves who have managed to infiltrate the Thieves Guild, and forwards information gained from them to other Black Hand units when necessary. Both guilds emphasize second story operations and team work, and look down upon pickpocketing and individual moonlighting. Because the Hand was originally an operation made up solely of thieves, the two Hand thieves' guilds are prestigious, and much of the Hand leadership for all guilds is drawn from them.

Lucius Pavante's Guild

Pavante (#305), the head of a small law firm in the North Corridor, is the master of the Black Hand guild controlling gambling, loansharking, and protection racketeering. He is a dark headed man of better than average height, who usually dresses well and fancies himself a gourmet. His operation is small, consisting of only some twenty men, but is responsible for far more than its share of total Black Hand revenues. One of his men, a mid-level clerk for the House of Rand, serves as the treasurer for Pavante's guild, and maintains an account there that some of the other guilds, particularly Angelina's, draw upon from time to time; another, at the law office, maintains records for loan sharking and protection rackets, which are kept in a locked file in Pavante's personal office. Because of Pavante's position as a respected barrister, enforcement against many of his customers is merely a case of utilizing connections with the city guard to bring suit against them. Pavante is able to leak information from his files to proper authorities through a network of well laundered informants, who may well include innocents like players, thus almost ensuring the indictment of those customers who have the temerity to cross him.

GM's Notes:

Although there are wharves on both sides of the Dorian, only the docks on the north bank are primarily used for cargo handling; the docks on the Labyrinth's side of the river principally cater to those who are stocking their ships for upcoming voyages. Goods coming in by sea and continuing upriver must be unloaded and moved by wagon past the rapids around the Island, to the North Docks, where they can be loaded on river boats for shipment to Mandalai, Lakeside, and other towns further up the Dorian. There are normally 20 to 30 seagoing vessels in the South Docks at any one time; shipping tends to slow somewhat during the winter months, and is exceptionally busy during the middle of summer.

All ships must register with the Ministry of Ports and Shipping upon arrival, and notify the Ministry of the date of their departure, as well as the nature and value of both the cargo they intend to unload, and what they intend to ship out. The Ministry is responsible for collecting dock fees, and the usual taxes and duties on goods imported into, or exported out of, the city. The City is not as interested in protecting local industries

as it is in skimming a little profit off the top of any trading done in Haven; the caravans that travel the Long Road and the upriver traffic are similarly monitored and taxed. Needless to say, no matter how significant or insignificant the City's cut (ranging from 5% to 20% of a cargo's value), there are always those who would prefer not to pay anything at all, or who wish to deal in illegal goods (such as slaves or spider silk). The officials of the Ministry are therefore always on the lookout for smugglers.

Players may be interested in looking for work on the docks, either as sailors (a great way to see the world) or as longshoremen, loading and unloading cargo from the holds of ships. There are no prerequisite requirements for a sailor's job, although above average STR and STA are suggested, and any experience at sea, or trainings in Navigation, Astrology, or some other useful skill may make the prospective candidate more than a deck-hand's pay (around 1 GP a day or a small share of the ship's cargo). Longshoremen are only required to be strong and tough enough to heft barrels and bales, and are paid around 1-2 GP per day, depending on how much work is available.

Players may also have the misfortune to meet along the docks that instrument favored by every good naval recruiter, the press gang. Press gangs are formed when one of Haven's military craft, short on sailors, sends a petty officer and a dozen or so marines ashore to draft the necessary crew; press gangs rarely take no for an answer when "inviting" sailors to join up. Merchant captains short on men may resort to the illegal practice of shanghaiing likely candidates, and inducting them into his crew. Traditional methods for shanghaiing, besides simply coshing the prospective seaman upside the head, include getting the man drunk sometime before departure and neglecting to put him ashore before leaving port, or raiding the dockside opium dens. Those taken by the latter method tend not to be reliable seamen; those by the former are often prime physical specimens, who shake off a vicious hangover only to find themselves miles out to sea.

Jobs loading and unloading ships may be found with the professional foremen whose offices are located up and down the dock front. When a ship enters port, its Captain or Mate contacts one of the longshoremen's companies, which in turn assigns one of its foremen to round up a crew of the appropriate size from the myriads of day laborers to be found each day looking for jobs along the docks. Finding such employment is a matter of being in the right place at the right time; a persistent player could probably find sufficient work to support himself, but will hardly be likely to grow wealthy from his labors. Cargo is generally moved from wagon to ship, or ship to waiting wagon; occasionally, a merchant will also hire laborers to unload the wagons at his warehouse yard.

There will be a 40% chance that any given ship will need to be unloaded. Such a ship will typically contain 10-80 tons (1D8x10) of cargo in its holds. It will be loaded with:

- 01-25 Sacks of grain (2D4x1000 sacks, 50#, 20/hr.)
- 26-40 Ingots of metal (2D3x1000 ingots, 100#, 10/hr.)
- 41-55 Barrels of oil, salt fish, or other foodstuffs (3D4x100 barrels, 200#, 10/hr.)

- 56-75 Agricultural products (flax, dried fruit, straw, leaves, indigo, hemp, etc.) in bales (2D4x200 bales, 100#, 12/hr.)
- 76-85 Luxury Items; pearls, gems, ivory, liquor, sealed in chests or barrels (1D4x50 chests, 40#, 20/hr.)
- 86-00 Stone; obsidian, marble, in blocks (1D4x100 blocks, 500#, 5/hr.)

The amount a person can lift and move without straining himself is 10# times the individual's STR. The weights in parentheses, above, are the weights per item or package; the numbers are the amount of items that can be moved by a man or team in the time given. If the ship is to be loaded up for a voyage downriver (60% chance), the cargo will be:

- 01-30 Textiles, in bolts (3D8x100 bolts, 20#, 10/hr.)
- 31-45 Wood, in logs (2D4x100 logs, 400#, 5/hr.)
- 46-75 Wine/ale, in barrels (3D4x100 barrels, 200#, 10/hr.)
- 76-85 Leather, sheepskins, furs, in bales (2D4x100 bales, 100#, 12/hr.)
- 86-90 Ship's supplies (barrels, sacks, etc.; select the cargo size most appropriate for figures)
- 91-00 Luxury Items; jewelry, gold, silver, weapons, magic items, etc., packed in sealed chests (as above)

The GM is reminded that some of these cargos are very valuable, and those handling it will be supervised by members of the merchant's or the Captain's crew, as well as cargo items being carefully checked off on the foreman's lists as they are moved. Laborers are paid in cash when the loading/unloading is completed, and are then free to seek another job, or to go to the pubs.

SHIPS IN THE SOUTH DOCKS

The South Docks has a transient population of ships, captains, officers and crews that provide a constant source of rumors, jobs, and money, as the taverns and flophouses will attest. The usual stay for any given ship in Haven's port is approximately a week, and in that time, cargo must be unloaded, supplies must be ordered, repairs and routine maintenance performed, and new cargo found, purchased, and loaded back into the hold. If the crew is undersized, new crewmen must be hired, or, for those who are less scrupulous, shanghai'd by press gangs.

If the players are interested in traveling by sea, either as crewmen or as passengers, the GM is referred to TG 6 for specific rules involving ship design, combat at sea, and encounters on the briny deep. Below are listed some of the ships presently in port, along with some description of their general type, cargo, destination, and other pertinent information GMs might find useful in setting up adventure possibilities.

Firebird is a galley, with two banks of oars, and two masts that support bright, triangular sails; she is rumored to have gold trim in her cabins and a great deal of treasure aboard (false). The captain is a turbaned fellow named Irahil daz-Asod (#306); in fact, the whole crew is foreign, dark of hair and skin, and speak an unknown musical language. Firebird carries a cargo of iron and dwarven made weapons, bound for the city of Karan Te, on the southern end of Sholokith Bay. She also carries passengers -- a group of very nervous dwarves and a party of foreign traders, in flowing robes, turbans, and exotic jewelry.

Ocean Gypsy, a caravel, designed for merchanting, is bound for Seki with a cargo of logs and cut lumber for the shipyards. The captain is a woman, Helene Troyas (#307), known for her energetic personality and sharp tongue. She is also known as an experienced navigator around the Sholokith, with a unbeatable weather sense. Helene is short and her face lined with years of seafaring; her hair is short and greying, but her crew have been with her for years, and wish no other captain. Ocean Gypsy also carries passengers in its crowded cabins, for the reasonable fare of 40 GP to Seki.

Argos is a sleek galley, with two banks of oars and triangular sails; the captain, young, fast-talking Jason Horn (#308), is looking for investors in a treasure-seeking exploratory venture to a distant, northern island. At present, the ship has no cargo, only a quarter of the crew necessary to man her, and is in danger of being confiscated for back debts and dock fees. Jason needs about 15,000 GP to pay off his creditors and stock his ship for the voyage; he is willing to promise almost anything to save his ship. The map of the island is in Jason's possession at all times; it is genuine, and easily worth the gold necessary to refit the ship, but Jason has no wish to sell the map. Should the players get involved in Jason's expedition, the GM will have to design the island and treasure in question.

Pavanne, a heavy merchant caravel, loaded with lumber, casks of wine, and sacks of wheat, has several large cages built in the the hold, empty at present. Captain Emilio di Cordoba (#309) is an enterprising fellow who never overlooks a possibly profitable deal, despite its legality; he is rumored to have been a smuggler and privateer in former days, and will do almost anything to ensure his own interest in an affair. He is also one of the few captains who keeps a ship's mage, a small, dark fellow called Cimeron (#310), whose skills include weather and repair spells. Neither particularly trusts the other, and the crew's loyalty is split between them, should they come to a serious disagreement during a voyage.

Starseeker, a long, slender corsair, of elvish design, is commanded by Captain Earnil Anarion (#311), a tall elf with pale hair and sea-green eyes; the crew is elves and half-elves predominately. The cargo is spidersilk, luxury goods, and ingots of copper and bronze, bound for Solhedrin across the bay. There is an opening for a bard, with free passage for entertaining the crew during the voyage.

Atlantia, a solid merchant ship, is captained by a brawny young man named Simon Roxinus (#312), green-eyed and blond, with a thick beard. They are bound for Belakor on the western coast, with a cargo of lumber, wool, and a special consignment from **Enchantments, Ltd.** Simon is forthright and honest, with the reputation of an excellent seaman; his crew is fairly treated, and most are very loyal, with the exception of one seaman, Rebo Jack, who was disciplined by the captain for theft.

There is a passenger aboard Atlantia, a handsome young man, dark-haired and bearded, dressed as a merchant. He is actually a mage, Ali Zander (#313), entrusted with the delivery of certain letters and documents from the Circle Chamber to various high-ranking mages in Belakor. These letters concern secret negotiations dealing with a possible alliance between

the Mages Guild of Haven and their counterpart in Belakor, and would be extremely damaging to the Guild if they should fall into the wrong hands, like the Council of Boroughs; the Circle Chamber is carrying on these negotiations without the knowledge or consent or Haven's governing body. Captain Roxinus has been well paid to insure the safety of his passenger, but has no knowledge of the letters; Ali carries several potent arcane protections, and the letters are hidden in his cabin.

Dark of the Moon is a swift galley with three banks of oars, captained by Esteban de Martin (#314), a cold and ruthless man, who is also a Black Hand agent. The official destination for Moon is the Mystic Isles, with a cargo of textiles, wheat, and amber; however, about a third of the bolts of woolen cloth have lengths of the light, extremely expensive spidersilk wrapped within them, hidden from the tax and duty collectors, who collect a premium on the rare fabric. Not surprisingly, considering how harsh a master Captain de Martin is, Moon is in need of new crew members; there is a very good chance that the Captain will be forced to shanghai men the night before their departure. The chances of players being so caught are at GMs' discretion.

Gabrielle is a merchant coq just in from the East with a load of Teak and spices, and Captain Girard della Chamoi is looking for a new cargo. Chamoi (#315) is a firm but fair master, and a brilliant navigator; his avowed intention is to carry a cargo of spider silk to the far, fabled eastern ports of Krut'na Brut and Namotto.

NPC Encounters

Father Marco (#316) - the dark and mysterious eminence who holds absolute sway over the Black Hand's varied operations was originally an elaborate fiction, created by the Hand's founders during their period of exile from Haven as a means of instilling discipline and order in their newly recruited ranks. By using the gimmicks of a full face-concealing cowl and a low rasping whisper of a voice, "Marco" could be (and was, in fact) portrayed by several people enabling them to create the effect of being everywhere at once, a malevolent, fear-inspiring presence whose comings and goings could never be completely anticipated. In time, however, one of these founders decided to make Marco's single-handed dominion of the Hand a reality, and patiently but ruthlessly removed his fellow collaborators in the original deception over a period of several months. That man now has become so completely immersed in the megalomaniac personality of his namesake that he retains only shadowy vestiges of his former true identity (who was in daily life a successful and very wealthy legitimate merchant).

Marco is a undeniable criminal mastermind, who has single-handedly directed the Black Hand's movement into a number of lucrative criminal activities theretofore shunned or given short shrift by the more traditional Thieves Guild, and its accretion of a significant number of low-level government and intercity contacts whose cooperation has been assured. He is also undeniably mentally unbalanced, a psychopathic paranoid who trusts none of his associates completely, and maintains a dozen separate aliases under a variety of disguises to protect his personal safety. His organization reflects his own murderous and



merciless temperament. He has no qualms about shedding blood – even that of the innocent – in order to obtain his objectives, and believes in making rather graphic examples of those who fail him, or cross his directives.

Marco's own thievery skills are modest (he's a planner, not a participant, in such operations), but he has developed an exceptional skill with thrown weapons of all types, and is rumored to have some modest spell-casting abilities. He wears two types of magical defenses at all times, but has no personal bodyguards, and his secret identity remains his best protection. Although, as noted, he trusts none of his lieutenants fully,, the only one he truly fears is Angelina; Cariadoc, though equally ambitious, is considered by Marco to be a man of straight forward violence, and not the sort to launch any type of subtle intrigue against him. He has observed the former's efforts to identify his haunts and weaknesses with cautious interest, and has felt the need to send her a not-so-subtle warning on two occasions when her snoopers have gotten too close for comfort.

Angelina (#317) – A tall, stunning black woman who talks with a lilting accent, called "Angel" by those who know her well (few though they be). Her eyes are jet black, and piercing, and her skin is the rich color of light brown coffee. Clearly no native of Haven, she does not look at all dangerous; behind her appealing exterior, however, lurks one of Haven's finest criminal minds.

Angelina's exceptional degree of emotional control has aided her well in her rise to her present position as head of the Hand's largest guild. Her face seldom reflects her true thoughts, and she expects her

subordinates to exhibit the same control; as a consequence, her organization is remarkably well regimented, and well led.

Angelina was not one of the original Hand leaders; her rise through the ranks has been as steady as it has been rapid. She began her career as a street thief, but was soon promoted to second story operations, and showed some promise as an assassin (a skill which doubtless facilitated her quick promotion). Now, though her skills are somewhat rusty, she carries a pair of small throwing daggers, coated with deadly venom, in sheaths at her neck and forearm, and will not hesitate to use them. As the most ambitious of Father Marco's guild masters, Angelina is hopeful of engineering his eventual downfall. She has not moved against him yet because her foe is so elusive and unknown, and because she does not know the extent of his support among the other masters. She is currently seeking to find out who Marco is, and to pinpoint his movements. So far, however, she has been markedly unsuccessful, and several of her operatives put on that job have turned up face down in the Dorian, or hanging in the deep freeze unit at Silvante's.

Alfonso Caradello (#318) – a large and burly man whose bull neck and sloping forehead belie his fierce and arrogant intelligence. He is not a man given to sparkling wit and prolonged conversation, but rather to violent repartee and organizational insight; this latter capability, and his mastery of codes and ciphers, has made him invaluable to Angelina. Ostensibly he is the owner and chief foreman for the small longshoreman's firm called Longshoremen Inc., and part owner of Caradello's Storage; however, he also directs Black Hand smuggling operations on the South Docks. He is not a thief, and his promotion within the Hand has been the result of his managerial capabilities. He is a well liked local figure who uses his influence to look after or protect the neighborhood populace; as a consequence, he has many favors to collect from the common folk of his area. Although he is well past thirty, he is not too old to hold his own in dockside brawls, and his great strength and fast reflexes make him a dangerous opponent.

Rufus (#319) – the nightwatchman for Dockside Services, the storage company owned by Constantine Maylino; both Maylino and Rufus are Black Hand operatives. Rufus, when sober, is a brilliant swordsman; ten years ago, as a mercenary commander, Rufus once was acclaimed first sword of Belakor. Now, however, he is beginning to feel his age, and the fading of his strength and the greying of his temples have proceeded apace. Further, his heavy drinking, always a problem, has intensified in recent years, and the once proud swordsman is known about the docks as a drunkard and a lush.

Grimsby Farsteel (#320) – the Hand's loanshark in the South Docks area, runs a small pawnshop on Drayers' Loop. He is a wiry man, totally bald and bespectacled, with a permanent collection of ugly red welts adorning his arms and neck, and a wheezing but nasal voice. His unappetizing appearance seems somehow perfectly suited to his trade, for Farsteel's under-the-counter loans often represent the last desperate hope for a sea-trader down on his luck. Grimsby has the resources to make loans of up to 50,000 GP, but his terms are

steep: 100% interest, payable in six months, and temporary transfer of the official registry of the borrower's ship into the name of one of the Black Hand fronting companies. In this way, the Hand has obtained permanent (upon default of these loans) title to four of its current smuggling vessels at minimal cost. Farsteel has fair sources of information about the wharf area, and will soon hear of any vessel/captain in financial distress. Thereafter, it will not be long before he makes an appearance on the scene, wheezing his solicitations and hinting at his ability to lend assistance for a proper "arrangement".

Nimrodel the Shipwright (#321) - has been building ships on the Dorian's banks for nearly 150 years, and his name has become a tradition among shipwrights. A tall Noldor elf, with dark hair slightly touched by frost, Nimrodel is one of the leading citizens of the city. He owns and operates four yards for the building and repairing of ships, and is a wealthy man, but because of his long interest and involvement in the political affairs of Haven, he is considered an outcast by the elvish community of Erinhir, who disdain involvement in human affairs. Since the death of his beloved wife twenty years ago, he has become a melancholy and solitary man, leaving most of the running of his shipyards to his sons, and concentrating his energies on the politics of the city. Nimrodel blames the Thieves' Guild for his wife's death, and has been an active opponent of the Guild ever since, even going so far as to assist the Black Hand on rare occasions (see TG 4 for details). Nimrodel takes no side in the nobility/guild struggle; his only interest is in what is good for the city, and the growth of trade and commerce is certainly good for Haven.

Carp the Fishmonger (#322) - a small, brown fellow, who hawks his odiferous wares in a surprisingly powerful basso profundo, wheeling his little pushcart throughout the dock area. There is little that escapes his notice as he patrols his turf, and he is perfectly willing to pass on interesting information for a little cash. Although he claims to be loyal to none save himself, there beats beneath his smelly exterior a heart of purest mush, and he has been known to surreptitiously aid others who were down on their luck.

Valyri Pipper (#323) - a fair-haired man, who likes his comfortable position as Inspector for the Ministry of Ports and Shipping, he has none of the crusader's zeal, and only appears on the docks when absolutely necessary, preferring to sign the obligatory papers for the ships in the comfort of his office, depending on the reports of his assistants and the captain's cargo manifesto for information. This setup pleases captains, who in general dislike strangers poking about on their vessels, and pleases the assistants, who occasionally can pick up a little extra coin from captains who want to make sure their papers are all in order. Valyri does occasionally (10% chance on any given day) have to put in an appearance on the wharf; his annoyance at this causes him to be very zealous in his inspections, and his chances of finding smuggled goods are very high, if there are any on board.

Daisy Pinafore (#324) - a plump, matronly woman with a cheery smile, Daisy greets each ship with a tray full of ribbons, laces, snuff, pipeweed, and candy for sailors to use for gifts to their sweethearts; she is well-known

among the sailors and dock denizens. She knows almost every ship and captain better than the register of ships, and is an excellent source of trivial information about the ships and their crews.

Mordred de Laterre (#325) - a wizened man, small and crippled with phlebitis, operates a good sized caravanserai with space for about 180 wagons, located near Caravan Gate in the Commons. His income is supplemented, however, by his activities undertaken on behalf of the Black Hand.

Mordred was a successful and legitimate caravan master for many years, and his motives for joining the Hand are a mystery. It is said that many years ago the Hand avenged the murder of Mordred's partner; some say his partner was killed in a caravanserai brawl, while others hint at darker and more sinister circumstances. Regardless, deLaterre is totally loyal to the Hand's cause, but lacks the bloodthirstiness of many of his peers. He is now a quiet business man, and has sizable legitimate investments in a North Corridor shipping firm. He can put on quite a cultured air when he puts his mind to it, and has developed a taste for imported wines.

Shops, Taverns, and Residences

The Navy Yard of Haven
(ships and supplies)
XXIX-C005

The city of Haven owns eight bireme galleys, used to patrol the Dorian to the sea. Usually two of these vessels are in port or just outside the walls at any one time, while the others are traveling the river or along the coastline. The yard is primarily a storage area for supplies for the ships, and is completely walled, with a wide gate on Drayer's Loop, facing the pier. The yard is guarded by a small force of mercenaries at all times.

At the moment, two of the galleys are tied up across from the yard, Seaskimmer, and Manticore. Both are being restocked for a two month voyage, patrolling the coastline to Seki, where there have been rumors of a pirate lurking in the inlets around the White Wing Mountains. There are openings aboard the crew of Manticore for experienced seamen with fighting ability, and shipboard mages knowing battle and wind spells.

Jasmine's House of Tattoos
(Workshop of the Artist)
XXIX-C007

A tiny hole-in-the-wall, with dirty windows; yet Jasmine (#326) is a tattoo artist of renown, able to charge considerable amounts for her talents. She is a largish woman of indeterminate middle-age, with stringy brown hair, and is usually found in her shop, seated on a worn couch in front of a low table covered with needles, dye pots, etc. She pays local urchins to keep her apprised of the arrival of new ships in both the North and South docks. Her clientele consists primarily of officers, and the occasional seaman who has managed to save his meager earnings for a piece of her artistry.

Jasmine uses a potent liquor as a painkiller when she works, and occasionally hears things not intended for her ears from her drugged clients. She rarely acts on this information, even though she is opposed to the Black Hand because of their excessive brutality, which she considers bad for business.

The Crystal Ship
(The Sailor's Den)
XXIX-C011

The Crystal Ship is a small, smoky, dimly lit tavern at the end of a grimy alley. There is an opium den in the back room of the tavern, and three rough-looking men guard the door to persuade non-customers of the inadvisability of entering. The common room serves cheap ale and spirits, and is open around the clock; there are usually 20 to 30 seamen drinking and telling tales here. Occasionally, one even catches a whiff of the goings-on in the back room, as the fumes from the den escape.

The proprietor is an immense, hamfisted fellow known as "Tiny" (#327), capable of keeping order even among seamen; although he is not a formal member of the Hand, he is connected with them through the opium trade, and is not foolish enough to risk everything in any plot against them. The tavern is a hotbed of rumors and information regarding ships and their captains, and some of the rumors possibly overheard by someone who spends time listening include the following (roll D100):

- 01-25 The financial plight of Jason and the Argos.
- 26-40 Jason's secret treasure map.
- 41-60 The reputation of Captain de Martin; a hard master, not above conscription; needs crew.
- 61-00 The rumors of a pirate ship, Dark Wolf, out of Seki, whose actions against Haven's shipping are being sanctioned by Seki's Captains' Council.

Sym's Storage Company
(Warehouse space for rent)
XXIX-C013

The warehouse is used primarily for storing sacks of grain and other foodstuffs; it is a large building, of two floors, with an enclosed yard in which two wagons are often stored. The warehouse is also a stronghold of the Black Hand; there is a secret entrance from the back alley into a staircase leading to secret rooms on the warehouse's second level. These rooms are used as meeting places and hideouts by the Black Hand; the owner, Lazar Symbocca (#328), is a member of the Hand, and heavily involved in the smuggling trade.

Lazar is rarely at the warehouse; he is always said to be "returning shortly". Esgar (#329), the foreman, and his helpers, Rimer (#330), Div (#331), and Jim Bostry (#332), are all Hand supporters, but do not know the extent of their boss' involvement; they would, however, be quick to report any suspicious strangers, particularly if the strangers were asking too many questions.

Alekhine's Boarding House
(cheap rooms, no questions)
XXIX-C017

The three story tenement is frequented by sailors on shore leave in Haven, or between voyages. The rooms are sparsely furnished, and are far from luxury accommodations, but they are reasonably clean and cheap; no meals served. The landlord, Alekhine (#333), is a shriveled, bald-headed old codger who attributes his longevity to his lack of curiosity about his boarders. As long as the rents are paid (in advance,

please), he cares nothing for the doings of the residents. The only other employee is a sullen half-orc named Kradoc (#334), who makes a half-hearted attempt to keep the place clean; he is nosier than his boss, and will not hesitate to eavesdrop on an interesting conversation, if the opportunity arises. Nor is he above petty theft, if he thinks he can get away from it.

Nimrodel's South City Shipyard
(shipbuilding and repair)
XXVIII-C029

The shipyard is a large, walled complex, with ways for building and drydock repair for three ships. This is the first yard that Nimrodel started with over 150 years ago, and he still maintains his primary offices here. He owns three other yards; one upriver, and two downriver, outside the walls, for major new building. Except for the office in one corner of the yard, the rest of the large yard is covered with scattered sheds and roofed over areas for the storage of spars, masts, lumber, kegs of pitch, etc. for shipbuilding. There are gates to the yard on both Warehouse Row and Drayer's Loop, which are locked at night, and patrolled by six private guards.

Nimrodel employs nearly 100 laborers in his shipyard, involved in carpentry, ship fittings, and other similar skills; there are also a number of clerks, and ship designers. There is only a 5% chance of a job opening for qualified men, as Nimrodel is known as a fair and honest man, and men rarely leave his employ once hired on. Nimrodel himself does little save design work; and leaves most of the running of the yard to his son Peredhil (#335), and the foreman, Hansan Frigate (#336).

At present, two of the three ways are occupied; one is a new vessel, little more than a skeleton hull, and the other is one of the city's galleys, Dorian Queen, in drydock for minor refittings, including a new rudder.

Blackbourne Warehouse
(Storage for the textile merchants)
XXVIII-C031

This is a large, roofed warehouse, used for the storage of bolts of wool and linen before they are shipped out on one of the family's four trading vessels, or sold to another merchant. There are usually 5 employees here during the day, unless one of the ships is in port (10% chance), and three guards at night.

Voelkher's Sea Transport
(A crumbling deserted pile)
XXIX-C022

An abandoned warehouse of a long defunct shipping and forwarding company. The doors and first floor windows of the two story wooden structure were boarded up some time ago, and give the appearance of being sturdily barred. In fact, however, the boards covering the alley entrance are partially rotted, and can be broken down without too much effort.

The lower floor is filled with broken debris from the building's past operations. One of the small rooms on the second floor is sometimes used as a hideout by the Black Hand, and contains several changes of clothing, a small supply of food (mostly stale, but edible), and half a dozen sharp throwing daggers cached in a closet.

The Seasick Parrot
(A rollicking dockside tavern)
XXIX-C008

The Parrot is run by Pegleg Peter (#337), a stout, good-natured fellow with a thick reddish beard and earrings in both ears, who gets around reasonably well on a sturdy crutch and a pegleg. The tavern is a favorite of sailors on shore leave, and is generally a loud, bawdy party of wine, ale, women, and many ribald entertainments, that frequently last through the night and into the next morning.

The chief entertainer is Jigger Cassadi (#338), who plays a mean guitar, and also plays the more dangerous game of being a Thieves' Guild informant (he has a 30% chance of knowing given information about any ship on the docks). There are also a number of "barmmaids", who provide a different sort of entertainment to any sailor who cares to offer them a coin.

Petals of the Rose
(House of Seaman's Delights)
XXIX-C010

A brothel modeled loosely on the more elaborate establishments on the Street of Silk Veils, it is, however, generally referred to by the local permanent residents as the "Scales of the Fish". The owner, Madame Dorilla (#339), was once a very popular courtesan on the Street of Silk Veils; now she is tired, middle-aged, and disillusioned, and was easy prey for the Black Hand's extortionists, who collect a sizable portion of the money brought in by the Rose's dozen or so girls as "insurance".

One of the girls, a sharp-witted half-elf named Moonlight, has managed to discover unusual information (see *Rescue by Moonlight*, Scenarios, the Commons); she has not yet acted on this information, since she has no way to escape the Hand's certain and deadly revenge.

Red Nick's Tavern
(hangout of the Longshoremen)
XXIX-C024

The tavern is in two old rowhouses on a back alley, not far from the docks; the place is far from fancy, and the quality of the beer varies tremendously, but it's cheap. The tavern is run by Red Nick (#340), who spends most of his time sitting around the bar, drinking from

his private stock; he leaves the serving of the regular ale and a peppery stew to the cook, Maggie (#341). The normal customers are dockside laborers, drayers, and longshoremen, a rough and ready crowd, as the worn and mended furnishings will attest.

Nick's real business is not the bar, but a fencing operation in stolen and smuggled magic items; the bar serves as a cover for this highly profitable, but dangerous trade. He is a careful man, and will only deal with people he knows, or those who have some sort of good references; he often sells his merchandise to Alphonso Caradello, a member of the smuggling arm of the Black Hand, although Nick himself is not a member of the Hand.

Black Padre's
(More than just a dockside pub)
XXIX-C025

Black Padre's is a thoroughly unsavory establishment, presently located in the shell of an abandoned warehouse on Morrow Street, near the South Docks. Its clientele is mostly comprised of longshoremen and other common laborers, about 3D10 during prime business hours. The proprietor is Julian de Carbot (#342), a short pudgy man who stands high in the favor of Angelina, master of one of the Hand's member guilds. Carbot is in charge of the operation that supplies many of Haven's opium dens with the untaxed (and therefore not only cheap, but also illegal) drugs necessary for their continued existence. Padre's thus serves as a convenient central meeting place for the leaders of the four Black Hand cells that actually distribute the drugs. In addition, because of its proximity to the docks, Padre's also serves as a rendezvous point for the operation of Alfonso Caradello, Angelina's lieutenant who oversees Black Hand interests in smuggling. There is a 20% chance that one or more of the above figures will be present.

A door in the rear of the tavern's common leads to a low class (and low budget) opium den. Two Black Hand toughs lounge near this door and will only permit entrance to known customers, recognized Hand operatives, or people accompanied by one of the establishment's several "working girls". In most respects the quality of service at Black Padre's is average; the beer is adequate, as are the girls, and the price of the drugs is reasonable.



Warehouse of Marcus Neeman
(Dealer in rugs and tapestry)
XXVIII-C036

Neeman is a textile merchant who specializes in tapestries and carpets, many of which are woven in Haven, and some imported. He also owns several warehouses in other locations in the Commons, as well as several blocks of rowhouses and tenements where many of his weavers live. Marcus himself is a small, disagreeable, scrawny old man, known to be extremely tight with money; he has no known family or friends, but is supposed to be very wealthy.

Dockside Warehouse Services
(a cheap storage company)
XXIX-C028

This small warehouse, owned by Constantine Maylino (#343), is located off a small and poorly lit alley near Fawset Street, near the South Docks. Maylino stores goods for the smaller merchants at cut rate prices; it is widely known, however, that his security is not what it could be, and his business is consequently not booming. His storage area is not roofed, and is small and closely confined. It cannot accomodate large shipments.

Maylino himself may usually be found in and about his establishment during the daytime, aided by two beefy - and not too bright - warehousemen. Another employee, a tired swordsman named Rufus, is Maylino's night watchman. Rufus is a superb swordsman when sober, but his "drinking problem" is well known about the docks, and contributes to Dockside Service's reputation. On any given night, there is a 25% chance that Rufus will be tipsy, drunk, or passed out in the main office. Maylino himself may be found in and about his establishment during the daytime.

Maylino and Rufus are Black Hand operatives, acting under the direction of Alfonso Caradello, of Angelina's Guild. Part of Maylino's Black Hand duties include the buying of small shipments of goods, to be stored at his warehouse prior to being smuggled out of Haven. When Hand shipments are at the warehouse, Rufus will be surprisingly sober (perhaps due to Maylino's threats), and will remain vigilant throughout the night. Rufus is a dangerous opponent anywhere when sober; in the warehouse, he is even more so, because he has set up a number of simple traps, mostly consisting of large, heavy objects balanced in high locations, which he can activate (usually by cutting a rope) when enemies are underneath them. Also, when he thinks to do so (most nights when he is not drunk), he will conceal four or five loaded heavy crossbows in strategic locations about the compound, which he will use (hopefully) to the great dismay of attackers.

House of Captain Emmanuel York
(Just a residence)
XXVIII-C039

York (#344) maintains a small home here, and will occasionally (25% chance) be in. He is the owner of a small merchantman, and hauls grain and fish for the Haven Market. The Hand once did him a favor, and he is willing to hire Hand operatives seeking a short vacation from Haven, even if they know nothing about sailing. York's aged servant, Howie (#345), a former sailor, lives at his house when York is not home.

Redonso's Grain Mill
(Grain [and people] ground to flour)
XXVIII-C032

This large water mill is indirectly owned by Prospero Maggia. It is run by Redonso (#346) and his associate, Albert (#347); the pair are expert torturers in the employ of Cariadoc, the Black Hand leader. The mill also serves as Cariadoc's headquarters.

Dalbert's Apothecary
(Chemistry for cures - some permanent)
XXVIII-C038

Dalbert (#348) runs a small, low budget Apothecary near Datashi Street, in the Commons. The two hobbit poisoners from Silvante's (Angelina's headquarters) buy the supplies necessary for their trade here. Dalbert is affiliated with the Black Hand, and his shop also provides a convenient short term storage place for contraband opium and hashish.

The Waterlogged Rat
(A low-class hangout)
XXVIII-C037

The Rat is a dim, smoke-filled, low class bar. It is a favorite hangout for many of Cariadoc's thugs, some of whom may be found here at almost any hour.

The Topaz Health Center
(Weapons and physical training)
XXV-N036

This North Corridor gym is patronized by several of the best Black Hand sworn swords, including Angelina's body guard from Silvante's. The weapons master here is a Black Hand operative.

Lazarini's Baths
(A nice place to get clean)
XXVIII-C042

These private baths serve the Black Hand as a message drop; messages or small packages are kept by the day clerk behind the counter, marked "For Jonathon"; "Jonathon" is a codeword, and the clerk will give the message or package to anyone claiming that name. Several of the Black Hand sworn swords come here to cool off after workouts.

Message Drop
(Nothing really spectacular)
XVI-S134

A loose stone in a fountain near the center of the Plaza of Troubadors serves the Black Hand as a convenient message drop. The hole beneath the well-concealed stone is large enough to accomodate a small scroll case.

Geraldine's
(Rooming and laundry)
XXXII-C045

Geraldine (#349) runs a small boarding house on Spring Street, in the Commons. She is a large woman, who makes ends meet by renting rooms in her spacious row house, and by doing laundry for some of the neighbors. Caradello maintains payments on one of the rooms at her establishment, and it is used occasionally when the Hand has need of a hide out.

House of Linneas Mauray
(A black market physician and chirurgion)
XXVIII-C040

A renegade healer, Mauray (#350) got into trouble with the Haven authorities because of his interest in communicable diseases. After an outbreak of typhus in the North Corridor, Mauray changed his name and moved to the Commons. He is an accomplished surgeon, and, in exchange for protection from his neighbors (he has continued his research in the Commons), he performs facial operations on Black Hand operatives, permanently altering their features.

Scenarios and Plot Outlines

THE BLACK BOOK

Players' Information: The players are approached in a bar by a large, heavily muscled man dressed in loose clothing. He indicates that he wishes to hire a group of venturesome people, unaffiliated with power groups in Haven, to handle a "job" sometime in the near future. He adds that it will require a fair amount of discretion, that it is likely to be somewhat dangerous, and that the monetary rewards will be high. Pleading other engagements, he tells the players to meet him at a boarding house behind the tavern called the "Fox and Goose" on the Street of Silk Veils at six o'clock sharp, and then exits the bar.

Should the players decide to investigate his proposition more closely, they will discover that a seedy, disreputable looking boarding house does indeed exist in the alleyway behind the "Fox and Goose". The tired and worn doorman seems to be expecting them, and directs them to a second story room. After a wait of some fifteen or twenty minutes, a trio of thugs, led by a thickset, heavily scarred man, enters the room (the original contact, the muscular man, is nowhere to be seen). There is a chance (saving roll against DSC+6) that the players will notice that the scarred man bears, neatly tattooed upon the inside of his left wrist, a caricature of a lidless eye.

The proposition is simple. The scarred man explains that he represents an organization that desires certain information. Because his face, and the faces of his men, are known to certain groups that oppose him, he cannot get this information himself, and so he wishes to hire the players to get it for him. The information consists of a nautical log book, and the scarred man says his organization has reason to believe that it will be carried by a man named Esteban de Martin to a bar on the South Docks called Black Padre's sometime the following evening. Esteban may be known by the two gold earrings that he wears in his left ear, and by the heavy red scar across his balding forehead. At this bar, Esteban will meet someone, the scarred man does not know who, and will then leave the bar, carrying the book with him. The scarred man desires the players to remove the book from Esteban's possession, after the meeting at Padre's has taken place; the party is then to

meet him and his men at the alley behind Voelkher's Sea Transport. In exchange for this bit of thievery, he offers the players 10,000 GP, 500 down and 9,500 on receipt of the book.

GM's Notes: The "scarred man" is Juliano Monferrat (#351), one of Mr. Rasputin's trusted lieutenants and commander of his bully boys. The other two men, despite their bulk, are skilled thieves in Rasputin's employ. The apparent tattoo on Monferrat's wrist is actually a pretty fake, drawn in water soluble ink. It is a decent, passable imitation of the Thieves Guild insignia, although lacking some of the proper details. Esteban is the Captain of one of the Black Hand smuggler ships, whose movements in the past have been well enough documented by Rasputin's men to verify that, on the second night after he puts into port, he visits Black Padre's, probably to receive instructions. That he consistently carries his log book with him on such excursions only serves to confirm Rasputin's suspicions.

Reports from other sources indicate that the Black Hand is organizing another major drug "importation" operation, and Rasputin hopes that the log book will contain information about the Hand's plans; as it turns out, his reasoning is 100% correct. The book itself is a typical ship's log, and as such would only be useful to people who knew sea trading intimately, so that discrepancies and anomalies in the log could be detected, and their significance analyzed. Much more serious, however, at least as far as the Black Hand is concerned, are the letters instructing the movements of ships belonging to the Tandoway Spice Company, to be given to their captains in the port of Clermont, some fifty miles east of the Dorian delta. These letters, written in a complicated substitution cipher, provide detailed instructions regarding the buying and carrying of an unnamed substance, referred to as "the cargo", and include a carefully plotted timetable. A thorough search of the book will reveal these documents, hidden in a secret pocket on the inside of the logbook's cover; in this pocket, the players will also find a 2,000 GP letter of credit, drawn on the House of Rand, that was to finance Esteban's next voyage. Esteban, needless to say, will be an unhappy man should he lose the book, while the information within it is of obvious usefulness for Rasputin's attempt to monopolize the Haven drug trade.

Should the plan go as Monferrat hopes, the players will successfully steal the book from Esteban and show up at the rendezvous, there to be met by a dozen or so thugs, waiting in ambush near the blind alley behind Voelkher's Sea Transport. When the players enter the alley, the thugs will enter behind them, thus cutting them off, and overwhelm them. Taking the book and such of the 500 GP as they can find, they will leave the unconscious players behind, to be found by the Black Hand operatives the ruckus will no doubt soon attract. When the players are interrogated by the Hand, the only clue that they will have to the identity of their employers will be Monferrat's wrist tattoo, intentionally displayed when the players were hired so that it will firmly establish the Thieves Guild as the culprits . . . In this way, Rasputin will have the book for the loss of a few GP, while any Black Hand countermoves will be taken against the Thieves Guild.

RESCUE BY MOONLIGHT

Should the players elect to visit the rendezvous before they go to Black Padre's to await Esteban, they will notice that it is a long, litter strewn alley that ends in a long boarded-up door. It would be a relatively simple matter to open a crawlspace into the interior of the abandoned warehouse. Otherwise, there are no exits from the alley, and the buildings to either side are uniformly of two or three stories in height. Clearly, the alley is a place just begging for an ambush.

Esteban will be accompanied by his burly first mate when he goes to Black Padre's. The mate will wait for him in the bar while Esteban himself goes to the backroom to receive his instructions from the local Black Hand commander, Alfonso Caradello. Esteban will then return to the bar to collect the mate, and leave Padre's by the rear exit. From there, the two will proceed to the Crystal Ship, where they will become quite drunk, before returning to their ship.

Caradello, knowing of Esteban's propensity for epic binges, has assigned two of his toughs to tail (for complete rules on tailing, see TG 4) the two, to make sure they make it safely back to Dark of the Moon. Since these two expect only a routine tailing job, they are not particularly watchful, and thus may easily be seen by the players if they look for people who might be tailing the Captain and his Mate. Should Esteban get into any trouble while these two are watching, they will probably move directly to his assistance, although if it looks to big for them to handle, one will return to Padre's for help while the other remains watching.

Monferrat's two bully/thieves will wait for the players at Black Padre's, to guard against the possibility that they avoid the ambush (Monferrat is a reasonably careful man). It is possible that the players will recognize the two while at Padre's, and they may become suspicious of Monferrat's intentions (after all, Monferrat's men were not supposed to be able to enter Padre's, to avoid recognition by their opponents). Should they be undetected, the two will leave Padre's after the players, and set up an exchange tail behind the party. They will be difficult to spot. If the players do not, in fact, fall for the ambush, these two will wait for an opportune moment, and try to steal the logbook.

The players, of course, may decide to doublecross Monferrat, and attempt to sell the information that they have found. The precise value of the logbook will take quite a bit of investigation to determine, and both Rasputin and the Black Hand will be looking for them. This is a highly dangerous road to follow, but likely to prove profitable, as there are four potential buyers (the Hand, the Thieves Guild, Rasputin, and the City Guard). Depending upon the buyer, the book may be worth as much as 15-20,000 GP.

Should the players be captured by the Hand, they are in for an unpleasant experience. Since the players are not strictly opposed to the Hand, and in fact have been duped by the Hand's enemies, Caradello and his henchmen are not likely to kill them outright -- a few warning scars and some painful and slowhealing cuts in strategic locations, will probably (85%) suffice. After their ordeal, the players will find themselves thrown penniless and naked upon the Common's streets, an object lesson to others foolhardy enough to cross the Hand.

Players' Information: The players are approached by a veiled half-elven girl who appears to be a low class courtesan. She will attempt to "pick up" the most solicitious male party member and persuade him to accompany her back to her rooms at Petals of the Rose, a Commons brothel; should her first target appear unreceptive, she will switch her attention to the next most likely party member, and so on. She will be attracted first to size and strength, and will appeal to the character who best displays those attributes before approaching his less brawny companions. It should quickly become clear that she is quite desperate, and (though she tries to conceal it) her intentions are not amorous.

Once she gets a male player character alone, her story will come out in a rather confused fashion, heavily interspersed with long outbursts of sobbing. Her name is Moonlight (#352), and her beautiful, innocent younger half-sister, a human girl called Electra (#353), has recently disappeared, and has not yet been found. Moonlight's father was a member of one of Haven's mercenary troops, and was killed some years ago in the fighting around High Crag Keep. He lived in free companionship with Moonlight's elven mother, a courtesan on the Street of Silk Veils, for several years, although their union was frowned upon by both families; it produced only one child, Moonlight. Later, some two years before he died, Moonlight's father married the daughter of a Magic Street shopkeeper, and Electra was born shortly thereafter. Since his death, Electra has been raised by her mother's kin, who are deeply distrustful of Moonlight. The two girls managed to become close friends despite the disapproval of Electra's family, however, and visited each other as much as possible. Moonlight found out about Electra's disappearance yesterday, when she did not show up at an arranged rendezvous to go shopping near Erinhir; Moonlight's attempts to approach Electra's family have been rebuffed, and all that she has been able to learn is that Electra was last seen near Lorien Street the previous evening. Moonlight discribes Electra as a lovely girl of average height, with long red hair with a pronounced streak of silver (a very rare hair combination in Haven).

Moonlight explains that one of the girls at the brothel is the mistress of a tall, older, sinister man who (Moonlight whispers) is "one of them". This girl, whose professional name is Lily McGill (the other girls at the Rose call her Nancy), lives in the room adjacent to Moonlight's. Late last night Moonlight overheard a conversation between Nancy and her lover; the two were apparently somewhat tipsy and not very discreet. The tall man was loudly cursing a number of people, including "that grungy double-crossing rat-faced twice-be-damned slime eating bastard Maylino" and a "mange-eared scab-faced little two-bit drug dealer in Thieves' Market", because he was going to have to work a double shift sometime soon. When Nancy asked him why, he replied "I gotta pick up a special shipment from the Whip for export, and I bloody well hope they won't

hafta be carried, 'cause I hate to carry people when they got two good working legs on 'em." After a nasty chuckle, "One of 'em's a not 'alf bad look'n redhead wit' a fancy silver streak in her hair; maybe I'll get a crack at 'er for my troubles."

Moonlight explains, after relating this, that she suspects that her sister is the girl that the tall man mentioned. She thinks that her sister has been captured by slavers, and will soon be smuggled out of the city to be sold. She wants the player (she will be leery of bringing others into this, because she does not want "them" to find out) to help rescue her sister. Unfortunately, other than her own voluptuous self, Moonlight has only her life savings (some 56 GP in assorted small change, kept in an earthenware piggy-bank) to offer the player for payment. Anyone who would take this distraught young lady's gold would be a heartless cad, and little wealthier.

GM Notes: Nancy's lover is Rufus, the nightwatchman of Docksides Service's warehouse near Warehouse Row. Rufus was sober the night that Angus McFarlane, the Black Hand slaver who serves as Adrielle Ilorin's contact, came to the Docksides Services warehouse to discuss proper storage of his next shipment of slaves with Constantine Maylino. At that time it was decided that Rufus would pick up Angus' "cargo", a pair of young women (one of whom is Electra), at the Black Whip in about two weeks, after they had received their "training". This is the extra duty that Rufus was so vociferously complaining about when Moonlight overheard him.

Moonlight is deathly afraid of the Black Hand. She has picked the players to approach because they are obviously strangers to the area, and thus (so her reasoning goes) unlikely to be Black Hand members. She will not, even so, mention the Hand by name, and if pressed as to who "they" are, will reply "I can't tell you, they'll kill me".

Electra had the misfortune to resemble one of Adrielle Ilorin's former owners, and was captured by one of Adrielle's henchmen two nights ago while walking a grassy common near her home; she had been shopping that day in Adrielle's fabric store. She was briefly held at the Fine Silks and Fabrics warehouse before being sold to Angus MacFarlane, Adrielle's Black Hand contact.

Angus is ostensibly a dealer in spices and mineral powders. He owns a small pavilion in the Thieves' Market, from which he and his assistant, Hallen MacCormac, may usually be found hawking their wares. Angus is also a small time dealer in uncut hashish, and is widely known throughout the market as one of the sleaziest and most disreputable drug dealers around. As a consequence, most merchants at the Market will not suggest Angus' booth if asked for directions to a dealer in drugs.

At present, the two girls are being kept in the rear of Angus' tent, behind bundles of his wares; both are heavily drugged. Late tomorrow night, a small donkey cart will arrive at the Thieves' Market, accompanied by two muscular men; the cart will stop at

one of the market booths and pick up a number of bolts of cheap linen, and then move to Angus' Pavilion. There, the two men, Angus, and MacCormac will shove the women into large, heavy-weight canvas sacks, and load them onto the cart, to be taken to the Black Whip for two weeks of "indoctrination". The bolts of linen will be spread over the two girls, which, along with the lumbering movements of the cart, should adequately disguise any movements that the girls may make in their drug induced slumber. The entire operation, once the cart gets to the Thieves' Market, should only take about fifteen minutes.

Should the player elect to assist Moonlight, he will have to locate where Electra is being held and somehow free her. If the player attempts to rescue her from Angus, he will have to discover the location of Angus' tent and then deal with the feisty little slaver and his hulking accomplice. The player will discover that Electra herself has been thoroughly drugged; it is unlikely that she can be awakened anytime soon after being released (the drug will maintain its effectiveness for 1D4 hours after the player has rescued her), and it is improbable that she will be able to aid in her own escape.

It is possible that the player may attempt to locate Rufus, and discover Electra's whereabouts from him. This is a much more difficult feat, since the South Docks are large and Rufus is not a well known personality. Should the player manage to find Rufus and get him appropriately inebriated, there is a chance (saving roll against DSC of player) that the player will be able to ask leading questions in such a manner that Rufus will not become suspicious. In this case, the player will find that all that Rufus knows is the date he is to pick up his charges at the Black Whip, and that the slaver (Rufus does not know Angus' name) is a drug dealer at Thieves' Market. Of course, if the player does not locate Angus' booth before one o'clock the following evening, the girls will have been moved to the Whip, an establishment from which it will be almost impossible to rescue Electra.

Rufus will go to the Whip fifteen days from now, accompanied by one other Black Hand thug and one of the Docksides Services wagons. At the Whip he will pick up five girls, drugged and bound, and packaged as before in the donkey cart; one of these will be Electra. They will be taken back to the warehouse, where they will be kept for the night; early the next morning they will be loaded onto Falling Star, a Black Hand smuggler, where, listed as "passengers", they will be carried from the city. Falling Star will sail with the tide, and will be gone by ten o'clock that morning.

Should the player successfully rescue Electra, he will have earned, in addition to the undying gratitude of Moonlight and her sister, the small reward (500 gold pieces) that Electra's parents have posted for information concerning her whereabouts. It is also possible, depending upon how he rescued Electra, that the player may receive unwanted attention in the form of a band of Black Hand thugs, who will attempt to quite thoroughly trash him for his interference.

THE BOROUGH OF THE OUTLANDS

THE CAULDRON

The Cauldron, home of the less affluent and working class non-humans of Haven, is not so much a melting pot as a patchwork quilt of different racial neighborhoods that only slightly overlap. Dwarves and elves are by far the most numerous, inhabitants, making up two-thirds of the Cauldron's population, with hobbits, centaurs, and the winged avanthari making up the remaining third. Orcs, kobolds, and goblins are not welcome here, and must make their abodes elsewhere, usually in the ghettos of the Labyrinth.

The dwarves of the Cauldron live and work in single story structures of stone and brick, which tend to lack the extensive underground levels that characterize the more affluent Dwarrow. Because of the stiff competition for the few eligible dwarven females in the city, the dwarven denizens of the Cauldron suffer the greatest envy toward their more prosperous kindred, and work most feverishly toward improving their status (and leaving the neighborhood for better things).

The elves of the Cauldron are primarily Sindarin, by far the most numerous kindred present in the city. Unlike their Noldor cousins in Erinhir, the Sindar do not seek to avoid the influence of their non-elven neighbors, adapting to city life in ways uniquely their own. They participate actively in the manufacture of spider-silk, an uniquely elven (and highly prized) fiber, and in the import and sale of elvish herbs and wines. Several have become quite wealthy, and able to adorn their wood or half-timber homes in the area around Dancing Green with delicate woodcarving and small elaborately maintained gardens; all are viewed by their Noldor counterparts as vulgar, capitalistic, and all too human-like.

The relatively small number of centaurs residing in Haven live along the lower end of Neh Way, in extended family units, in long, low buildings with wide doors and open walled courtyards. Most of these creatures are employed in Haven's transportation system, either on the trolley routes or pulling a hansom cab.

A smattering of hobbits occupy the area of the Cauldron around West Smial Street, a neatly kept avenue of aboveground round-windowed shops and cottages. Primary professions include wood-working and coopers. Of all the neighborhoods, the Cauldron hobbits maintain the closest, most relaxed relationship with their kindred in the Dell.

Humans are generally much more welcome in the Cauldron than in Erinhir or the Dell, and they are not at all an unusual sight on its streets. Many languages are spoken and understood here, and many "imported" goods and products are available, some of which are made only a few blocks away. Taverns and inns generally feature ethnic specialties, and are far more reasonably priced than the specialized restaurants of the more affluent

neighborhoods. The Dancing Green is frequently the site of elvish festivals and dancing, open to all who enjoy such moonlit revels.

The Cauldron, however, is primarily an area of small-scale light industry and small businesses, with most of the residents working out of their own homes. The figures of greatest importance in the business community here include the elven House of Flanderin, the hobbit families of Miller, Baggamuffin, and Salsenpheffer, and the clan of the old centaur patriarch Jarius Gildenhoof.

GM's Notes

The avanthari, or "winged ones", a strange race of elf-like creatures from the White Wing Mountains west of Haven, also make their home in the Cauldron on the steep hillsides of the Dwarrow.

In appearance, the avanthari are of short stature and slight build, with elvish features. The torso, however, is heavily muscled, with a large keelbone to support the creature's magnificent wings. The wings are white feathered, and are long and narrow for gliding; avanthari cannot sustain a flapping motion for long, but can ride thermal currents for hours. An avanthar's wingspread is usually 4 to 6 times his height.

Avanthari are nimble and quick, and are usually astute in matters of commercial interest. There is a wanderlust in most avanthari that urges them toward a migratory existence, a need to see what lies beyond the next ridge or ocean. Avanthari are frequently traders and merchants, and are also known as great sailors and navigators. As scouts and fast-travelling messengers they cannot be equalled, for their eyesight is exceptionally keen and their flight swift and silent.



Spidersilk, a rare and delicate fabric woven by the elves, is made from the silk of giant spiders, imported in bales from the deep forests of the Wold. The fragile silk is combined with flax on the distaffs (elves do not use the spinning wheel) and looms of elvish spinners and weavers in the Cauldron. This industry centers around Spidersilk Street and provides steady employment for the numerous spinners, weavers, dyers, and fullers who live in the neighborhood. The industry in spidersilk is dominated by the House of Flanderin; the family is involved in every aspect of the production from the purchase and transport of the raw silk to the management of the spinners and weavers who convert it into bolts and cloth, to the export of finished fabric. The Flanderin family also own many of the houses in which their workers live, and use some of the profits of the business to sponsor festivals and other benefits for their workers – nonetheless, workers are only modestly better treated than their human counterparts in the wool and linen trades.

THE UNIVERSITY OF HAVEN

In the southeast corner of the Cauldron is Hypotenuse Square, site of the University of Haven. Actually a collection of schools with no central organization, the University is one of the few schools of its type in the Ten Cities, and is attended by students from all over the region.

Various schools in the University include the Institute of Mathematics, covering everything from theoretical mathematics, geometry, and architectural engineering to economics and basic bookkeeping, and the College of Physical Naturalism, which deals with such subjects as Astronomy, Geology, and Natural Laws (Physics). The College of Natural Philosophy expounds to its students the Laws of Nature relating to flora and fauna, usually based on tradition and third or fourth hand reports rather than on experiments and investigation; the School of Alchemy teaches magical and non-magical chemistry, and the College of Rhetoric covers grammar, rhetorical speech, debate, philosophy and history. The School of Law deals with legal debate and the study of local and traditional laws, considered a vital part of the education of sons of the nobility in these modern days when more battles are fought in the courts than the field; finally, the School of Medicine teaches anatomy, diagnosis, and the creating of potions for treating illness and injury.

The students who attend the University are a rowdy lot and not always the best of neighbors for the elves and other residents of the Cauldron. Students are usually the sons of well-to-do guildsmen and merchants, as well as those of the nobility who no longer consider education the province of the clerics and scribes. A great number of the students are from other cities and towns in the region. The students usually have an allowance from home, much of which goes to less academic pursuits in the taverns, or on the Street of Silk Veils. They generally have an attitude of contempt for the less educated townsmen, which makes them sometimes less than popular.

Even among the students, the turmoil between the old noble families and the newly rising mercantile class continues; the Young Stallions have found a number of

supporters among the young nobles who are also students of the University. In opposition there has also arisen a faction among the students of guild and mercantile background. This faction is led by Tertian Dorrington, son of a wealthy merchant from Huy Lankh, a city north of the Wold. A student of the School of Law, Tertian is an excellent speaker able to rouse the support of his fellows. He is also too intelligent to be provoked into a physical confrontation and easily appears the better of any of the Young Stallions in a rhetorical duel.

Another incident that has recently caused a great deal of debate among both the students and teachers of the University and the city's society as a whole is the publication of a paper by Professor Diego di Mantua which demonstrates how the decline of the nobility and the rise of the merchant and middle classes is a logical and predictable progression into a New Age. Needless to say, this paper has thrust the good professor into notoriety and has made him the focus of attention from both the militant Young Stallions (who burned 200 copies of the document in the square) and the students led by Tertian Dorrington who gather around him for discussions. Of late, the upper society of Haven, particularly the high guild and merchant families, have made the Professor a highly fashionable guest on the social circuit, a role with which he is not at all comfortable.

NPC Encounters

Master Nimoyin (#501) – a Sindar half-elf of later years, and a former adventurer and traveler, who now prefers the quiet life of his city home. To keep himself busy, he teaches mathematics and philosophy at the Institute of Mathematics and lives on South Evenstar, near the University of Haven. He is thought to be a bit odd (probably due to his close association with humans) by the elves, but given some respect, for his vast knowledge. Nimoyin remains close friends with the mercenary Captain Kiroc and his band, with whom he traveled for several years, and would do anything to aid his old companions. Despite his years, he remains an expert at unarmed combat.

Nimoyin has two students living with him at present, an 18-year old half-orc girl named Deza (#502), and Peder, the 14-year old son of one of his old adventuring companions. The former has been a source of consternation among the elves of the Cauldron; despite her obviously talented mind, she is less than welcome even at the multi-racial University. There are even dark rumors (false) among the students that her position with Master Nimoyin has been obtained through intimate favors. Though Nimoyin is neutral on the question of guild-noble dominance, he has a love of all knowledge, and will act to defend Diego di Mantua and his work if he can.

PLACES ENCOUNTERED: the Mallorn, University of Haven

Captain Kiroc (#503) – a (supposedly) retired mercenary captain, a former adventurer and explorer, and still a formidable strategist and warrior. He is restless in retirement, and can frequently be found working out at one of the Sworn Sword halls in the South Corridor or at the Four of Swords on Lorien Street. There is a possibility that the player characters could interest Kiroc and some of his men in joining them for a

particularly challenging adventure. Kiroc is bold and imaginative, a born leader, with just a touch of recklessness; he does not take orders well from one he does not respect. Kiroc is also an elf-friend, speaks elvish, orcish and common, and is a charming ladies' man. PLACES ENCOUNTERED: The Four of Swords, the Mallorn, Master Nimoyin's house, various mercenary Halls

Silverthorne (Prince Celebdil) (#504) – a Noldor elf with piercing grey eyes and very pale blond hair who describes himself as "a simple traveler" and appears to be a fighter of some kind. If in his company for very long, one gets the impression that there is a great deal more to this "simple traveler" than meets the eye. If players let slip the fact that they are adventurers or fighters, Silverthorne will be interested in hearing of their exploits, particularly if there are elves or half-elves in the party. This may lead to the players' involvement in Silverthorne's efforts to regain his throne (see **The Renegade Prince**, Scenarios, the Cauldron). PLACES ENCOUNTERED: the Mallorn, Four of Swords, Nimrodel's Shipyards

The Companions of Silverthorne Silverthorne has a small band of loyal followers, who have sworn to defend him and his interests, and to help him regain his throne. Their chief is Mistwood (#505), an experienced warrior; other members of the Companions include Stagtamer (#506), another swordsman; Dewleaf (#507) and Rowen (#508), skilled with the bow; Songbird (#509), with a sweet voice and trained falcon; and Clearwater (#510), a mage and a good judge of character. All are staying at the Mallorn, and may be encountered at various places throughout the city.

Shops, Taverns, and Residences

Malbar Printing and Bindery
(Books and printed matter)
lb-0080

Balin arn Malbar (#511) and his family have been in the bookmaking business (printing and binding, that is) since the dwarves of Gutenfast invented the movable-type printing press. Balin is a harried looking fellow, thinning hair perpetually mussed, and is constantly worried about meeting impossible deadlines. The printshop consists of several large buildings around a common courtyard with a stone wall and iron gates (locked after sunset), identified by a bronze plaque. Three large mastiffs patrol the courtyard and shop after hours, and two night watchmen are stationed just inside the front doors. There is little money kept on the premises, but the shop contains a small fortune in lead type, vellum, and other supplies. The only other items of interest are the 500 copies of the highly controversial paper, "Economic Progress into a New Age", by Professor Diego di Mantua, stored in the warehouse awaiting final delivery. Certain factions, such as the Young Stallions, would dearly love to destroy the books to keep them from circulation.

Balin, his brothers and their families have apartments nearby, and there is dormitory housing and a kitchen off the alley next to the complex for apprentices and journeymen. Besides Balin and his brothers, the printshop employs two dozen male dwarves, engaged in various steps of the printing and binding

processes. The Malbar wives and daughters serve large meals for the whole staff at lunch (and dinner, for those who live in the dorm). Three of the apprentices and two journeymen are family members, as is one of the night watchmen.

Balin arn Malbar's daughter Elorie is one of the girls sought by the Boltar brothers as wives; she spends a good deal of her day in the dormitory kitchen preparing meals for the printshop's employees.

Boarshead Tavern
(A dwarvish pub and lodge HQ)
lb-0081

The sign outside the one story building depicts a boar's head on a platter, with the name of the place written in dwarvish underneath. The tavern is owned and run by Nikkolai arn Kolvi (#512), a dark-bearded, scowling fellow, who started the Brotherhood of the Boar some thirty years ago as a private club for dwarven stone-cutters. The dwarf-sized door (designed to subtly discourage non-dwarves from frequenting the place) leads into a common room, where beer, ale, and wine (domestic) is served; stew and home-baked bread are available in the evenings. The Brotherhood meets once or twice a week, and consists of a dozen or more dwarves, who meet in a private room in the back of the pub for drinking, smoking, and little games of skill and chance.

In the evenings, there are 2D20 working class dwarves having a mug or two before going home; it is no secret that many of the younger dwarves of the neighborhood frequent the Boarshead in hopes of attracting the eye of Nikkolai's daughter Asgird, who often helps her father in the pub. None of these eager suiters have met Nikkolai's approval yet, and Asgird is beginning to wonder if there is any dwarf who can. Balkin, one of the Boltar brothers, also has his heart set on Asgird (see **The Bartered Brides**, Scenarios, the Cauldron).

The Ironmongery
(Imports of iron)
lb-0082

Ferrus Ironfist (#513), a grizzled dwarf of later years, is a retired warrior turned merchant. He specializes in importing items of dwarvish make, particularly from the inventive ironsmiths of Darnaiga, a city in the Khuz Mountains.

The shop is set back from the street, with an enclosed courtyard inside a stone wall with a beautifully crafted wrought iron gate, the intricate grillwork of which spells out the shop's name in Common and Dwarvish. The courtyard contains various items for which there is no room in the shop – samples of iron latticework screens, wrought iron tables and chairs, etc. Inside, the shop is crammed with items of every description: toys, kitchenware, shelves, racks and tools of all sorts; lanterns and torch holders; and a modest amount of armor and weapons – in short, anything that can be made of metal. The prices seem high at first, but some real bargains can be found if one is familiar with the quality of Darnaigan ironwork. There is a 15% chance of a +1 weapon, but almost all goods purchased here will outlast their human-cast counterparts by 25-100%. People from all over the city come here for the fine quality goods, particularly the pots and other

kitchenware, and other tools. There is a 40% chance of 1D6 customers browsing about the courtyard or the shop.

Ferrus has a little office and a small apartment behind the shop which he shares with a number of cats. A iron safe in Ferrus' office with a well-crafted wheel lock (Complexity 3) contains 2D100 GP in assorted coins, and letters of credit worth an additional 500 GP drawn on the House of Orli, a dwarvish banking house in the Dwarrow. Ferrus runs the shop by himself, although his cousin Dekkin drops by occasionally (40% chance) to help sort things out and straighten out the books. The numerous cats spend their time chasing whatever suicidal mice appear on the premises, and posing themselves artfully on the items in the shop. There is always a guard on duty, day and night, usually a young dwarf fighter (#514) to whom the old warrior took a liking.

The Axe and Anvil
(Bed, breakfast, and beer)
1b-0083

This is a very simple inn and tavern with four large rooms, each with a number of dwarf-sized beds. Oskro (#515) the innkeeper is a grouchy old fellow who suffers from rheumatism, gout, indigestion, and bad teeth, and is seldom seen to smile. He spends much of his time bedridden, leaving operation of the inn to his wife and daughter, who wait on him hand and foot. Oskro has never permitted the girl, Dallerie, to seek a suitor nor allowed any to court her, and would be livid indeed if he knew of the reason that Corvin and Boltar and his brothers are spending so much time at the inn (it certainly isn't the hospitality!). The girl is devoted to her father despite his temper, and is extremely shy around strangers (see **The Bartered Brides**, Scenarios, the Cauldron). The family lives in a private apartment in the inn.

The Master's Quill
(Books, maps, and documents)
1b-0087

The front room of this little shop is crammed with bookshelves and racks of maps with all shelves and racks neatly labeled (in dwarvish) as to their contents. The proprietor of the shop is a bespectacled dwarf of middle years, Darvi and Malakki (#516), with bright blue eyes and a cheery voice. Darvi is more than a seller of books and maps; he is a trained scholar and historian and can read over a dozen languages, both contemporary and ancient. He is also a student of myth and legend and has a 85% chance of having some information on a given topic if it concerns dwarves or dwarvish history, with a 45% chance on non-dwarvish topics. Darvi has grown very fond of his adopted city of Haven (he is originally from Darnaiga), and has amassed a considerable library of its history consisting of private diaries, old ledgers, and letters covering a considerable span of time. He has a 75% chance of knowing useful information on the subject of Haven, past and present.

Darvi is married and lives with his wife Meekin (#517) in a comfortable apartment behind the shop. He has been known to do some traveling and to disappear for months at a time; it is also rumored that he has done work for the Circle Chamber and the Mages Guild.

Windrider Courier Service
(Messages by airmail)
V-0041

This establishment is run by Swallow Windrider (#518), a female avanthar of later years whose dark hair is shot with silver. She employs 20 avanthari, three of which are her own children, to fly messages to various other cities and towns in the region; about half her employees are out on an assignment at any given time. Postage for normal letters is 10 GP; the messenger will leave as soon as there is sufficient mail for that particular destination to warrant the trip (1D12 days), and can make 250 miles a day; emergency messages can leave at once, but postage is 1 GP for every 5 miles traveled. Small packages (the avanthari will not carry anything over 5 lbs.) cost 50 GP per pound; anything larger must go by centaur post. Swallow's couriers are reputed to be honest and dependable, and are sufficiently familiar with their destinations to deliver any messages; each wears a MISSILE REPULSOR belt while flying.

The Maskmaker's Shop
(For Festival wear)
V-0092

Oriol the Maskmaker (#519), an avanthar, and his wife Ibis (#520) work primarily with soft leather, feathers, beads, and other natural materials to create their beautiful Festival masks. The masks are a vital part of Festival, a popular holiday of mardi gras and madness occurring at midsummer; the custom of masks enables people to feel free to celebrate the night without concern over the notoriety of their actions. Oriol and Ibis work all year round making masks from traditional designs or to specific order; there is a great demand for masks of variety and individual personality although the major demand waits until the final weeks before the Festival to present itself.

The Mallorn
(An elvish inn of excellent repute)
V-0095

The Mallorn is a sprawling two-story structure of whitewashed stone and half-timbered stucco surrounding a courtyard. A neatly lettered sign bearing the name of the image of a tree with golden leaves hangs outside the front door. There are two large rooms just inside the main door - a pub where meals and drinks are served and the Hall of Song where one may go to listen to the bards and other entertainers. The pub closes at midnight but the Hall of Song is always open. The inn's rooms surround and overlook the courtyard, where a true mallorn grows, in addition to other trees and plants. There are usually 5D10 people, mostly elves, in the pub in the evening, with less during the afternoon; the Hall of Song can have 4D12 on a crowded night, or be quiet and empty (12% chance). There is a 45% chance of a room being available in the inn, except on holidays, when it drops to 3%. New singers are always welcome in the Hall of Song, although a non-Guild member is not paid by the management.

The Mallorn is particularly noted for its fine elvish wines imported from the Wold. The inn also boasts a luxury that elves find almost a necessity in the crowded, grimy city; a bathing room, with a large communal soaking pool, hot water, and scented soaps.



Those who desire privacy may tip the housekeeping staff (at least 5 GP necessary) to bring a tub to their room.

Querrel Seadreamer (#521), a Sindar elf, runs the inn with the help of his sisters, Ygraillia (#522) and Melaina (#523). Ygraillia oversees the work of the three elvish women who cook the food and serve the customers (they will politely ignore propositions), and Melaina oversees the housekeeping staff, a married couple. Ygraillia's husband Torin (#524) tends the garden and the stable, with the help of their two teen-aged sons. Querrel and Melaina are unmarried (although Melaina has been getting very close with Mistwood, one of the guests at the inn); all help live on the premises.

The Mallorn is also the temporary headquarters of Silverthorne and his companions; any elf or half-elf adventurer type is sure to come to their attention and may be invited to join in their quest (see **The Renegade Prince**, Scenarios, the Cauldron).

Dancing Green
(A public park)
V-0094

An open grassy park with scattered trees, Dancing Green is an fairground, market place, public garden and dancing meadow all in one. Tended by members of the Abbey of Eollana, it serves as a social gathering place for the Sindar elves and those of non-elvish blood who enjoy elvish revels. There is dancing and music on almost every clear evening during the warmer season, with special celebrations (sponsored by the various inns and businesses, and organized by the Abbey) on nights of the spring and fall equinox, the winter and summer solstices, and nights of the full moon. Sindar merchants frequently gather on the Green to discuss business and women and children enjoy the fresh air, the trees, and perhaps the talents of a street musician, juggler, poet or storyteller.

The Abbey of Eollana
(In the service of the Goddess)
V-0096

The elven Abbey of Eollana, the triple faceted earth goddess, consists of a Shrine to the Goddess, a hospice for women seeking shelter or the aid of healers and midwives, and facilities for the sisters and novices of the Abbey. The elvish interpretations of cult doctrines differ somewhat from those taught in

the larger Temple on Believer's Lane (see **HAVEN: The Free City**, the North Corridor), but the groups maintain a cordial and cooperative relationship.

The Abbey plays an important role in the day-to-day life of the elves of the Cauldron. Its sisters and novices maintain Dancing Green, and organize many of the special celebrations held there. The Abbess, a graceful Sindarin woman of middle years named Galeana (#525), is also frequently called in as an impartial arbitrator in neighborhood disputes. She takes this responsibility very seriously. Galeana is also an outspoken opponent of the growing materialism of the city's elves; her relations with the members of the House of Flanderin are frosty at best. The Shrine, open to the public, contains a beautiful marble and gold leaf statue of the Goddess (in elven form), and is visited frequently by worshippers.

Abbess Galeana oversees 30 sisters (including the healer T'sonia - #526) and 12 novices. The retired Abbess, Mother Kai (#527), spends much of her time on the Green, and is a favorite among the Cauldron's children for her storytelling.

House of Flanderin
(Spidersilk merchants)
V-0047

Rohan Flanderin's spidersilk empire is based in these four two-story houses of brick with half-timbered upper stories; a hanging sign outside one of the doors reads "House of Flanderin - Fine Silks and Fabrics" in Common. This door leads to stairs up to the offices and accounting-rooms of Rohan Flanderin (#528) and other administrative personnel where all the business of the spidersilk manufacturing and trading is carried on. Most of the space on the lower floors of the houses, which interconnect, is devoted to sorting and storage of spidersilk in the various phases of its manufacture. There is a wide alley behind the houses where deliveries and pickups are made by the many cottage workers the company employs, and by the merchants and traders who deal in spidersilk.

The complex is constantly busy during the day, but unauthorized people will find it difficult (20% chance) to get into the heart of the warehouse area or the accounting offices without being challenged; at night the warehouses and offices are guarded by arcane sensing devices and alarms and 3 night watchmen who can signal the local Guard if anything appears amiss.

There is a safe in Rohan Flanderin's office that contains 1D6x100 GP for petty cash, and spidersilk itself is worth a great deal, although it is bulky and sticky in its raw form.

There is always a 20% chance that the company has openings for cottage workers with one of the following skills: Weaving, Spinning, Dyeing; there is a 5% chance of an opening in the offices for an individual with skills in Bookkeeping; the company will only hire elves, however.

Elvish Herbs and Spices
(A pleasant teashop)
V-0099

Basil d'Lormail (#529), one of the spice trading family that is based in the South Corridor, opened up this little teashop across from Dancing Green after he retired from the road, which also serves as a retail outlet for some of his family's specialties. He carries a wide variety of spices and herbs, imported and local, good for everything from making soup to curing the common cold and scenting the closet. He also carries a selection of fine teas, available both dry and served hot in a steaming cup. There are benches and tables in the front of the shop for those who wish to stop for a leisurely cup of tea and some conversation; Basil spends most of his day chatting with his regulars over a cup of smooth herbal tea.

T. Barnum Pott Memorial Museum
(Pieces of history)
V-0102

The Museum is a large stucco and half-timber cottage, with a neatly trimmed hedge and lawn. The windows and door are trapped after closing hours with a wailing alarm (Complexity 2) to protect the contents from thieves. Many of the items displayed within were brought back to Haven by the famous hobbit adventurer, T. Barnum Pott (What? you've never heard of him, either?); the Museum is carefully tended, and its contents dusted, by his meeker descendant, Benjamin Pott (#530). Benjamin dreams of being a great mage or warrior as he tends the Museum, and eagerly listens to tales told on Dancing Green or in the pubs. He has a large collection of adventure and romance novels in his cottage off West Smial Street, including old T. Barnum's private diary, which is full of interesting notes that any adventurer would find very useful. Unfortunately, Benjamin is nearsighted, clumsy as a puppy, and afraid of his own shadow - poor material for a hero. Even if invited to accompany a party on an adventure, he will fail to show up, and can be found huddling in bed, hoping to be forgotten.

The offices of Miller & Co.
(The barrel makers)
V-0103

The hobbit family of Miller are coopers, making barrel staves and kegs for Haven's thriving wine industry. In the past generation, Russell Miller (#531), the family's interprising head, has expanded the business considerably; the Millers now own three workshops, a large warehouse, and employ over 50 hobbits in the barrel business. Nearly all the employees, incidentally, have the last name of Miller; it has become automatic among the hobbits of Haven to associate the name of Miller with the profession

of cooper, just as any hobbit named Cooper is assumed to be a poulterer.

Cockleberry's Cabinets
(Fine Woodwork and Furniture)
V-0104

The proprietor is Willum Cockleberry (#532), a portly hobbit with red hair and spectacles, with a taste for fine ale and bad puns (he's known as "Cackle-berry" behind his back). His sense of humor occasionally appears even in his woodcarving, such as flowers with tiny impish faces or knot designs that appear hopelessly snarled. Commissions only.

Bessie's Breadbox
(Freshly baked bread)
V-0105

Bessie (#533) and her husband Porginald (#534 - called Porgy for short) both look as if they've been sampling too much of their own wares; they and their numerous children (constantly underfoot) are pudgy even by hobbit standards. They sell all kinds of breads, freshly baked and delicious.

The Four of Swords
(Hospice for mercenaries)
V-0109

The sign hanging outside this large, sprawling 3-story complex of stone and half-timber is that of a knight lying on his tomb, with one sword beside him, and three more hanging over him. Run by Marcus Ambrosious (#535), a retired mercenary, the Four of Swords is primarily a hostel for mercenaries, providing rooms, simple meals, hospital care if required, and a bathhouse. Most of the residents are members of one of the several mercenary companies that have become common sights in Haven of late, although such membership is not required for admittance.

The hostel is a good place to hire additional muscle for dangerous expeditions, to make contact with some of the mercenary companies, or to hire guards for caravans. The GM should note, however, that quality fighting men do not come cheap, and the more experienced the fighter, the more his services will cost (see the South Corridor for details on hiring mercenaries). The mercenaries are also a good source of information on the safety of roads, and the growing orc menace in the mountains.

Centauri Transport Company
(Cross-country parcel post)
V-0111

Korinus Long-strider (#536) and his three sons (plus several wives, daughters and cousins) operate a parcel post network running to Mandalai, Seki and Kandai, and any towns along the road. Although not as fast as the avanthari airmail service, Korinus and his messengers can handle much heavier and bulkier cargo, and charge only 3 GP for letters, and 5 GP per pound for packages. For letters going farther than the usual destinations, the centaur messenger will attempt to find another courier going to the letter's destination in the city that is the end of his route. The centaurs generally do not carry cargo of interest to bandits; a messenger carrying valuables will travel in the safety of a caravan, or with a well-armed party that is going the same direction.

THE RENEGADE PRINCE

Players' Information: The players become aware, while sitting in a tavern or walking about the streets in the South Corridor of Haven, that they are being watched by a mysterious figure in dark clothes. The observer will be easy to approach, as if he wishes to speak to the players, but does not wish to make his interest too obvious. He will, however, draw them back into the shadows of an alley or into some other isolated area to speak with them, as if he himself is afraid of being observed. He is an elf, dressed entirely in black silk, with dark hair and amber eyes that are constantly moving, surveying his surroundings. If any of the player characters is a mage, the character will SENSE MAGIC in use, but be unable to determine its nature. The elf calls himself Moonshadow, and he claims to represent Prince Starfall of the Lake of Mists, an elvish kingdom north of the Wold. This Prince has heard that his evil nephew Celebdil is plotting to raise an army to overthrow his rightful place on the Mithril Throne; rumor has placed the treacherous nephew in Haven, but so far he has eluded all searchers. There is a reward of 100,000 GP worth of mithril for the capture of the renegade, and 50,000 GP for proof of his death.

Moonshadow claims he is too well known by Celebdil and his followers to seek him in the city, and needs the aid of a few brave men and women. He is willing to split the reward 50/50 with the players (he may be bargained down to 20/80). The players' task is to find the renegade, and lure him to some isolated spot so that Moonshadow can capture him. Celebdil is described as tall, with very light hair and grey eyes; he is a skilled mage and fighter, and wears a crest ring of mithril and opal, an heirloom of the royal family. Moonshadow can be reached through a girl called Starsinger, who works at the Golden Sovereign in Thieves' Market, when the players have located the prince.

GM's Notes: Moonshadow (#537) is indeed a representative (and a second cousin of) the Prince of the Lake of Mists, and he has been sent to find Celebdil and take him, dead or alive. Moonshadow is a slippery character, a master of disguise (with some arcane assistance) and a talented liar. Too great a coward to face the Prince directly, he has sought the help of the unsuspecting players to accomplish his mission. Moonshadow may also appear as a woman (APP 17), the elvish bard Starsinger. What he does not say is that the Prince Starfall usurped the Mithril Throne of Silverthorne Castle after the mysterious death of the former Prince from a "hunting accident", and that Celebdil is the rightful heir. Celebdil has been out on errantry, an accepted custom among the elves, for the past thirty years, traveling about the country with some friends, and has only recently heard about his father's death and his uncle's treachery. Now he is indeed trying to gather a small army to regain his throne, and he has come to Haven on this search.

Celebdil is calling himself "Silverthorne", after the castle of his family; it is customary among elves on errantry to leave their identity hidden, and even more

so when one is of royal blood. He and his six companions have been lodged at the Mallorn, an elvish inn in the Cauldron; the innkeeper, Querrel, knows that Silverthorne is of the royal house, but does not know his true name. Querrel will not reveal this information to anyone, and will certainly inform Silverthorne or one of his companions if a stranger is asking too many questions.

Silverthorne and his companions have been making contacts around town, hoping to pick up the nucleus of a small band of skilled fighters; the prince is hoping to take back his throne by stealth and cunning rather than by massive force. If the players attempt it, they can pick up information at the Four of Swords (the Cauldron), where Mistwood and Stagtamer have been interviewing potential allies, primarily among those with either elvish ancestry or those who have good relations with elves in general.

Silverthorne has also made a valuable contact in Nimrodel the Master Shipwright; Nimrodel came from the Lake of Mists a very long time ago, and is willing to help the Prince in his endeavors, by supplying a fast ship, designed for river travel, and supplies for the journey upriver. If Silverthorne feels his life is in danger at the Mallorn, he will accept Nimrodel's offer and move to the shipwright's home in the North Corridor.

If Silverthorne suspects anyone of being after him, he will first attempt to capture that person; the elven prince is neither vindictive nor cruel. It is quite possible that he will attempt to win the spy over to his



own side, which, given the difference in character between Silverthorne and Moonshadow, should not prove difficult. Should the players change sides, however, they will find that Moonshadow is not so forgiving; he will then seek aid from more professional thugs, and wage a personal vendetta against those who have betrayed him.

THE BARTERED BRIDES

Players' Information: The players (if there are no dwarves in the party) are approached by a group of three dwarves, dressed in rough homespun and stout boots. The spokesman, a well-muscled fellow with intelligent eyes and an easy manner, named Arkin arn Boltar (#538), explains to the players that he and his brothers Balkin (#539) and Corvin (#540) have come to town to court certain young dwarvish ladies, and to take them back to their silver mine as wives. Unfortunately, while the ladies are willing, their fathers are not convinced of the brothers' claim to wealth in their mine. Now news has come that orcs have been sighted near the mine, and their presence is needed at home; but to leave off courting now would certainly lose them any chances they had of gaining their wives. Arkin has therefore decided that they must take their wives now, by force, if necessary, and return to the mine. But for this they will need help, and they will offer 1,500 GP in raw silver ore if the players will aid them in their quest.

GM's Notes: Arkin's story is basically true; he is too much a backwoodsman to be a liar. His ego also does not permit him to even consider that the ladies involved might not be entirely willing to leave the relative comforts of city life for a rough underground mine in orc-infested mountains. Another fact of which Arkin may not be totally aware is that while dwarven women are generally not common, in the Dwarrow they are even less so, and are even more highly prized than in the dwarven cities. For Arkin and his brothers to kidnap three of these rare treasures would be a capital crime.

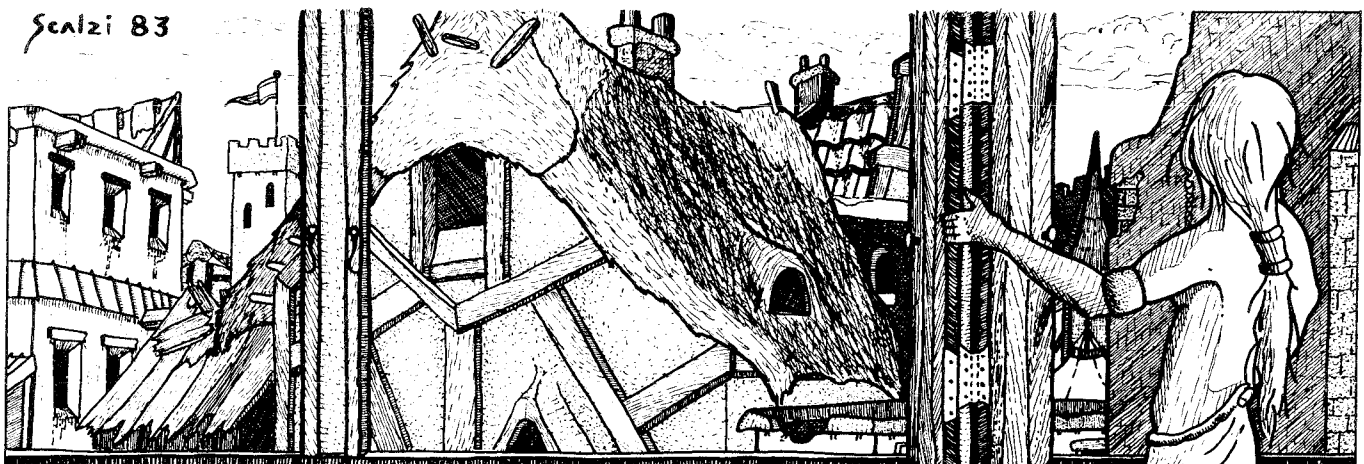
The girls involved are all daughters of working class dwarves, and are described below, including the places where they may be found, and their willingness to accept the "proposal" of the brother who has been courting them.

Asgird asha Nikkolai (#541), the chosen bride of Balkin, is the daughter of Nikkolai, who runs the Boar's Head Tavern. She can be found in the tavern during the afternoon and evening, serving ale to numerous young dwarves who are all hoping to meet her father's approval for her hand. She lives with her parents and other relations in a one-story stone house on an alley just off Foundry Street (see map 1b in the map section). There is a 45% chance that she will come willingly; otherwise she will fight unless silenced or threatened with force. She will also try to escape, given the slightest opportunity, or to call for help.

Elorie asha Balin (#542) is a member of the large Malbar family, and feels very much like a small fish in a very crowded pond. She spends much of her daytime hours cooking and washing dishes in the dormitory kitchen just across the alley from the printing workshop. She is accompanied here by her married sister and a younger cousin, and is escorted home late at night by a group of male relatives to the crowded Malbar home on Printer's Alley. If approached by Covin arn Boltar while at the dormitory kitchen, she has a 75% chance of being agreeable; she will respond favorably 55% of the time under any other circumstances.

Dallerie asha Orli (#543), a very shy and retiring maiden, is devoted to her father, the grouchy innkeeper of the Axe and Anvil, where the Boltar brothers have been staying, and is very much in awe of Arkin arn Boltar, whose eye she has unknowingly caught. She never leaves the inn, and stays in the family quarters unless doing chores around the inn; there is a 50% chance that her mother is with her or within call whenever she is around the guest rooms. There is only a 15% chance that Dallerie will come willingly, but only a 10% chance that she will do more than weep or try to run if forced to accompany the players.

Needless to say, if the brothers and the players actually do manage to make off with one or all of the girls, the families will raise a great hue and cry that will gather a determined posse of male relatives and hopeful suitors. The Boltar brothers will head straight back to their mountain, unless persuaded to do otherwise by the players, and certainly that is the direction in which the posse of 20 + 1D20 dwarves will be looking for them, out for blood.



THE BOROUGH OF THE SOUTH CORRIDOR

THE HORSE MARKET

Near the Horse Gate of Haven, where Caravan Street exits onto the Long Road west, is a large area of stables, pens, and corrals generally referred to as the Horse Market (when it's not being called something much more graphic!). In this section can be found most of the horse traders of the hundred mile area around Haven at one time or another and some of the finest (and worst) horseflesh for sale in all the Ten Cities. Additionally, other stock is sold here (swine, cattle, even sheep), and training for one's newly purchased mount can usually be easily arranged.

The Varrasch family looms large among the High Guildmasters of Haven, and nowhere is their influence felt more than in the area around the Horse Market. The patriarch of the clan, Heidel Varrasch, is constantly prowling these environs in search of quality stock, and most of the truly fine steeds find their way into his hands; seldom do his agents miss bidding on a good mount, and they usually (60%) claim the animals they seek, although they can be outbid. Heidel maintains a small office at one end of the long row of stables the Varrasch clan has constructed near the auction ring, and there is a constant flow of traffic in the mornings as men come in to receive their day's allowance of auction funds and instructions on which horses are to be bid on, and what limits there are on costs for these horses. Occasionally, Heidel will be in attendance at the auction himself, and, at such times, there is much whispered speculation as to the horses in which he is interested. It is odd, but when the big man himself comes, it seems that he gets the horses he wants at reasonable prices, as no one seems willing to bid against him - his agents, yes, but not Heidel.

GM's Notes

The Horse Market is not busy all the time. Small auctions are held daily, on various kinds of stock, and last 1-2 hours; major auctions occur but a few times yearly, usually in coincidence with the arrival of large herds of wild horses from the Golden Plateau. If the players wish to attend a stock auction, the GM may use the charts below to determine what lots of stock are being offered currently.

The main business of the Horse Market is, of course, horses. These come in a number of different breeds (used for different purposes), and a myriad of patterns and colors. The auction specializes in horses on Wednesdays and Saturdays, and at this time the best specimens available are usually presented; unbroken or untrained stock is also available (this is usually

specified in the auctioneer's description of a given lot). There are also several independent dealers who maintain stables in the Market, and sell horses to individuals; if the animal is not already trained, various degrees and qualities of training may be arranged through these dealers.

SIZES and BREEDS of HORSES

Great (18-22 hands, ca. 2,000 lbs.) - Belgian and Shire (used for very heavy draft work normally, but occasionally trained for jousting and war) - value x 2.0 SPD:3D6 STR:7D6 AGL:3D6 STM:6D6 INT:3D6 TMP:4D6
Heavy (15-19 hands, ca. 1,750 lbs.) - Suffolk, Clydesdale and Percheron (slightly smaller versions of the breeds above, but still capable of quite heavy draft work) - value x 1.7 SPD:4D6 STR:6D6 AGL:3D6 STM:5D6 INT:3D6 TMP:4D6
Medium (13-17 hands, ca. 1,400 lbs.) - Thoroughbred, Mule, Arabian, Quarterhorse and Morgan (mostly for riding or racing; draft work usually performed by teams, or with pack harnesses; frequently trained for war) - value x 1.5 SPD:5D6 STR:5D6 AGL:4D6 STM:5D6 INT:3D6 TMP:4D6
Light (12-16 hands, ca. 1,100 lbs.) - Donkey, Burro, Barb, Hackney and Mustang (riding animals primarily; draft work uses pack harnesses, or team efforts for any larger wheeled vehicles - single animal vehicles are quite small) - value x 1.3 SPD:6D6 STR:5D6 AGL:4D6 STM:4D6 INT:3D6 TMP:4D6
Small (9-14 hands, ca. 850 lbs.) - Shetland pony, Welsh pony, Dales pony and Highland Pony (riding animals for smaller people and races; draft work is generally small vehicles or light packs) - value x 1.0 SPD:4D6 STR:4D6 AGL:4D6 STM:4D6 INT:3D6 TMP:4D6

The "hand" is the standard unit of measure for horses; it equals 4" (1" for each knuckle). A horse's height is measured on the foreshoulder, at the end of the neck (the withers).

ADJUSTMENTS for QUALITY

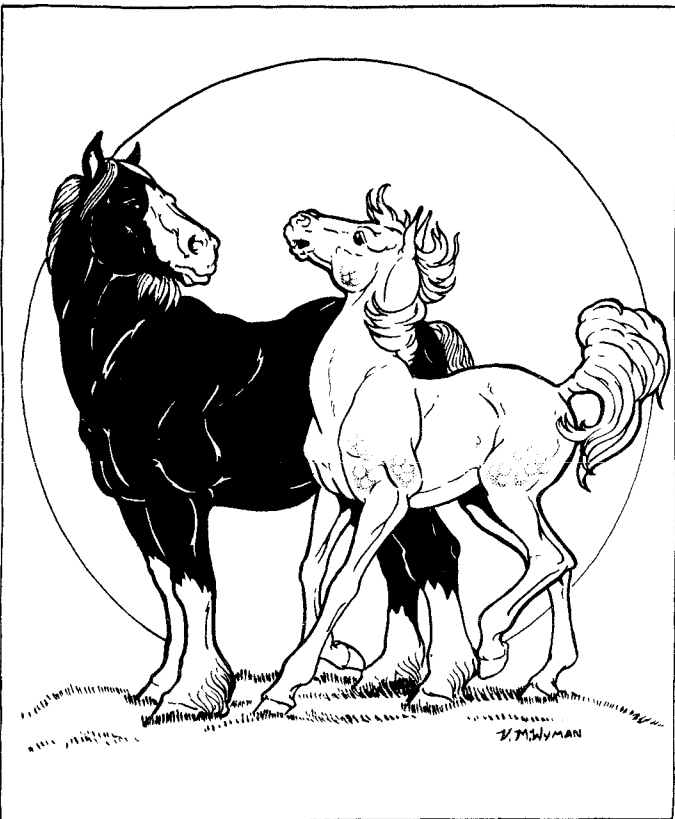
Roll	Quality	Value	Adjustments
01-05	Superb	x 10	SPD +2D4, AGL +1D8, STM +2D4
06-15	Excellent	x 6	SPD +2D3, AGL +1D6, STM +2D3
16-35	Good	x 3	SPD +1D4, AGL +1D4, STM +2D2
36-75	Average	x 1	No adjustments
76-90	Mediocre	x .7	SPD -1D4, AGL -1D3, STM -1D3
91-97	Poor	x .4	SPD -2D3, AGL -1D6, STM -1D4
98-00	Cull	x .2	SPD -2D5, AGL -1D8, STM -2D5

Values for horses usually depend on the use to which they will be put. A good draft animal will average 75-100 GP, a riding horse 50-80 GP, and a decent war horse 350-500 GP. These bases are modified by the multipliers given for breed and quality above.

Horses are rated for six requisites: SPeed, STrength, STamina, AGility, INTelligence, and TeMperament. The physical requisites (SPD, STR, STM, AGL) depend on overall size, and vary in the number of dice rolled; SPD governs the horse's ability to (flat-out) run, STR handles load carrying and HTK, STM controls endurance and healing, and AGL covers jumping and fighting ability. The base rolls for these requisites are given in the overall size descriptions above; they also depend on the quality of the animal involved, and adjustments should be made according to whatever level of quality is determined. The other two (INT, TMP) are mental requisites, and are relatively constant in number of dice rolled for original generation; INT governs the horse's ability to learn and indicates how it will respond to training, while TMP measures the horse's reaction to people and other animals - the lower the number, the meaner the horse (4 to 7 would be a real killer type, eminently suitable for a warhorse); some breeds tend to be slightly more docile, or more high-strung, than others, and receive an adjustment to TMP.

TEMPERAMENT ADJUSTMENTS

Description	Effect	Breeds
Very Docile	+1D8	Morgan, Barb, Hackney
Docile	+1D4	Clydesdale, Belgian, Ponies
Stubborn	-1D3	Mule, Mustang, Percheron
High-strung	-1D6	Thoroughbred, Arabian



The color ranges for horses are as broad as the hair color ranges of humanity, with mixtures tossed in. Horses are either solid colors, slightly marked about the face and/or legs, lightly spotted with white (roans), or very thickly spotted with white (piebald, skewbald). Markings are small patches of white confined to the face and legs; these are usually remarked only on horses of otherwise solid color, but may occasionally occur on roans and balds. There are some special terms used for particular color combinations noted in the colors chart below; when rolling for areas on the well marked horses, ignore further results of "roll multiple".

EQUINE COLORATION

01-25 Horse is a solid color,				
26-55 but marked on face and/or feet.				
01-44 Face only (01-12 baldfaced [all white]; 13-41 blaze [large mark down face]; 42-60 race [narrow mark down face] 61-82 star [small mark on forehead]; 83-00 snip [small mark on muzzle])				
45-67 Feet only (1D4 for feet marked; 1-5 near [left side of horse], 6-0 off [right side] - 1-5 fore, 6-0 hind; 1-6 boot [above knee], 7-0 stocking [around ankle])				
68-00 Face and feet				
56-75 Horse is lightly spotted with white (01-09 neck; 10-18 chest; 19-30 withers; 31-45 back; 46-57 flanks; 58-69 hindquarters; 70-75 legs; 76-92 roll twice; 93-00 roll three times - use D75)				
76-80 and also marked on face and/or feet.				
81-97 Horse is thickly spotted with white, (01-06 neck; 07-12 chest; 13-20 withers; 21-30 back; 31-38 flanks; 39-46 hindquarters; 47-50 legs; 51-76 roll twice; 77-93 roll three times; 94-00 roll four times - use D50)				
98-00 and also marked on face and/or feet.				
Solid	Marks	Roans	Balds	Color
01-09	01-16	01-14*	01-19@	Black
10-15	17-22	15-22	20-25%	Dark brown
16-26	23-40	23-33	26-42%	Brown
27-34	41-47	34-37#	43-48%	Dark Bay
35-45	48-60	38-49#	49-60%	Bay
46-49	61-65	50-55#	61-68%	Blood Bay
50-54	66-70	56-59#	69-74	Liver Chestnut
55-65	71-84	60-71#	75-86	Chestnut
66-74	85-91	72-76	87-94	Golden Chestnut
75-79	92-95	77-83	95-00	Sorrel
80-85				Palomino
86-91	96-98	84-91		Dun
		92-97		Dapple Grey
92-97	99-00	98-00		Light Grey
98-00				Albino

* referred to as "blue roan"; # as "strawberry roan"; @ called "paint"; % called "pinto"

The Auction

The auction has a different thrust in stock each day: Monday - cattle; Tuesday - cattle; Wednesday - horses; Thursday - varied (swine, sheep, goats, and poultry); Friday - varied; Saturday - horses; Sunday - varied breeding stock of good quality. On any given day, [10+3D10] lots of animals are presented; in a lot, animals will all be of one species/description (beef cattle, fleece sheep, laying chickens, etc.).

STOCK LOTS

(1) Horses	(2) Cattle	(3) Swine	(4) Sheep				
(5) Goats	(6) Oxen	(7) Poultry					
Next lot for auction							
Day	(1)	(2)	(3)	(4)	(5)	(6)	(7)
Monday	01-05	06-52	53-60	61-71	72-77	78-96	97-00
Tues'y	01-08	09-59	60-64	65-72	73-80	81-96	97-00
Weds'y	01-77	78-86	87-89	90-91	92-93	94-98	99-00
Thur'y	01-08	09-17	18-47	48-74	75-90	91-92	93-00
Friday	01-11	12-16	17-41	42-72	73-90	91-92	93-00
Sat'y	01-83	84-87	88-90	91-93	94-95	96-98	99-00
Sunday	01-15	16-50	51-60	61-74	75-85	86-95	96-00

Determine randomly or by choice the next lot to be offered from the chart above; then locate the basic type of animal from the subsidiary charts, and calculate an overall value for the lot; the value given is an average per animal in the lot. In most cases, it will only be necessary to derive the average value if the players are likely to bid on the animals in question (unless one of the group is stocking a farm or ranch, none of the party is likely to bid on a flock of chickens or a herd of goats). The average values for horses are given above in the horse creation charts.

LOT DETERMINATION

General

Type	Cattle	Sheep	Goats	Swine	Oxen	Poult
Food	01-46 Beef (2D8) 25	01-30 Mutton (3D6) 8	01-55 Dairy (4D6) 8	01-62 Pork (4D5) 12	01-10 Beef (1D4) 20	01-35 Flesh (8D8) 1/3
Use	47-78 Dairy (3D4) 40	31-82 Fleece (4D6) 12	56-75 Hair (4D6) 20	63-74 Leath (2D6) 8	11-75 Draft (2D3) 150	36-90 Layer (5D8) 2/5
Stud Male	78-85 Bull (1) 250	83-88 Ram (1) 40	76-83 Billy (1) 50	75-80 Boar (1) 100	76-83 Bull (1) 350	91-95 Cock (1) 10
Brood Female	86-00 Cow (1) 100	89-00 Ewe (1) 30	84-00 Nanny (1) 35	81-00 Sow (1) 150	84-00 Cow (1) 300	96-00 Hen (2D4) 2/5

Horses

01-50 Mare	01-47 Riding	If Draft
51-68 Gelding	48-55 War	01-08 Single
69-80 Stallion	56-85 Lt. Draft	09-65 Pair
81-96 Mule	86-00 Hv. Draft	66-85 Team of 4
97-00 Donkey		86-00 Team of 6

Horses offered at the auction are not necessarily trained. Roll D100 to determine extent of training (the multiplier given applies to overall value of the animal): 01-11 unbroken (x .5); 12-31 broken to saddle (x 1); 32-65 lightly trained (x 2); 66-83 moderately trained (x 4); 84-90 well trained (x 7); 91-96 trained thoroughly (x 12); 97-00 centaur trained (x 20).

To conduct the auction, determine minimum starting bid (usually announced by the auctioneer - 20% of the average value of the lot). Minimum raises vary with the range of the bidding: up to 100 GP, minimum raise is 1 GP; up to 500, 5 GP; up to 1,000 GP,

10 GP; up to 5,000 GP, 25 GP; up to 10,000 GP, 50 GP; over 10,000 GP, 100 GP. NPCs who participate in the bidding will bid 1D10 x the minimum raise. The ratio of the current bid to the average value of the lot will control the chance of the bidding being raised, as given in the small table on the right. The auctioneer will call for bids; if he does not receive a bid in three

calls, the lot is sold for the last bid. Each time a bid is made by the players or an NPC, roll the dice to see if a raise is made - allow about 15 seconds of real time between rolls; three unanswered rolls close the bidding. Players, of course, may rebid whenever they wish.

NPC Encounters

Heidel Varrasch (#701) - a hulking bear of a man, with immense and well muscled shoulders, arms and legs, almost completely bald; he is in his middle forties, and tends to act in a fairly common fashion - his manners leave much to be desired. Heidel usually dresses in rugged, even horse-stained leather breeches and riding boots, and frequently works bare-chested. Astonishingly agile for a man of his heft, he possesses an uncanny knack with equines, and can work and calm the most unruly mounts. Varrasch is an excellent rider, and is capable of quite strenuous feats of trick- and show-riding - he will occasionally show off for customers (see Haven I for additional details).

Darankis t'Goran (#702) - a slender, dark-haired, dark-complected man of later years. He is a prominent horse trader, maintaining large sets of stables in the Horse Market; his stables are the only ones capable of giving the Varrasches a run for the title of biggest dealer. Darankis gets his horses from the herds of the Golden Plateau, by trading with the nomads, breaking and training them in Haven; his charges for training are comparable with most of the other trainers (350-600 GP).

Vertikoulos (#703) - an older blood bay centaur, about 16 hands, with dark hair, slightly greying at the temples. He is an expert horse trainer, as are most of the centaurs who work in the Market, but he seems to have a special touch for accommodating war horses and their new masters. He works for Numiolakos (VI-S092), but spends much of his free time at the auction, looking for prime stock to train as chargers.

"Stinky" (#704) - a short, skinny (and grimy) person (race unknown) who seems to be interested in accumulating all the offerings dropped by the horses in the Market. As a manure collector, Stinky is without peer, and he and the usually bulging sack which trails along the ground behind him are studiously avoided by anyone with a sense of smell; no one knows why he collects, or what is done with his findings (and few wish to find out).

Stinky has infested the Market for many years, and is a fount of information about people, etc. in and about the area (assuming one can abide the redolence that clings to him). Unfortunately, the rebuffs he has suffered on approaching people have made him shy and reluctant to take the first step in communication, although he is quite voluble (in the Common tongue) if

asked questions. There is a 35% chance he has noticed the odd blue eyed palomino in the public pen rented by Liriki d'Alensis, the gypsy trader (see **The Young Stallion -- Who Was**, Scenarios, the Horse Market).

Biduli Munarkil (#705) - a tall, heavy set horse trainer with a limp, who works for Hrubilas (VI-S100). One of his duties is to scout the horse pens each morning to check on likely stock for training; he has noticed the odd palomino belonging to Liriki, and is wondering why anyone would try to sell such a miserable piece of horseflesh at the Auction Block. If engaged in conversation, he is friendly and talkative, and there is a 35% chance he will make a reference to the "awkward looking stallion with the weird blue eyes".

Hughar Wolfskill (#706) - one of the few orcs tolerated outside the Labyrinth; grizzled and greying, of medium stature with dark, heavy-lidded eyes, he owns and runs a school to train and sell dogs and wolves for guard, pack, and companion duties (VI-S133). Hughar is a Wolf Clan orc, and has been accustomed to working with and around canines and lupines since infancy; his ability with these animals is incredible - he can train any dog/wolf (even very vicious ones) to a high degree of performance (the better the training, the longer it takes, possibly as much as a year of daily sessions), working with the animal's master or without. His costs are High, but quite reasonable in view of the Superb quality of his work.

Dannel (#707) - a small, slim young man, with brownish hair and odd golden eyes, who works as a stablehand for one of the rental stables; he is superb with horses, possessing a skill surpassing that of Heidel. To date, none of the major dealers or trainers have noticed the boy, but word is starting to spread of his ability. Dannel would be a superb trainer, at least as good as a centaur, and he has the eye to pick good horseflesh; he spends a good bit of his time on Wednesdays and Saturdays near the Auction Block, and will happily describe the points of the various horses up to anyone who asks or takes the trouble to listen.

Liriki d'Alensis (#708) - of medium height, and average build, with the normal coloration for his heritage, this gypsy horse trader comes to the Horse Market about every three months to sell off the horses he has gathered. He finds many bargains in his travels along the Long Road to Belakor and back, but seldom does he buy or trade for really bad horses - his stock is usually Average, with an occasional Good or Excellent steed as a bonus. On this particular trip, Liriki has among his herd a miserable palomino with blue eyes (extremely unusual for horses) that was sold to him by a fellow he met on the road; normally, Liriki would not have considered the horse, but the eye color (and the very low price) convinced him - he hopes to be able to sell the mount, but is not sure he can; if not sold at the Auction, he plans to sell the animal to a butcher to recover his costs.

Enver the Unbuckable (#709) - chief wrangler for the Varrasches; tall and lanky, he sports an curving scar on one cheek where he was kicked by a horse as a youth. He is a friendly fellow, and is quite willing to teach the skills of riding and wrangling to those with whom he works - Enver is probably the best man with a whip or

lariat in the Market or for several hundred miles around; his name advertises the fact that no one has ever seen him fly off a horse, regardless of the animal's antics - he sticks like a burr, with or without saddle. Enver will be the trail boss for the Varrasch brothers' expedition to the Golden Plateau; he will tell interested parties about the particulars, and will inform those that strike him as good material for a drive (saving roll against MAG) that an air of confidence is the best way to get a job with Heidel. The wrangler can usually be found in the vicinity of the Auction Block or the Varrasch stables.

Shops, Taverns, and Residences

The Arrow's Flight

(A stand-up drinking spot - for centaurs)

VI-S093

The tavern itself is not impressive, merely a thatched roof supported by scattered columns over a fair sized area, with a barrel rack and drawer's stand at one end. Several dozen pedestal tables about 5' high are scattered about, at which one can usually find a number of centaurs clustered. The prices are Fair, and there are occasionally customers of other races (particularly avanthari) found here; quality is Good to Fair, but the tavern serves little food, merely bread and cheese, or sausages - it is primarily a drinking place.

The Iron Horse

(The raciest tavern in Haven)

VI-S096

One can find members of almost all the world's races as customers of the Iron Horse at one time or another. The owner, a short and stocky, greenish hued, wolf faced individual with stumpy unusable wings, named Gyr Windbreaker (#710), is a multibreed (dwarf-goblin-orc-avanthar) who is pleasant to all and finds animosity for none. The clientele tends to horse wranglers and stockmen, since it is so closely placed to the pens of the Auction Block, but many potential purchasers of steeds and other animals drop in here for a pleasant flagon as well. Even Heidel Varrasch comes in for a tippie now and then (especially when he's organizing a expedition and is looking for wranglers).

The Four Ox Team

(A stockman's paradise)

VI-S089

Another watering hole frequented by wranglers and stockmen, this establishment is neither as popular nor as quiet as The Iron Horse. There is a 15% chance for a brawl to break out every half-hour, as various herdsmen warm to the rebuttal in their debates about animal quality and worth. The taverner, Bakkin da Sadulagin (#711), a large man with hamlike fists will usually wade in to settle disputes before too much furniture gets destroyed in the refutations; he is usually fairly successful in these endeavors.

Heidel Varrasch's Office

(Steeds and stock at fair prices)

VI-S094b

Heidel keeps hours in the mornings in the office at one end of a very long Varrasch stable building. It is an extremely busy place while he is there, but quiets

down when he leaves, unless he is simply attending the auction in person that day.

The Auction Block
(Daily stock auctions of some sort)
VI-S095a, VI-S095b

Within this huge roofed area are conducted the daily auctions of stock for which the Horse Market is justly renowned. The Block itself is a podium located in a ring in the center of the building, surrounded by a set of bleachers where sit the bidders; bids are made by voice response, for the chief auctioneer, Fast-talkin Eddie Schultz, is going blind, and can no longer see the signals flashed by the patrons. The Block is a noisy place, particularly when a good lot is being offered, as the shouted bids fly thick and fast; there are seldom fewer than 60-80 people in attendance on the days horses are offered, although there are sometimes less than 20 on the varied stock days.

The Cab and Trolley Barns
(Resting place for the night)
VI-S091

There are several buildings comprising the barns for the cabs and trolleys; all are without walls, simply providing weather protection for the numerous vehicles of the centaur operation. The chief superintendent of the lines, Adonaios Swiftfoot, has a small office where the record books are kept; this area is the only walled section in the area, and is thus rather easy to find - interviewees (centaurs only - few humanoids have the strength to pull a trolley) will usually (80% chance) find him there from 6am to 4pm daily.

Numirolakos the Gentler
(Training of mounts by centaurs)
VI-S092

Legend has it that a centaur trained horse will only throw a cruel master. Certainly the rapport achieved by centaur and horse makes the training sessions much easier and quicker, and it may be that there is actual communication in some language unknown to members of the biped races, for horses "educated" by centaur trainers are the gentlest and most cooperative mounts to be found.

Numirolakos is probably the best known of the assorted horse training establishments in the Market; it is the only one which exclusively employs centaurs. The basic training course for equines at the school lasts for three months. At that time, the mount is introduced to its prospective rider, and a one month acclimation period begins, after which the steed will usually (95%) accept no other rider. The regular fee at the school is 500 GP to train a horse to basic standards; the fees go up exponentially for "the fancy stuff" (coming when called, battle training, protecting one's master, etc.).

Hrubilasaz Riding Academy
(Both steed and rider taught)
VI-S100

Bandolero Hrubilasaz is an adequate trainer of horses and riders; what makes his academy worth its fees is his facility for selecting good men, then standing back and letting them work. Classes for horse and rider (in most cases, the two are trained together) are conducted on a daily basis over a period of six months;

some horses are trained to saddle by the men at the school, and these are usually sold at the auction when training is completed. Costs for courses at the school begin at 150 GP a month, including boarding for the horse; the more complicated the course, the higher the price. Most men are satisfied with their steeds at the end of a course at Hrubilasaz' school.

Mudikar's Saddlery and Tack Shop
(Equippage for dressage - and even plain riding!)
VI-S104

Saddles, bridles, hackamores, and much more, are displayed over much of the main room of the shop. The quality is High, and prices are Costly, but good work and fine materials are not inexpensive. The lowest saddle cost is in the neighborhood of 75 GP for a plain wrangler's working saddle, scaling up as ornamentation increases; spells may be embedded on request (Mudikar has an arrangement with **Enchantments, Ltd.**), but the added costs are phenomenal. A custom made saddle, fitted to one's rump for ultimate comfort, costs about 400 GP, and takes about six months to complete.

Honest John the Used Horse Dealer
(Really??? Really!!!)
VI-S098

The small set of corrals and stables along the western edge of the Horse Market belong to John Keterina, referred to as Honest John - 'tis odd but true that John lives up to his name. He normally has some twenty older horses available for sale, and all of them are previously owned - many in the class of belonging to the "little old lady from Benson's Corners who only rode it to temple on Thursday", and few younger than 15 years. Most are high quality horses (add 25 to the die roll for quality, but 101-125 reads as Good, not Superb), and all are saddle broken at the minimum (unbroken reads as broken but untrained).

John is willing to dicker and will offer good deals on the horses he has, since keeping them in feed and curry combs can be an expensive proposition (he does take very good care of the animals on his lot). Unfortunately, while John is quite honest in his dealings and prices, the manner in which he hypes his customers is reminiscent of a California used car salesman, and the age of the horses causes people to think in terms of the horse dying in the first ten miles. Still, he does a fair business, and many of his customers are repeat sales.

Scenarios and Plot Outlines

THE YOUNG STALLION - WHO WAS

Players' Information: The group is approached on the street by an obvious mage-type. He asks them if they are available for employment. If the players admit willingness to talk about a job, he will guide them to **Enchantments, Ltd.** (XI-S051) on Magic Street. Once there, they will be quickly ushered into the office of Lady Rowena Geronde, the owner.

The Lady has a problem, and needs help from a small group, preferably out-of-towners, to solve it. She received, two days ago, a note telling her that her son, Gunter, the most probable heir to the family estates

(Karl Geronde, the eldest, is much more interested in serious enchantment than in land management), has been transformed into a horse. The lad had been absent from home for about a week, but the Lady assumed that he was simply off gallivanting with his usual companions, the Young Stallions (a clique of youthful nobility intent on restoring noble rule to Haven), and had not been worried until she received the note. Gunter has been brought back to Haven, and is due to be auctioned at the major horse auction the following Wednesday. The note explained further that young Gunter is a very fractious horse, and it is very likely that he will be gelded (possibly slain) by his new owner. There is a meeting of the Circle Chamber - the mages' ruling body - slated for Tuesday evening, at which time a vote on a critical policy issue is being held.

Lady Geronde wishes the group to find and protect Gunter, and if possible rescue him; once found, he can be retransformed to human shape, but this is a long process, not performable in less than two days by other than the original enchanter. She will provide a description of her son as he appears in normal form, and some magical assistance, in the form of readily usable magic items (there is a chance the group may be allowed to retain some of these as part of their pay). She will also give the group some medallions with a special sign the Geronde family uses to mark private and personal possessions (the sigil she will give the group is one not commonly known to belong to the Geronde family). However, she will insist most emphatically that the investigation must be carried out with the utmost discretion, for the note has stressed that efforts to rescue the horse would cause it to be executed out-of-hand. The party's investigation and rescue must be completed by Tuesday afternoon at the latest, or Lady Rowena will be forced to vote the way the kidnapper wishes; if she does not, her son will be killed out of hand.

GM's Notes: The horses gathered for midweek auction are usually brought into the city on Sunday and Monday, and kept penned or stabled near the Auction Block until Wednesday morning. Gunter will arrive, courtesy of a gypsy horseherd named Liriki d'Alensis, on Monday morning, and will be kept in a rented pen (VI-S099) until the auction.

Gunter is indeed a fractious horse; he doesn't appreciate being an equine to begin with, and is firmly convinced that if he can escape, he can get to momma and all will be made right. Unfortunately, the gypsy is keeping him on a short lead, and well hobbled, so he is unlikely to succeed in any of his attempts. In addition, a secondary hireling of the kidnapper, Bugri of Trakki (#712), is stationed at the Market with orders to kill the beast if any serious search for it is being made. Bugri will base his surveillance from one of the small stables that are located in sight of Gunter's pens.

The kidnapper-transformer has been reasonably careful in covering his tracks. Bugri, for instance, was hired for his job by a now deceased crony, and has no knowledge of his true employer. The same deceased crony (whose body is at the bottom of the Dorian with some very large rocks tied to its feet) is the one who took the Gunter-horse about fifty miles west along the Long Road, and sold him to Liriki. There is little chance

for the party to discover the identity of the kidnapper (who is, in fact, a fellow member of the Circle Chamber), regardless of their success in recovering the lad.

If members of the group wear the sigil, and walk around the Horse Market, there is a 50% chance Gunter (a skinny and unhandsome palomino stallion pony, with a white face, and blue eyes, standing about 12 hands high) will recognize the sigil and make some attempt to contact the player wearing the medallion. It is possible that they may recognize possible candidates from Gunter's physical description (about 5'8", 150 lbs., blond hair, blue eyes, not particularly good-looking, no scars or marks) - there are only six palominos in the horses set for the auction, and none but Gunter have blue eyes. There is also a 50% chance that some other horse, although none of the palominos, will make some sort of show which could be interpreted as a contact attempt. Gunter will have to be protected from Bugri's attempt to kill him (he uses a small blowgun resembling a flute, with envenomed darts, Level 50), for Bugri will make additional tries if he is not caught the first time.

VARRASCH'S EXPEDITION

Players' Information: The word has spread about the Horse Market - Heidel Varrasch is organizing a fairly large group to go capture horses on the Golden Plateau, the only southerly entrance to which is about 350 miles north and slightly west, some 50 miles north of Huy Lankh. The "old man of the Horse Market" is interviewing prospective drovers at his office in the afternoons, and the expedition is slated to leave in about two weeks (it is expected to be gone about six months). It is said he needs men who are good with both horses and weapons, since the tribes of the Plateau frequently object to "their" wild horse herds being raided.

GM's Notes: Varrasch is looking for adventurers with Horsemanship and substantial weapons training. There are currently 23 openings left; 203 will be filled each day (exclusive of the players) until all are filled. The base chance of being hired for the expedition is 15%; add 25% for Horsemanship, 15% more for mastery, and 3% for every plus with weapons (double this for bows). Knowledge of lariat and whip adds 10% for each, and Ambush Sensing in excess of 35% increases the total further. Heidel also appreciates people who are confident of their own abilities; if the interviewee is timid or unsure, there is a 50% chance Heidel will turn him down regardless of his adjusted employment chances.

Once the troop has travelled to Huy Lankh and gained entrance to the Golden Plateau, the business of catching and breaking horses may begin (rules on driving and capturing horses, and the proper methods for breaking them, will be provided in other books in this series, or can be adapted from Gamelords' TFT™ module, The Warrior Lords of Darok, published by Metagaming). Enver (#709), the trail boss for this expedition, has an Excellent rating, and is willing to teach the tricks of his trade to qualified newcomers (those who do not have Horsemanship at the beginning of the trip will surely have learned it by the end). Half of any profits from the sale of the horses after the group's return to Haven will be split among the party, share and share alike.

THE BOROUGH OF THE SOUTH CORRIDOR

CARAVAN STREET

A large number of caravans are formed each year in Haven, traveling east or west on the Long Road, and occasionally south along the aptly named Southern Trail to the lands of the barbarians, or north toward the Golden Plateau or the Kurgandee Desert. Many others pass through the Free City on their way someplace else, and South Caravan Street tries mightily to provide whatever services these travelers require.

Several caravan masters make their homes (or at least headquarters) in Haven; they are usually engaged in resting or forming up a new caravan, whenever they are in the city. Most maintain warehouses/staging grounds in this part of the city, that serve as temporary storage areas and rendezvous points for their travelers. Some of the better known of these masters are described below.

Several large inns and caravanserais are also located on or near Caravan Street in the South Corridor, providing fairly comfortable (and merchandise-safe) tarrying places for the many sets of travelers wending their ways through Haven as they proceed along the Long Road or the Southern Trail. Places of particular repute are the Pendragon Inn, the House of Lionel, and Two for the Road.

GM's Notes

Caravans quite simply consist of a group of people seeking to transport merchandise (or themselves) somewhere, who have decided to travel together to better fend off the many dangers of the open road (including bandits, bad weather, and hostile creatures) which beset even this fairly civilized region. Players may seek to join one of these caravans, either as passengers or employees; GM's may use the procedures outlined below to construct these groups.

At any given time, there will be 3D12 caravans forming or passing through Haven each week; these caravans will vary greatly in destination, size, and quality. If players have a particular destination in mind, the percentage chances of finding a caravan taking that route are dependent on the exact number of caravans present, and the distance of the desired destination from Haven.

FINDING A CARAVAN

Caravans	Distance to Destination in Miles			
	<100	100-500	501-1000	1000+
up to 10	40%	10%	2%	1%
11 to 16	65%	20%	5%	2%
17 to 24	80%	40%	10%	4%
25 to 30	95%	50%	15%	6%
31 plus	100%	60%	20%	8%

GMs and players should note that for distances greater than 500 miles, it is usually necessary to transfer between several caravans.

If the players do not have a destination in mind, the GM may select a destination for each caravan by consulting the map of the Ten Cities region, presented on page xiii of this book, or the maps of his own campaign world. Caravans travelling between the Ten Cities (and the smaller towns en route) are extremely common and percentage chances should be raised accordingly.

The travel speed of a caravan will primarily depend on the type of transport used. Wagon trains will average 15 miles/day on open terrain; horses, 20 miles/day; other pack animals, 18 miles/day; and foot caravans, 10 miles/day. Additional factors affecting travel speed are:

Weather: Fog -30%; Snow -50%; Rain -20%

Terrain Rough -10% (-20% for wagons); Mountains -20% (-50% for wagons); Roads +20%

Caravan Size (see below) Small +20%; Medium, no change; Large -10%; Huge -30%

Master's Skill Rating (see below) Excellent +30%; Good +10%; Fair, no change; Poor -20%

Most caravans will have one individual who holds the chief decision-making responsibility - the caravan master. The Master is responsible for maintaining the caravan's equipment and stores, for hiring personnel (including guards, drovers, cooks, bearers, and occasionally scouts or native interpreters), and for obtaining up-to-date information about area conditions. The Master's abilities as a woodsman, organizer and judge of men will largely determine success or failure of a given venture. The Caravan Masters described in this section are all rated as to their skills in their profession - Excellent, Good, Fair, or Poor. To rate a random caravan master, roll D100: 01-15 Poor; 16-40 Fair; 41-90 Good; 91-00 Excellent.

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

MODES OF TRANSPORT

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

Transport	Number of Spaces			
	Small	Medium	Large	Huge
Wagon	2D6	3D10 + 5	5D10 + 20	5D20 + 40
Pack Animal	3D10	3D10 + 30	5D20 + 50	3D100 + 200
Foot	5D10 + 10	3D20 + 40	2D100 + 100	---
Guards (all)	4D6	5D10	3D20 + 20	5D10 + 50

The number of "spaces" listed for each group indicates the total number of cargo/passenger slots in the overall caravan. The number of slots currently available will depend on the Master's skill rating - Poor (3D4x5%); Fair or Good (2D4x5%); Excellent (1D6-21x5%). Fees for passengers average about 20-40 GP/week for a person traveling by foot or horse (players supply their own mounts), and 50-70 GP/week for wagon accommodations (4-6 persons to a wagon). Cargo spaces run anywhere from 150-250 GP/week for a covered wagon; 120-200 GP/week for an open freight wagon; 20-30 GP/week for a horse, mule, ox, or other pack animal. GMs should note that a wagon will hold 8 to 10 times the cargo that an animal can carry on its back. In some cases (usually when a caravan is well below its capacity), these prices can be haggled down somewhat. GMs should also feel free to raise or lower these fees to reflect the number and quality of the guards accompanying the caravan - the larger and more potent looking the contingent, the higher the price.

If players wish to travel in indolent comfort, they may pay the customary fees and be done with it. If, however, their funds are a bit low, they may seek to hire on with a caravan. One may seek employment as a guard, a drover or herdsman, cook or assistant, or (in fairly rare cases) as a helper or bearer for a particular caravan passenger. The chances of getting hired - if there is an opening to begin with - will primarily depend on the person's qualifications and ability to "sell" himself, but are often further modified by the personal likes/dislikes of a Caravan Master and his assistants.

To determine if a particular caravan has a job opening of a particular type, consult the chart and roll D100. Subtract 20 from this result if the Caravan Master has a Poor rating, and add 10 or 30 if he is rated Good or Excellent, respectively (this reflects the fact that a well-run organization has much lower turnover than average, and vice versa).

JOB OPPORTUNITIES

Job Type	Caravan Size			
	Small	Medium	Large	Huge
Guardsman/ Scout	50	70	90	120
Drover/ Herdsman	25	40	60	80
Cook/ Assistant	15	30	40	55
Helper/ Bearer	-10	5	10	20

If an opening exists, players may then interview for the job; note that Helper/Bearer candidates will probably interview with their prospective employer

rather than the Caravan Master. Each job has a base acceptance chance: Guardsman 50%; Scout 30%; Cook/Assistant 25%; Drover/Herdsman 60%; Helper/Bearer 35%. These base chances are modified by relevant training, experience, and attribute bonuses (as given below) and any racial prejudices of the Caravan Master.

In all cases, the player should apply +2% for each point of MAG over 12, +5% for each point over 16, and -5% for each point under 7. Roll D100; if the result is less than or equal to the adjusted total, the player has been offered the job he was seeking. Even if an opening does not currently exist, if all the adjustments for the player total in excess of 60% and the roll is successful, an opening will be found (or created).

GMs should also add or subtract for role-playing by the applicant, and may consider awarding a job to a player who is not truly qualified for it because of the tremendous job he did in the interview. Conversely, a player who had a poor interview, and just barely made the hiring roll, might be refused the job.

Guardsman/Scout Qualifications:

Training and Experience

- No militia or mercenary training at all: -15%
- Prior mercenary training: +10%
- Militia experience: +5%
- Mercenary experience: +10%
- Leadership experience: +10%
- Expertise with a weapon: +10%
- Krindorian race: +25%
- Centaur race: +10%
- +15% (for scouting)
- Avanthar race: +25% (for scouting only)
- Sense Ambush 50% or better: +10%
- Tracking (for scouting only): +15%
- Mountaineering (for scouting only): +10%

Physical Attributes

- For each point of STR over 13: +3%
- For each point of STR under 10: -5%
- For each point of STR under 7: -10%
- For each point of CDN over 14: +3%
- For each point of CDN under 9: -2%
- For each point of CDN under 6: -5%
- For each point of STM over 13: +2%
- For each point of STM under 9: -4%

Drover/Herdsman Qualifications

Training and Experience

- No training at all: -25%
- No prior experience at all: -15%
- Peasant background: +0%
- Gypsy background: +15%
- Horsemanship: +5%
- Master horseman: +10%
- Husbandry: +10%
- Master of husbandry: +20%
- Prior droving/herding experience: +15%
- Centaur race: +25%
- Expertise with lariat or whip: +10% each

Physical Attributes

- For each point of CDN over 14: +3%
- For each point of CDN under 9: -2%
- For each point of REF over 16: +5%
- For each point of REF under 6: -5%
- For each point of STM over 12: +3%
- For each point of STM under 9: -4%
- For each point of TAL over 14: +5%

Cook/Assistant Qualifications

Training and Experience

- No training at all: -25%
- Cooking training: +0%
- Cooking experience: +10%
- Chef's training: +20%
- Master chef: +30%
- Hobbit race: +25%

Expertise with kitchen knives or cleaver: +10%

Physical Attributes

- For each point of APP over 15: +3%
- For each point of APP under 9: -3%
- For each point of APP under 5: -7%

Helper/Bearer Qualifications

Training and Experience

- Training in First Aid: +15%
- Training in applicable fields: +5% each

Physical Attributes

- (for helper) None
- (for bearer)
- For each point of STR over 11: +2%
- For each point of STR under 7: -5%
- For each point of STM over 13: +5%
- For each point of STM under 9: -5%
- For each point of STM under 6: -10%

RACIAL ATTITUDES

Applicant Race	Race of person hiring						
	HU	EL	/E	DW	CE	HO	AV
HU	+15%	-5%	0%	-10%	+10%	+10%	0%
/O	0%	-25%	-10%	-10%	0%	0%	0%
OR	-20%	-80%	-40%	-20%	-10%	-20%	-10%
UH	-10%	-80%	-20%	-10%	-10%	-30%	0%
EL	+10%	+25%	+10%	-40%	+20%	+35%	-10%
/E	+10%	+20%	+25%	-30%	+15%	+25%	0%
DW	0%	0%	+5%	+25%	-10%	+10%	+10%
GO	-5%	-10%	-10%	-80%	-10%	-20%	0%
CE	+10%	+15%	+20%	-50%	+25%	+20%	+15%
HO	+10%	0%	0%	-50%	+5%	+35%	-10%
KO	-20%	-35%	-25%	-50%	-20%	-80%	-20%
AV	+20%	+15%	+10%	-20%	+20%	+20%	+25%
KR	+20%	+5%	+10%	-20%	+20%	+5%	+5%
PX	-35%	-45%	-25%	-80%	-40%	-15%	-35%

NPC Encounters

(The following caravanmasters are all in Haven at the present time, and all are engaged in organizing caravans for various destinations. A list of caravans [already set up] is provided toward the end of this section; one of these may be chosen for each of the following men.)

Silva Boraggio (#713) - The best known caravan master in Haven, Silva is a husky and robust man of middle years with a booming voice and a gruff but usually pleasant demeanor. It is well known that Boraggio has an eye for the ladies and that he seldom travels alone, though he professes love only for one woman, a songstress from the Street of Harps, Lisa Duncan, with whom he has carried on a very passionate affair for almost five years; when in Haven he stays at her home. Most of the caravans Boraggio organizes these days are small to medium and wagon drawn groups, running fairly short routes normally (2-3 months round trip, the better

to tend his many business interests in Haven). If a young woman of 15+ APP applies as a passenger for a caravan trip, there is a 65% chance Boraggio will suggest a liaison with her if she is unaccompanied by a husband or lover; naturally, passage on the caravan will not be charged if she accepts.

Geru Nohokkan (#714) - a orc-elf half-breed of less than ugly mien and disposition; tall but fairly slender, light haired and green eyed, he still betrays the signs of his orcish father in the set of his jaw and the heavy beard growing there. He has no trouble dealing with elves (they tend to be less harsh on half-breeds than other races), but will pretend that those of orcish descent do not even exist - he refuses to notice them and has been known to walk into (and over) an orc in his way. Geru leads caravans primarily to the East, toward the cities of the fabled Namori Empire. He is usually successful, and is relatively well off from the fruits of his travels; he maintains a home near Thieves' Market where his wife (a pretty human girl) raises their two children. He seldom travels more than 3 months away from Haven (a six month round trip) and will always spend at least 2 months with his family when he returns.

Eaglewing Longeye (#715) - an slight, grey haired avanthar of many years experience in the caravan trade. Wing (as he is usually called) tends to frequent the northern route on the expeditions he organizes, and has many business connections in Huy Lankh; occasionally he will guide a caravan onto the Golden Plateau, a large and very rich region populated by bands of roving nomads. He captains caravans from Haven, but maintains only a sleeping space there in the home of one of the other avanthari; his family resides in the crags and cliffs of the White Wing Mountains near Seki, southeast of Haven, and Wing will fly home whenever he has sufficient free time to warrant the trip. Usually, he leaves the actual organizing of the caravans (mostly horseback) to his assistant, a centaur named Turikonis Plainsrunner (#716), who does the majority of the hiring. Current plans call for the pair to leave within a week on their next venture.

Shops, Taverns, Residences

The Pendragon Inn
(A home away from home)
VI-S068

The Pendragon Inn is one of several good quality inns located along South Caravan Street, for travelers journeying on the Long Road, and is a favorite of merchants. The Inn is large and well-kept; the food is good, the prices Fair (Quality Fair to Good), and the rooms are clean. The innkeeper is a tall, brawny man called Arthur Emrys, a former caravan drover; he retains good relations with old friends who travel the Long Road, and is an excellent source of the most recent news (8 weeks old at most) from other cities and towns along the trade routes. Time spent talking to the guests of the inn can reveal information on everything to the safety of the North Pass to the best places to stay in Mandalai, to the price of tea in Huy Lankh. There is a 30% chance of a room, or space in one of the common rooms; during holidays or Haven's summer trade fairs, this drops to 2%.

At present, the inn plays host to a number of interesting guests (that GMs might wish players to notice):

Myrddin (#717), an itinerant mage whose real talents lie in clairvoyancy. His ability with Tarot cards is truly amazing, but he is a reluctant prophet, and must be persuaded. If appealed to, Myrddin will be able to give them valuable clues regarding the disappearance of Lady Sigrid (see The Stoned Maiden, Scenarios, South Corridor).

Nain arn Dolbekki and Lady Sigrid, dwarves on a vital mission that is further described in the Scenarios at the end of this section.

Jelaine of Belakor (#718), merchant, a tall, lean woman with short dark hair beginning to grey; she is a dealer in pearls and semi-precious stones. Her store of samples is cached in the Inn's safe. She will be looking for trustworthy guards in a few days to accompany her in a caravan going west to her home.

Boraggio's Warehouse and Yard
(Assembly and staging area for caravans)
VI-S070

After a number of years of renting other warehouse-yard complexes for caravan staging, Boraggio managed to get a good deal on a decently sized building and a parcel of land. It is well set up for organizing traveling groups, with interior storage for goods and a low wall around the area outside the building; the rents charged for its use are quite Fair - 500 GP a week, one week minimum. Whenever Boraggio himself is in town he manages the enterprise or uses it for staging his own caravans; when he is traveling, the yard is managed by Keliduros Three-legs (#719), one of Boraggio's old traveling companions, a centaur who walks using a peg-leg after being maimed in a fight with bandits on the last of Boraggio's major expeditions to the distant east.

Keliduros is the one most likely to be dealt with in renting the establishment for a staging area. He is a sharp bargainer and very strong in will (he's virtually unbluffable); he can generally be found at the warehouse in the mornings and early afternoons, but prefers to spend his evenings among his own kind near the Horse Market, and at night will normally be at The Arrow's Flight, a centaur tavern next to the trolley yard; he shares lodging with one of the extended centaur families who work the transportation system of Haven. There is a 25% chance that the yard will be available for rent at any given time.

Dunk's Tavern
(A drinking place of low repute)
VI-S069

Within the doors of this unpretentious stucco and timber building located only a few blocks south of Caravan Street and not far from Boraggio's yard is an equally unpretentious tavern. Owned and run by Hari Neris (#720), a former drover frequently referred to as "Dunk", the pub has become a gathering place for drovers and herdsman from both caravans and Horse Market. The furniture in the common room is very heavily built, and appears quite battered and worn; the stockmen are a hard-drinking and fairly touchy lot, and brawls are a commonplace occurrence (25% chance for one to break out in any given hour's span) - the

furniture has to be able to take a lot of punishment. Prices here are Fair, and the quality of the beer and ale is Fair to Good; Dunk provides a "free lunch" on a large table in a small room to the back where it's not likely to get broken up in a fight - he guards the entrance with a club during the frequent "differences of opinion" that cause gentler souls to avoid the place. The lunch is heavily salted to help increase sales. The tavern is just that, a tavern - no lodging is provided, and Dunk usually closes up about midnight, sweeping the last few drinkers into the street along with the other debris of the day; he opens promptly at 10am each morning.

The House of Lionel
(Accommodations for caravans of any size)
VI-S065

OWNER: Lionel Hardesty VI (#721) - a brown haired, brown eyed, chubby young man who has grown up around the family business of running a caravanserai, and still doesn't have any idea of what's going on. The family has owned the 'serai since Lionel's great-great-great-grandfather's time, and Lionel didn't expect to assume any duties until both his father and grandfather died (they were both hearty men in excellent health); he hadn't paid any attention to the details of the business itself (he was busy having a good time as a student at the University). When both his father and grandfather became ancestors in one accident, the boy was, to say the least, caught slightly unprepared. He is bearing up bravely and trying his best, but is a miserable haggler and can usually be bluffed down in prices by threats to go elsewhere.

HOURS: Always, regardless.

EXTERIOR: A 10' adobe and stucco wall surrounds an expansive courtyard, thatch stables, rail pens, and a three story stone inn and tavern; the courtyard can hold up to 50 wagons, and the stables and pens accommodate as many as 300 animals. There is a guarded side lot with space to park an additional 100 wagons, and pens for another 500 animals.

INTERIOR: The common room of the inn is spacious and well lighted (and frequently lit), and there are a total of seven fairly large rooms comprising the first floor of the inn; sleeping space is available after midnight in six of these, and can hold up to 300 people. On the second and third floors are sufficient rooms to handle 200 people; another 300 or so could sleep in the courtyard when the weather is decent.

Price Range: Reputedly Fair; in view of Lionel's lack of ability in haggling and firmness, Low to Cheap for lodging. The people running the pub have the good sense not to be bluffed, so prices there are still Fair to High

Quality: Fair to Excellent; the pub and dining halls serve quality food and beverages; when beds are provided in the rooms, they are clean and vermin-free.

Cash Box: Kept by the manager of the pub and inn, not Lionel.

OCCUPANTS: Lots, of all descriptions.

CARAVANS ORGANIZED

The following caravans are predefined, both to provide samples of caravans and to save time when a ready prepared caravan is needed quickly. Most of them

are traveling extended distances; local caravans are usually small and of little import. At least two of each size range are given; each caravan is listed as Destination (Direction - Distance), Master (Rating), Transport Mode (Total Spaces/ Openings), Guards.

CARAVANS

Small

Brighton (east - 250), Bondi Hackett (Good), foot (38 spaces/11 open), 14 guards
Belakor (west - 450), Trevian (Good), wagons (9 spaces/2 open), 22 guards
Huy Lankh (northwest - 300), Shosta Kovich (Poor), horses (20 spaces/7 open), 10 guards

Medium

Herudana (southeast - 1200), Merrill the Knife (Fair), horses (41 spaces/15 open), 26 guards
Bredakis (east - 600), Kate Forny (Good), wagons (23 spaces/5 open), 15 guards
Kura Lutrin (northeast - 2300), Derry Goether (Good), horses (48 spaces/12 open), 28 guards
Pharos (southeast - 350), Tom of Burrbank (Fair), horses (40 spaces/8 open), 22 guards
Solhedrin (south - 800), Andur ar-Khanakis (Poor), wagons (22 spaces/11 open), 36 guards

Large

Belakor (west - 450), Tino (Fair), horses (98 spaces/40 open), 49 guards
dhar-Ankes (north - 800), Peter Obrovski (Excellent), foot (121 spaces/6 open), 51 guards
Mandalai (north - 250), Bo Tan (Fair), mules (74 spaces/15 open), 68 guards
Huy Lankh (northwest - 300), Bour Tamine (Good), wagons (35 spaces/2 open), 38 guards

Huge

Emor (east - 2000), Peri de Matrunin (Good), horses (347 spaces/105 open), 74 guards
Solhedrin (south - 800), Boki (Excellent), wagons (104 spaces/10 open), 75 guards

Scenarios and Plot Outlines

THE STONED MAIDEN

Players' Information: The players are seated, eating or drinking in the Pendragon Inn on the Street of Caravans, when a dwarven warrior in full mail enters the inn, followed by what appears to be a female dwarf, heavily wrapped in a black hooded cloak, with her face totally veiled. The warrior seeks out the innkeeper, requests a top-quality private room, preferably on the first floor, and tips him generously to do something in particular in preparing the room (if the players manage to overhear the request, or think to bribe the maid, they will find that all mirrors in the room were removed, and the windows covered with drapes). Moments later, the dwarf and the lady are shown to their room; the dwarf carries the luggage, which includes a small locked chest.

Perhaps twenty minutes later, the dwarven warrior returns to the pub, orders a beer, and looks about the room with a measured eye. He approaches the table at which the players are seated, and introduces himself as Nain arn Dolbekki of Manadanoach (a half-legendary dwarven city far to the north). He is seeking the

services of a powerful and talented mage, and requests their aid in locating such a wizard, as he has never been to Haven before (if one of the players happens to be a mage, Nain will question him at length to determine how experienced he/she is; the spell he needs is very abstruse, REMOVE CURSE, although he will only reveal this if the player himself appears to be of high level). Nain will offer the players a reasonable amount of gold to help him locate the wizard he needs.

Nain will meet the players the next morning and go with them to seek a mage. Regardless of the success of their mission, when they return to the inn, Nain will find the lady's room has been ransacked, and both Lady Sigrid and the chest of gold missing. A stone figure of a man, in a threatening posture, stands in one corner of the room, and there are signs of a struggle. The luggage has been ransacked and thoroughly searched, and anything of value is gone. Nain, swearing revenge, will seek the players' aid in recovering the lady and the gold. He will offer no explanation of the stoned thief.

GM's Notes: Nain (#722) is a member of the royal guard of the ruling Queen of Manadanoach; the veiled woman he is escorting is her daughter Sigrid (#723), acknowledged (until recently) as the most beautiful dwarven maiden ever born. Unfortunately, Sigrid's beauty incurred the jealousy of a powerful sorceress, who laid a horrible curse upon the maid - that any who looked upon her face would be turned to stone. The sorceress was killed, but the curse remains unbroken, so Nain and a dozen others sworn to Sigrid's service departed with the unhappy maid (heavily cloaked and veiled to prevent any others from being affected by the spell) to seek a mage capable of removing the terrible curse. The trip has been long and hazardous; Nain is the only one of the escort left alive.

Nain will not reveal the exact nature of the spell he seeks to any but a mage he feels can help him; to all others he will only say he needs a high level mage. Although reasonably open about himself, he will reveal nothing of Sigrid's true identity. He will always refer to her as "the Lady", and is obviously neither her husband nor a kinsman. Sigrid herself is a gentle soul, and is horrified at what has happened to her. She will shun all contact with anyone except Nain, pretending not to speak nor understand any of the common tongues. Nain is totally devoted to Sigrid, and will do anything to insure her safety, although he will not risk his own life needlessly, since he is the last of her escort.

While Nain was away with the players the one day, a trio of thieves broke into Sigrid's first floor room. While attempting to take the chest's key from Sigrid, one of thieves ripped away her veil, gazed at her face, and was forthwith turned to stone. The plucky dwarven girl attempted to scare away the remaining thieves, but was foiled when one proved to be immune to her curse. Not one to waste an opportunity, the thief overpowered the girl, and wrapped her in a blanket to prevent her using her "power" against his partner. The thieves then made good their escape, taking the chest, all other valuables, and the maiden with them.

If any of the players are members of Haven's Thieves' Guild, there is a 60% chance that they will recognize the stoned thief as "Dodger" McGee, a known second story man and mugger of the Guild. There is a 45% chance, if they recognize him, of also knowing that he hung out with a pair of two-bit operators named Doc

(#724) and Snake-eye (#725), somewhere in the Labyrinth.

There are any number of ways that the players can pick up clues to help them recover the missing dwarven girl and the treasure. If they do not recognize Dodger, there is a 15% chance of finding someone in the Labyrinth who does; however, this approach also has an excellent chance of tipping Doc and Snake-eye off that someone is looking for them. There is a guest at the Pendragon, the traveling mage Myrddin, who has considerable clairvoyant powers, and might be persuaded to read his Tarot cards, revealing the following:

"There were three, one doomed, one who escaped, and one who had a shield. Seek the missing rose among the thorns, before the weapon turns upon its wielder, and is lost."

There is also a 10% chance for every hour spent combing the bazaar at Thieves' Market, that the players will discover a piece of Sigrid's jewelry for sale at some dealer's stall; a bribe has a 1% chance per 5 GP offered to remind the stallkeeper of who sold him the piece, and that they lived in the Labyrinth. Questions (accented by a little cash, coppers will suffice) of street rats, if handled properly, can lead the players to the Briarthorn, a seedy rooming house in the Labyrinth, where the thieves stay, and where they are holding Sigrid captive.

The thieves have a room in the back of the inn, on the second floor. Caldor, the innkeeper, will not stop the players if they saunter in as if they belonged there; but he will certainly be suspicious if they act sneaky or ask questions. There is a 40% chance that either Doc or Snake-eye are out when the players attempt their rescue, but they never leave Sigrid alone. Doc is immune to Sigrid's curse, but Snake-eye is not (and neither, for that matter, are the players or Nain, unless they make saving rolls against MGR at a penalty of 6 - it's a very high powered curse!). If anybody succumbs to the curse, it will be discovered that the usual depetrification measures (the various powders and potions available in any area where creatures capable of turning one to stone exist) have only a 5% chance of working, due to the effectiveness of the original curse.

When the players rescue her, they will discover Sigrid tied into a chair; her morale is quite low at this time, and she has been contemplating solving the problem of her "malady" in the only way easily available - gazing into a mirror (at a bonus to MGR of 9). Checks should be made hourly against Sigrid's DSC; if she fails the roll, she will attempt self-petrification - she is however, a generally sensible girl, and one attempt is all that will be made.

If a mage has been contacted in regard to removal of the curse, he will discover that the curse was applied by such a powerful mage that removal is quite difficult. The one mage in Haven capable of counteracting the affliction is Karilinia Inturisdan, a member of the Circle Chamber, who is unlikely to be available on short notice. The removal will be very costly in terms of both time and money (just for supplies), and the magician's fee is quite likely to be a rather difficult quest. Players may, at their discretion, elect to accompany Nain on this quest.

THE BOROUGH OF THE SOUTH CORRIDOR

MERCENARIES

One of the things that helps Haven stay a Free City (not under the thumb of some conqueror, or another of the Ten Cities) is the presence of several mercenary companies that have chosen to make Haven their headquarters. These companies range from the 50 men in the cataphract cavalry (very heavily armed and armored) force of Buren Tasidek through the 100 seasoned dwarves of Bonur arn Jasti and the 200 strong centaur contingent of Galidonos Goldenhoof to the small army of 500 commanded by Donelek of Petiz. The companies frequently leave the city on assignments, and may be gone for as long as two years, but always seem to return - a little battered, maybe, and with a few holes in the ranks - but none so far has failed to come back.

Even with a majority of the companies gone at one time or another, there are seldom less than a dozen assorted companies in the city; the soldiers use the city's facilities for rest and recreation, and are free-spending enough to assuage the merchants' bad feelings about the ruckuses and uproars caused by the men's antics (see Encounters #71 and #73). Occasionally, in the past, various companies have been hired for "road-cleaning" (bandit disposal) duty along the Long Road; in the aftermath of these efforts, the Road often seems unusually peaceful for long durations, with a large number of well decorated oak trees - the mercenary companies tend to do a relatively thorough job of cleanup.

A number of reasonably large mercenary contingents (200 to 500 men each) regularly station themselves at the three towns of the Borgonnin Pass through the Mountains of Peace, the pass taken by the Long Road; they provide protection for groups of travelers and caravans using the pass, which is unfortunately infested with Lizarim (the townspeople appreciate the mercenaries' presence too - fewer successful raids by the lizard-men). These companies are nearly always on the lookout for new recruits, since the casualty rates for duty in the Pass are not low; the pay is high, about five times the regular rates, but the risk factor is at the same level.

In the city, the Sworn Swords (the common appellation for mercenaries in general) will tend to congregate at the hall of the major guild, the Free Companies (located on Caravan Street near the corner of Galenkris), or at one or the other of Lydian House (the home, in Haven, of the Lydian Sisterhood) or the Golden Scimitar (the next most major of the mercenary guilds). At other times, many mercenaries can be found at one of three different taverns in the area of the Free Companies guild house, The Brass Blade, Ludwig's Brauhaus, and the Bull of Anathor. Few outsiders (obvious non-soldiers) are welcomed at these taverns when the mercenaries are in full attendance, but likely recruits might be tolerated (at least for a beer or two, and a question or three).

GM's Notes

Joining a mercenary company is not overly difficult; surviving in one may be. Most companies are in need of fighting personnel at any given time, and will accept anyone who is relatively strong, dextrous, and trained with the weapons favored by the men of the company - swords, pikes, etc. To determine whether a character would be acceptable to a company commander as a recruit, total STR, CDN, and STM; add 2 for each point of STR > 14, CDN > 13, and/or STM > 15. Add 5 if the potential recruit is Intermediate, 15 if Veteran, and 20 if Elite; add 5 for every weapon favored by the company in which the character is trained, 10 additional for each of these in which he has expertise - if the company uses shields, add 10 for shield training. Add 2 for each combat plus with proper weapons; if the recruit can provide his own mount, add 10. Using the total as a percentage, roll D100 to see if the commander accepts the recruit in his company. Experienced soldiers have a chance equal to ((100 - percentage of same or better levels in company) / 3) * (number in troop / 100) of being offered a command position of some sort (the greater the difference between roll and figure to beat, the better the position should be).

Pay in a mercenary company is usually in arrears (unless the group has just returned from a relatively successful campaign). Normally, the commander is responsible for maintenance of the men (room and board); weaponry, armor and clothing are the responsibility of the men themselves, as are other than basic daily food requirements (beer, steak, [feminine companionship?] etc.). Those commanders who have developed large companies usually have some in-city guard position or easy caravan duty to provide income for their men when they are not engaged on active duty. Should anyone wish to hire a mercenary company or possibly found a troop, the following pay scales may be used; the normal contract would be for a minimum of a month (4 weeks).

MERCENARY WEEKLY PAY SCALES

Type	Elite	Veteran	Int'med	Green
Lt. Inf.	25 GP	20 GP	15 GP	10 GP
Med. Inf.	30 GP	25 GP	18 GP	13 GP
Hvy. Inf.	40 GP	33 GP	23 GP	18 GP
Shock	50 GP	43 GP	30 GP	25 GP
Lt. Cav.	40 GP	35 GP	25 GP	20 GP
Hvy. Cav.	50 GP	43 GP	33 GP	28 GP
Cataph't.	65 GP	55 GP	40 GP	35 GP
Archers	30 GP	23 GP	15 GP	10 GP
Scouts	30 GP	23 GP	15 GP	10 GP
Eng'rs.	40 GP	30 GP	17 GP	10 GP

Note that the amounts above are what the overall commander of the company receives for use of his men; the men actually receive about one-half to one-third of this money. If the troops are on garrison duty, rather than combat duty, the amounts above may be reduced by one-half. When foot troops are mounted, add 10 GP per horse in the company to the weekly total of the given pay scales. To find the cost for a company or troop, total the amounts for the various types of soldier in the troop by percentage of experience level; the resultant sum is the weekly cost of the mercenary company. A note to the wise - few mercenary commanders take well

to being cheated out of agreed upon sums for duty, whether combat or garrison; it is not unknown for the contractor hiring a company to be overrun and conquered himself when he tried to withhold the mercenaries' hard-earned gold.

The companies that may be found in Haven at any given time are listed below, including style of fighting (racial type denoted), general type of armor and favored weapon(s), percentages of various experience levels comprising the company, weekly pay requirements (for the entire company), and chance of being in Haven (and therefore available) at any given time. The better companies will usually be less available, since they may get hired as soon as they hit town; commanders' ratings are indicated by the number of stars.

MERCENARY COMPANIES
of the Free City of Haven

Companies of 50

- Buren Tasidek ****** - mixed cataphract cavalry, semi-full-plate & shield, horse barding, lance & sword/axe; 15% E, 45% V, 30% I, 10% G; 2,550 GP/week, 30%
- Kiroc Stargazer ******* - mixed archers-scouts, light leather, bow & light sword; 30% E, 55% V, 15% I; 1,214 GP/week, 65% (only 10% to accept assignments)
- Tunon of Mandaiai ***** - human mounted shock infantry, semi-plate/full-plate & locking shield, axe/sword & javelin; 20% E, 40% V, 40% I; 2,460 GP/week, 50%
- Halidar the Bold **** - mixed mounted medium infantry, full-chain, 15' pike & zweihander; 5% E, 25% V, 55% I, 15% G; 1,543 GP/week, 45%
- Xitarinos ****** - centaur light cavalry, heavy leather & shield, lance, bow & sword; 15% E, 45% V, 30% I, 10% G; 1,675 GP/week, 35%
- Brunnar the Bloody **** - mixed medium berserkers, heavy leather/chain & shield, axe & sword; 5% E, 20% V, 70% I, 5% G; 1,009 GP/week, 50%
- Clydesworth Tinglefeather ***** - hobbit archers/slingers/scouts, light leather, short bow/sling, shortsword & throwing knives; 20% E, 30% V, 30% I, 20% G; 970 GP/week, 40%
- Grogarn ****** - urukhai medium infantry, heavy leather & shield, axe & sword; 25% E, 45% V, 20% I, 10% G; 1,210 GP/week, 15%
- Daliva bint al-Raschid **** - mixed female archers, light leather, bow & rapier; 10% E, 25% V, 35% I, 30% G; 869 GP/week, 40%
- Boghran Tosik *** - mixed light infantry, heavy leather, javelin & sword; 5% E, 20% V, 35% I, 40% G; 745 GP/week, 65%
- Eddetor ben Bova ***** - mixed mounted heavy infantry, semi-plate & shield, 15' pike (shield slung), sword & axe; 15% E, 30% V, 40% I, 15% G; 1,929 GP/week, 40%
- Inrisdil o'Lake ***** - elven archers, light leather, bow, rapier; 10% E, 45% V, 35% I, 10% G; 999 GP/week, 15%
- Bonorbentreezantyzemintanods **** - Krindorian heavy infantry, heavy leather, large shields & iron greaves, heavy impact weapons (clubs, maces, tampers, etc.); 5% E, 25% V, 50% I, 20% G; 2,535 GP/week, 10% (only 15 giants in troop, but count as 50 normal men)

Companies of 100

- Bonur arn Jasti ****** - dwarven medium infantry, chain & shield, hammer/axe & sword; 20% E, 30% V, 40% I, 10% G; 2,200 GP/week, 30%

THE BOROUGH OF THE SOUTH CORRIDOR THIEVES' MARKET

Near the Judgment Gate, not far from the Grey Halls, lies a large plaza referred to as Thieves' Market. From early in the morning until late in the evening the Market is a colorful tapestry of hawkers and their customers, locals and strangers, beggars and pickpockets, potential victims, and people of all descriptions; even late at night, there is still much activity in the square, although not to the extent of the daytime bustle. The area is dotted with many tents and pavilions, and even semi-permanent stalls, wherein can be found services or displays of virtually any kind, and merchandise of diverse uses and qualities (not all of which has been obtained legally) - anything from a sword to a set of lockpicks to a hand-painted chamberpot might be found in one of the establishments scattered about the great square.

Many shops and taverns are located around the fringe of Thieves' Market; in most cases, they carry merchandise or offer services which do not conflict with the goods and services offered by the denizens of the Market. The exception to this rule is in the area of food and drink; there are a number of reasonably good taverns/restaurants among the businesses around the Market, which compete to an extent with the pushcarts and small vendors of the Market. The vendors usually carry items of a snacking style and some beverages (though seldom alcoholic - occasionally a small beer or very light ale), although some of them can provide nearly a full meal in the form of a variety of appetizers and specialty items; most of the taverns provide full meals with accompanying fermented and distilled beverages, and some of them, like The Boar's Head or the Crooked Constable, are capable of handling a relatively sumptuous banquet.

Hordes of beggars seem to infest the Market during the day and early evening, mingling with the crowds and the other street people. Many of the infirmities displayed for the gratification of the almsgivers are faked, but there are sufficient real wounds, amputations, sores, and just plain filth to make one glad to toss a copper or two just to get them to leave. Some of the beggars in the square, such as One-eyed Rachel, Guligin the Leper and Mikyl Two-Fingers (one on each hand - he was a lousy thief), have made the Market their station for years, and have marked out territories which are theirs - they will defend these territories with physical attack if necessary; these older beggars have also marked special "pigeons", almoners who either prefer to dispense their charity to a particular person or will give to nearly anyone simply to get them to depart - newer members of the society of dirt approaching one of these pigeons can cause interesting squabbles among these seemingly mobile piles of rags.

One of the complete oddities of the bazaar is Flekhash the Abhorrent, an old beggar who is found perched each morning near the well/fountain in the center of the plaza; he moves not during the whole day, but seems to disappear somehow at dark, and always

Carnos the Swift *** - mixed charioteers-archers (3-man team per chariot), light/heavy leather, javelin/bow, whip/lariat & sword; 15% E, 60% V, 20% I, 5% G; 4,845 GP/week, 25%

Bolidur the Weaponsmaster ***** - mixed heavy infantry, chain/semi-plate & shield, axe & halberd (shield slung); 5% E, 20% V, 40% I, 35% G; 2,410 GP/week, 20%

Hansurin the Lucky ** - human light cavalry, light chain, lance, bow & rapier; 10% E, 30% V, 40% I, 20% G; 2,850 GP/week, 50%

Donegal FitzKenedi ***** - mixed medium infantry, light chain/cuirass, zweihander & mace; 15% E, 20% V, 45% I, 20% G; 1,970 GP/week, 50%

Karlina ni-Hasdrubal ***** - mixed light cavalry, light leather & shield, lance, bow & sword; 10% E, 45% V, 20% I, 25% G; 2,975 GP/week, 30%

Mogri arn Borlir **** - dwarven medium infantry-sappers-seige engineers, light chain & shield, hammer, mattock & pickaxe; 20% E, 50% V, 30% I; 1,890 GP/week, 20%

Leona nesa-Melorie **** - mixed female light infantry, leather/light chain & shield, sword/axe & javelin; 10% E, 30% V, 50% I, 10% G; 1,700 GP/week, 35%

Companies of 200

Galidonos Goldenhoof **** - centaur light cavalry, light leather/chain, lance, bow & sword/mace/axe; 10% E, 40% V, 40% I, 10% G; 6,000 GP/week, 25%

Phedros of Khurian *** - mixed mounted heavy infantry, mounted archers & light cavalry [100, 50, 50] (equipped as usual for type); 5% E, 30% V, 50% I, 15% G; 6,440 GP/week, 60%

Judilo the Amranian **** - mixed light-heavy infantry [100/100] (equipped as for type); 10% E, 30% V, 40% I, 20% G; 4,320 GP/week, 50%

Freitag von dem Berg ***** - mixed light cavalry & mounted archers [80, 120] (equipped as usual for type); 20% E, 40% V, 30% I, 10% G; 6,104 GP/week, 40%

Richard the Black ***** - mixed mounted pikemen (shock infantry) & crossbowmen (medium infantry) [140, 60], chain/semi-plate, 18' pikes & sword/axe/mace; heavy leather & shield, heavy crossbow & sword/axe; 20% E, 50% V, 30% I; 9,144 GP/week, 35%

Henry Dalrymple *** - mixed light-heavy cavalry [120/80] (equipped as for type); 10% E, 30% V, 40% I, 20% G; 6,356 GP/week, 35%

Walter the Hunter **** - mixed mounted archers & heavy infantry [100, 100] (equipped as usual for type); 10% E, 35% V, 40% I, 15% G; 6,600 GP/week, 40%

Keri Silkenbeard **** - mixed mounted light infantry, mounted archers & orcish scouts [80, 100, 20] (equipped as usual for type); 30% E, 50% V, 10% I, 10% G; 6,360 GP/week, 35%

Companies of 500

Donelek of Petiz ***** - mixed light-heavy infantry, light-heavy cavalry & sappers-seige engineers [150/100, 120/80, 50] (equipped as usual for type); 20% E, 35% V, 25% I, 20% G; 13,603 GP/week, 20%

Muri arn Balor, "Ironarm" ***** - dwarven heavy infantry, chain/semi-plate & shield, battle axe (shield slung) & sword or hammer; 15% E, 30% V, 35% I, 20% G; 13,775 GP/week, 25%

Yusuf ben Azreddin **** - mixed light cavalry, leather/light chain & small shield, lance, bow & saber; 15% E, 30% V, 45% I, 10% G; 14,875 GP/week, 25%

reappears in the morning. He is a mass of sores and scabrous peeling lacerations, one eye is missing (the other provides but a vacant vista), and hordes of flies surround his lumpish form and even buzz in and out of his continually open mouth and around the rotten stumps of his teeth - Flekhash is truly an abominable sight. There are many rumors about Flekhash, and many people who would like to find out how he does whatever it is he does. Many powers are ascribed to him (this is up to the individual GM, but personally we think it's all a load of . . .); his begging bowl is usually well supplied with money, for many in the Market consider it lucky to toss him an occasional coin.

The beggars can be a source of information about what's going on in Haven, and who's who and who's where. The mere suggestion of a gold piece, or even a small amount of silver, can literally make a deaf-mute sing like a canary (not in public, of course - it would ruin his act for begging). Many of the beggars in Haven are sub-rosa members of the Thieves' Guild, reporting daily to one or another member of the Beggar King's "council" with their tidbits of gossip. This information chain has enabled the Guild to keep track of various Black Hand operatives and other folk of interest in most locations in the city, regardless of their attempts at concealment. Mikyl Two-Fingers is one of the council, and many of the other beggars in the square keep him up-to-date on happenings in and around Thieves' Market on a daily basis.

Information is available from many other sources as well. Many of the stallkeepers keep their eyes and ears open, and some of the pushcart vendors wander over much of the South Corridor in their search for business. A little cash spread in the right places can reap a veritable windfall of juicy rumors, reports on various people's comings and goings, and, occasionally, even worthwhile (and useful!) information and news.

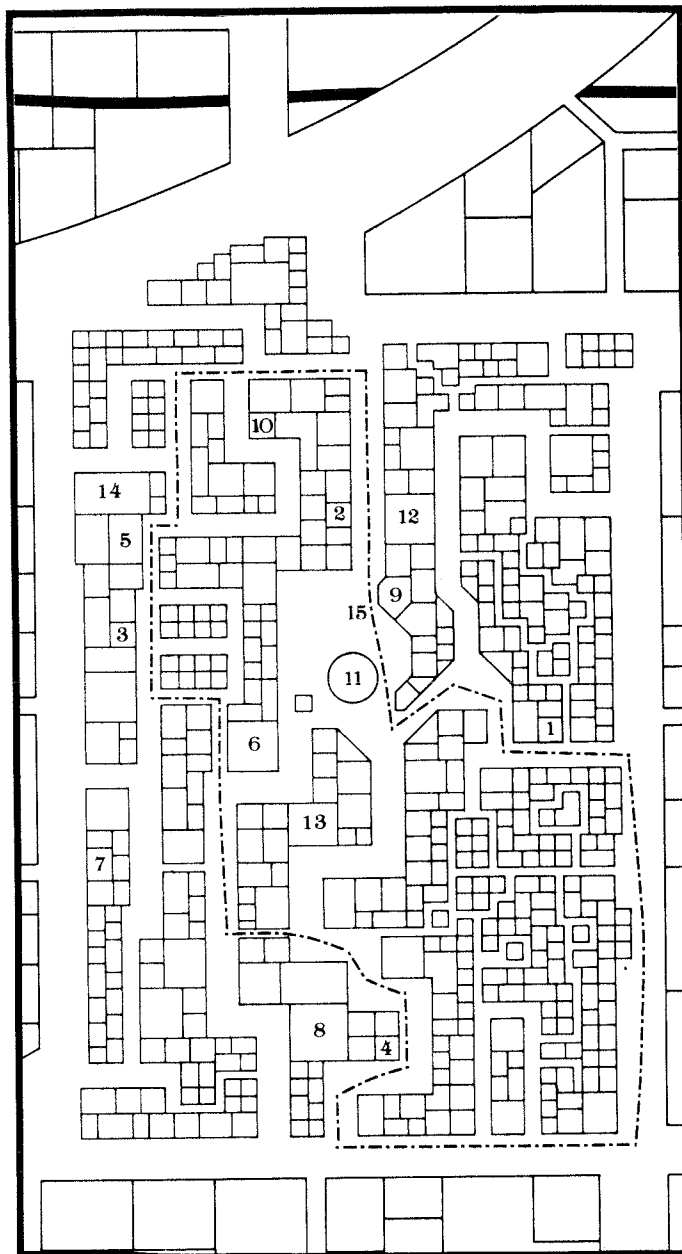
There are a number of pickpockets who frequent the Market. They tend to leave the locals alone (little to be made from them, and way too much to lose), but any strangers are fair game. One or two of these cutpurses disguise themselves as beggars and use the proximity gained by begging to make their snatches. (GM's Note: There is a 5% chance per hour, cumulative, spent in the Market that one or another pickpocket or cutpurse will make a try at a random player, usually the richest appearing member of the group; if the whole party is fairly opulent in appearance, the chance is 15% base + 10% per hour, cumulative.)

GM's Notes

A small diagram of the Market is presented on the left. Indicated are the relative positions of the various tents, stalls, and open areas, a number of the pushcarts and their normal routes, and some of the various buildings around the square.

Vendors

As the players wander about the Market, it is likely they will wish to check out merchandise in one or another of the bazaar's establishments. Those numbered in the diagram above are identified in the section on NPC Encounters below, using the listing style described for randomly generated shops; for random booths, the



charts below may be used to determine style of booth, general contents, number of occupants (proprietors and customers), price range/quality range, the chance of finding a desired item, and honesty/haggling rating for the vendor (names for random vendors are up to the GM).

RANDOM VENDORS

Stalls and people

Die Roll	Booth Type	Personnel
		Owner + 1 + 2 Asst. +1D3g
01-35	Open	01-80 81-95 96-00 - -
36-49	Pushcart	01-70 71-90 91-00 - -
50-75	Small Tent	01-60 61-72 73-85 86-93 94-00
76-89	Pavilion	01-45 46-65 66-80 81-90 91-00
90-97	Wagon Side	01-30 31-55 56-75 76-85 86-00
98-00	Wooden	01-25 26-50 51-70 71-80 81-00

0, 0+1, 0+2 means the owner is running the business, possibly with the help of one or two assistants. A, A+1D3g means the owner is absent, and his chief (or only) assistant is minding the store, possibly with one to three other assistants.

Merchandise

01-14 Prepared foods	
01-12 Appetizers	45-50 Sandwiches/cold meals
13-30 Soups/stews	51-64 Beverages, hot/cold
31-37 Hot meals	65-75 Beverages, alcoholic
38-45 Fresh breads	76-00 Mixture (1D3 + 1 above)
15-33 Fresh foods and grocery items	
01-15 Fresh fruits	71-80 Cheeses
16-30 Fresh vegetables	81-87 Meats
31-40 Herbs & spices	88-91 Fish
41-50 Beer/wine/liquor	92-95 Travel rations
51-70 Breads and flours	96-00 Mixture (D3 + 1)
34-61 Miscellaneous merchandise	
01-03 Soaps and lyes	45-46 Scribe supplies
04-05 Cosmetics	47-48 Cutlery
06-09 Dyes and bases	49-51 Tableware
10-11 Perfumes, scents	52-57 Wooden goods
12-14 Oils and candles	58-60 Pails and jugs
15-16 Glass bottles	61-62 Ceramic items
17-19 Toys and games	63-64 Glasswork
20-22 Leather goods	65-66 Silversmithry
23-26 Linens, towels	67-68 Jewelry
27-32 Cloth yardage	69-70 Metalwork
33-37 Sewing supplies	71-78 Mixed junque
38-41 Yarns and threads	79-90 2nd-hand clothing
42-44 Laces, ribbons	91-00 2nd-hand general
62-77 Antiques, miscellanea of quality	
78-81 Furniture and home furnishings	
82-93 Services	
01-14 barber/leech	39-54 entertainment
15-22 herbalist	55-70 tailor/seamstress
23-28 doctor/dentist	71-80 palanquin/delivery
29-32 scribe	81-92 tinker
33-38 faith healer	93-00 arcane repair
94-00 Financial services (goldsmith, money-changer, con-game of some variety, etc.)	

The listings above are a fair selection of the many possibilities for goods and types of services to be found in a bazaar booth or stall. GMs may use these charts, create their own, or add to what has been provided; if either additions are made or new charts created, however, GMs should remember to keep the populace relatively honest - not everybody is going to be selling magic items, super weapons and armor, or luxury items that are seldom found even in the duke's palace.

Price and Quality

Price	Quality
01-17 Cheap (0.4-0.6)	01-12 Shoddy (0.1x)
18-52 Low (0.6-0.9)	13-33 Poor (0.6x)
53-79 Fair (0.9-1.1)	34-70 Fair (1.0x)
80-94 High (1.1-2.0)	71-90 Good (1.5x)
95-98 Costly (2.0-3.5)	91-97 Excellent (2.0x)
99-00 Outrageous (4.0+)	98-00 Superb (3.5x)

The figures in parens are multipliers of cost (for price) and actual value (for quality); an item might be bought for an outrageous price, but be shoddy quality - a factor of 40 to 1, cost to value. It is unlikely that

players will accurately appraise the quality of items with which they are unfamiliar; one who does not know woods in general will seldom recognize teak, or be able to tell it from walnut. Additionally, the ratings above are not absolutes - there will be occasional wheat found among the chaff, and vice-versa.

Variety, Honesty, Hagglng, and Customers

Variety:	01-23 N : Narrow (15% for specific item)
	24-64 F : Fair (35% for specific item)
	65-83 B : Broad (50% for specific item)
	84-96 V : Very Wide (65% for specific item)
	97-00 E : Excellent (85% for specific item)

The more specific the description of the item, the less likely it is to be found; deduct appropriate amounts from the variety rating for more exacting descriptions. Items inappropriate to the merchandise offered are seldom (1%) found - one doesn't buy swords in food stalls, or lettuce in a jewelry shop.

Honesty: rated 1 (thoroughly dishonest) to 100 (completely, painfully, ridiculously honest); cross-reference Price and Quality on the chart below for individual ratings.

	Cheap	Low	Fair	High	Cost	Outr
Shoddy	B	B	A	A	A	A
Poor	C	B	B	A	A	A
Fair	D	C	C	B	A	A
Good	E	D	D	C	B	B
Excel	F	E	E	D	C	C
Superb	F	F	F	E	D	C

A: 01-10 very dishonest; B: 11-35 dishonest; C: 36-55 normally honest; D: 56-80 honest; E: 81-95 scrupulous; F: 96-00 painfully honest

Hagglng Desire: 01-06 "X" refuses, one price only
 07-18 "?" 35% if no other customers
 19-40 "/" 65% if no other customers
 41-63 "%" always if none, 35% even if other customers
 64-84 "#" always if none, 65% even if other customers
 85-00 "*" always, regardless of customers

Hagglng Ability: 01-04 B : Bad (1-3);
 05-15 P : Poor (4-6);
 16-33 L : Low (7-9);
 34-67 A : Average (10-12);
 68-85 H : High (13-15);
 86-96 V : Very Good (16-18);
 97-00 S : Superb (19-20).

Customers: 01-36 None at the moment, check again later;
 37-62 One; 63-81 Two (couple); 82-94 Two (individuals);
 95-00 Three or more.

Checks for new customers may be made at relatively short intervals even while the players are in attendance at the stall - intervals might be 3 or 5 minutes. Animated hagglng will increase the likelihood of additional people stopping; add 15 to the die roll.

HAGGLING

Haggling is an art practiced in the markets over much of the world, the practice of coming to an agreement on the price of an item. In those cases where haggling is indicated as a possibility 35% or greater, the asking price for an item will usually be in excess of the actual value (and what the seller expects to get for it) by a fair proportion (usually two or three times the expectation, occasionally as much as five times the value or expected price); the seller expects to be bargained down by the shopper, so he gives himself lots of room in which to make price concessions.

If the GM's players are in the habit of haggling and bargaining already, the GM assumedly has a good bit of experience in this form of role-playing. The techniques can be used by both players and GM whether the players are trying to buy needed equipment, etc., or attempting to sell the valuables garnered on their most recent adventures. Wailing about the food being taken from the mouths of his starving children, the shawl from his poor mother's back, extolling the virtues of the item in question ("But, such workmanship! Where else could you find such a magnificent..."), and other statements of this type ("Ah, my friend, this is so exquisite, so valuable, a jewel beyond price! But for you, just...") contribute greatly to the enjoyment of a role-playing session; everybody can get into the "act" (the whole point of role-playing in the first place).

In the descriptions of the booths in the bazaar, ratings have been included both for desire to haggle, and for ability in this technique. The desire rating is fairly self-explanatory; either the seller will bargain in the circumstances, or he won't. The ability rating goes from 1 to 20, and can be used to estimate the chances that a seller will bring his price down ("...just one more time, since you are such a fine..."), and whether he will sell an item for less than the assumed value (what the seller paid for it plus normal profit markup); the higher the value the less apt he is to get out-bargained, and the less likely he is to be taken in by the purchaser's tactics. Haggling techniques are, unfortunately, something that must be learned; it is very difficult to describe all the possible ploys from both buyer and seller - a good session of haggling, however, can be a lot of fun.

NPC Encounters

Katarina (#726) - a slender boyish gamine with brown hair and light blue eyes, who frequents the Market. She is one of the more adept pickpockets preying on the crowds there: Level 6, pickpocketing 88%, moving silently 57%, hiding in cover 63%. In working clothes, Kat appears to be an adolescent youth or a small man; in other guises she is quite pretty and attractive. She has yet to meet any man who interests her on a permanent basis, but is friendly with many of the Guild's thieves - she is a sworn member herself, and will follow Guild orders without hesitation. She normally spends mornings in the Market, but may be found nearly anywhere on the South Bank in the afternoons and evenings - she has yet to cross the bridges to the North Side. Frequently

in the evenings, Kat will make her way to the Knights Oute (on the northwestern corner of the Market - the major hangout for Thieves' Guild members in the area of the square), and will sit quietly, nursing a mug of ale, listening to the gossip of the Guild.

Mikyl Two-Fingers (#727) - a grimy, scarred and scabbed beggar with only one finger (and a thumb) on each hand. He is now a member of the Beggar King's "council", and takes daily reports from many of the beggars in the square (with the exception of Flekhash - nobody bothers him). Once a pickpocket who frequented the Market himself, a series of ill-timed attempts (and a lenient judge) led to the loss of his fingers (one by one - it took him a long time to learn). When cleaned up in the evenings, Mikyl is relatively presentable (the special gloves he wears tend to conceal the missing digits), and can frequently be found at places like the Boar's Head or Dunk's; only rarely does he go to the Knights Oufe.

Silvertongue (#728) - an older man with silver hair to match his tongue. He is a storyteller, and can be found almost daily in the Market, beguiling crowds (including many children) with his tales of wondrous cities, faraway lands, and courageous adventurers seeking fabulous treasures. Unbeknownst to the other denizens of the square, most of the stories are true - Silvertongue (aka Duriyan the Bard) was an adventurer himself in his earlier days, and participated in many of the expeditions of which he speaks. If a group listens to him for a decent period, they may pick up information on various possibilities for quests. If they speak to him directly (having figured out that he's not just an old bag of wind), there is a chance for specific information (GMs - this is how to get a party started on a new adventure scenario!); have the highest MAG in the party make a saving roll - a simple success gets some information, greater success gets more.

If "2" total is rolled on the info check, Duriyan will decide that one last adventure will be good for his soul, and may accompany the group if invited. He has some interesting equipment, including his lute, a magnificent sword and scabbard, a chain shirt of exquisitely fine links, and his own mount and camping gear; most of his possessions are enchanted and embedded with various spells (GM's discretion, but most of it falls into the useful category rather than the super-powerful). He knows many magical songs, including SLUMBER, EMOTION CONTROL, and WALL OF FEAR; however, he will use these only in times of grave crisis.

"Fingers" Arthas (#729) - a short and relatively chubby (when on duty) half-orc. Arthas is a 5th Level thief, and has fair abilities: 62% pickpocketing, 38% moving silently, and 45% hiding in cover. He is capable of stretching and/or compressing the disks in his spine, almost at will (it takes about 30 seconds), and can change his height by as much as 6", from 5'2" to 5'8"; he has used this ability to escape identification many times, and the constables are firmly convinced that he has a twin (taller or shorter, as the case may be) who has committed an incredible number of purse cuttings and pocket pickings (albeit clumsily) and gotten away with all of them. Fingers can be found in the Market throughout the day, and maintains a small flat not far away, on the edge of the Labyrinth. He is a fair

lockpick (specializing in Cylinder and Pin locks, 68%) as well, and can be hired for various jobs through the Guild; when not out in the square, Arthas can usually be found at either the Knights Out or the Silver Stringed Bouzouki.

Vereet (#730) - a well dressed small man of non-imposing mien. Vereet deals in information; he will answer questions about virtually anything, the more complex, the higher the price (1 SP to 100 GP). His information is fairly accurate (85%) when he can give it; there is a 65% chance he will be informed on any person or subject - if not, he will so state. Vereet will also buy info; he will pay up to a third of what he would charge for the item, but usually starts at a twentieth - he is quite expert at picking up information from the sidebands of the conversation as he and his informant dicker about the price to be paid. Vereet can be found at the Boar's Head in the evenings (he maintains his lodging there), and in the square (usually near the fountain) during the day; one day in ten he takes off, and cannot be located at any of his usual haunts.

VENDORS OF THIEVES' MARKET

(These market vendors are listed as: ID - Style of stall, merchandise, occupants, owner's name, price/quality ranges, variety rating, honesty rating, haggle desire/ability, purse in GP.)

01 - Wooden, herbs and minor potions, 0 + 1, Vorikooreis, Fair/Good, Excellent, C(55), /-A, 150

Vorikooreis (#731) maintains an excellent stock of various medicinal herbs and spices. He can, and will, compound a healing draught, emetic, purgative, or minor potion for his customers on the spot (about 10 minutes); the potions work 10% of the time, the healing draughts 15% of the time - the purgatives and emetics always work. For each additional 15 minutes he spends working on the compound, add 10% to the chance it will work (there is always a 20% chance that a given mixture will work in some totally unexpected fashion - GM's choice). He will buy relatively scarce herbs and spices from outside sources, even if they are not the freshest available, and may commission a group to go in search of various plants.

02 - Open, produce, 0, Ballard Lindsey, Fair/Good, Very Wide, D(70), X-B, 35

This greengrocer (#732) greengrocer brings fresh produce and fruits to the market each day during their particular growing seasons. He frequently has hard-to-obtain varieties of fruit from faraway countries (15% chance), and occasionally normal varieties available out of season (25% chance). No one has figured out yet where he gets what he sells since he is not known to deal with any of the farmers or ship's captains around Haven. He does not like to haggle, and will become rather surly if pushed about it. One of Ballard's competitors may be willing to pay for information on his sources of supply.

03 - Small tent, barbering service, 0, Fernando "Fig" Garo, Fair/Fair, Narrow, C(55), ?-H, 15

Pleasant conversation (Fig - #733) - knows all the gossip of the city, it seems), decent barbering, non-slip shaves, and your ears and throat in one piece

(and still attached!) when you leave - there's little else to say.

04 - Open, poultry products, 0 + 1, Carinismalindelykatflar, Fair/Fair, Narrow, E(90), #-P, 20

Carin (#734), a slender (60-34-62) and rather short (only 8'6") female Krindorian, deals in fresh poultry and their eggs. Despite her size and apparent clumsiness, she has never been known to drop or crush an egg (people, yes - but never an egg!). Her "baby" (6'4", 280 lbs. of muscle) boy, Rovon (#735) - he hasn't earned the rest of his name yet), assists her with the stall; he drops eggs - he is also very rambunctious for a 7 year old. Becoming friendly with Carin is an "in" with Bonorbentreezantyzemintanods, the Krindorian mercenary leader - he is Rovon's father, and stays with his lady and son when in the vicinity of Haven (they have a small farm about a mile south, out the Judgment Gate).

05 - Pavilion, general, 0 + 1, Beydom & Son, Low/Poor-Good, Excellent, father: C(40), *-V; son: D(65), %-A, 800

Looking like a large bowling pin with arms and legs and its smaller replica, this father-son team deal in some of the most outlandish items (and other junk) ever seen. The minimum chance that they will have virtually any given desired thing is 10%, regardless of how ridiculous it seems; if an item is not in stock at the present time, there is a 35% chance they will have it within the next month. Magical items are seldom found, however, since Beydom (#736) sells all such he acquires to Mindar O'Jurix, who has a small shop off Magic Street.

06 - Pavilion, furniture, 0, Daran Tiko, Low/Shoddy-Fair, Broad, C(45), #-H, 100

Tiko (#737) carries a respectable collection of second hand furniture. A fair portion of his stock is rejects made by the apprentices at Dortmund's and a couple of other furniture houses on the South Bank. Most of his stock is sturdy and usable, but suffers from minor design or manufacturing flaws.

07 - Wagon side, butcher, 0 + 2, Biff Tekk, Fair/Good-Shoddy, Broad, B(30), ?-A, 80

One can usually get meats ranging from mutton to pork to beef from this butcher wagon; fancy meats like veal or lamb are available only occasionally (15% chance). If bought fresh (65% chance it was slaughtered within the last two days), the meat is of reasonably decent quality; otherwise it is starting to get slightly high (depending on age). Tekk (#738) occasionally has special deals on older meat (nothing more than 2 weeks old, of course - the refrigeration spell on his cooler box is very weak, and after that it really starts to smell). He also sells very strong spices to cover the slightly spoiled taste of the older meat.

08 - Pavilion, "entertainment", 0 + 12, Dorki and his dancing girls, Low/Poor-Fair, Fair, C(50), X-A, 5

Dorki (#739) barks the girls' act from a small podium outside the entrance flap to his rather large tent; it costs 3 silver pieces to enter for a performance (about 20 minutes) - the tent is cleared after each set. Three of the girls are worth watching, one is positively amazing (how can a woman that fat walk, let alone dance?), and the rest are cures for insomnia. Many of the thieves working in the Market area consider the tent the finest meeting place ever devised - quiet, few people around, a generally somnolent atmosphere - well worth the paltry admission fee.

09 - Tent, moneychanging service, 0 + 2, Tael #she-Kel, Low/Fair, Broad, D(75), X-H, 10,000

Tael (#740) has had his tent set up here for many years, arriving about 10am and leaving at dusk. He is honest (relatively) in his dealings, charging a strict 5% exchange fee for out-of-town coins. He also handles letters of credit, and will authenticate them for 5% of the value (he will not authenticate a false letter simply to get the fee; his stamp of approval, an impression in wax of his signet ring (an easily recognizable but nearly uncounterfeitable arcane symbol), is honored by all the major banking houses in Haven). There is a 75% chance he will know or recognize the banking house issuing any letter of credit, and he has an 85% chance of detecting a fake if he does know the house. Tael charges a 15% fee for cashing letters on those banking houses he does know, and a 75% fee for houses with which he is not familiar. This latter is a test - if the client agrees too fast, Tael knows the letter is most likely a fake; if the client tells him he's out of his mind and turns to leave, Tael will assume the letter is most probably authentic, and will cash it for a 25% fee - he does take chances, after all, and is entitled to a return on his money.

Tael's two assistants do not actually help him in the financial end of the business. Bick Dutkus (#741) and Smubba Bith (#742) each stand about 6'6" and weigh over 250 (fatless) lbs. - they are "insurance"; Tael was robbed (successfully) once, and he did not appreciate either the monetary loss or the beating he took in the process. Bick and Smubba are well armed and well trained, and under orders to butcher anyone who pulls a weapon of any sort while in the tent; the last three attempts at robbery cost seven lives, all belonging to the robbers - neither Tael nor his insurance policies believe in the kid-glove treatment.

10 - Small tent, fortunetelling service, 0, Anathea (the Seeress), Low/Good-Superb, Very Wide, D(65), %-V, 50

Anathea is an older woman, with greying hair and many wrinkles on her face; she will tell a client's fortune using any method that pleases him: the bones, a crystal ball, phrenology (head bump reading), palmistry, reading tea leaves, the Tarot, etc. - she is expert with all these. The denizens of the Market firmly believe that she has "the sight", and that her predictions will come to pass - she has been right too many times in the past.

Indeed, Anathea (#743) is correct on her predictions 50% of the time, even on very complex readings, but on those where her power is not working, she is frequently terribly wrong. In most cases, she relies on her feelings for the person she is reading; when her power is non-functional, her feelings tend to be cheerful and full of hope (80% of the time), but seldom concur with actuality. Luckily for Anathea, she rarely sees those for whom she has made incorrectly optimistic predictions again.

11 - Open, "location" service, 0, Burbas "the Finder", Fair/Fair-Superb, Excellent, E(85), X-V, 0

Burbas (#744) has no actual stall; his usual location is on the rim of the fountain in the center of the plaza, and most people who need his services either know where to find him or are told by their friends. The service is simple: if something valuable is "misplaced", Burbas can usually (75% of the time) "find" it, and get it back. He charges 20% of the value of the item recovered, in many cases a fee quite low in comparison to the cost of re-acquiring the item in other fashion.

Burbas works with both the Thieves' Guild and the Black Hand; both organizations know he deals with the other, but neither wishes to kill a goose that lays such nice golden eggs. The Finder is known by most of the beggars and thieves of the city; when he is commissioned to recover some object, he puts out word that it is being sought - if the item has not already been broken down for the value of its components or shipped out of the city, the item's current possessor will normally get in touch with Burbas. The deal is straightforward: one-half of the payment for the thief, one-quarter to whichever organization he supports, and one-quarter to Burbas; it is seldom refused, once the thief has made contact with the Finder.

Burbas will not deal with any thief until a client has come to him in regard to recovering an item. Burbas' principle of strict neutrality in this situation has kept him out of trouble with the law and both of the criminal organizations - all three groups know that to force him to talk is to destroy his usefulness in general. The thieves with whom he deals know Burbas won't spill information about them to anybody, and trust him as much as a thief can trust anybody - they do give him their "business".



12 - Pavilion, merchandise, 0 + 1, Pickett "Lefty" Post, High-Low/Good-Poor, Broad, C(40), %-H, 1,000

Lefty (#745 - he is missing his right hand at the wrist - a tribute to Haven's justice and Lefty's one mistake as a burglar) deals in a plethora of different items. He knows some types of merchandise (particularly jewelry and metalwork) quite well, and has at least a nodding acquaintance with most others. There is a quite reasonable chance (60%) of finding most small merchandise items among Lefty's stock, but only a 35% chance for large items (rugs, furniture, etc.). The assistant, Migul, helps with customers during the day, but is seldom present in the evenings.

Lefty operates as a fence for smaller stolen items. His ratings as a fence are:

Purse - 15,000 GP
Fields - Jewelry, Silversmithy*, Complex Mechanics
Dealing Outside Normal Fields - 65% (small items), 15% (large items)
Min/Max Offers - 10%/45% of value
"Hot" Goods - 5%/30% of value (no stings are attempted)

Most of his illicit dealings are conducted after dark; Lefty is one of the few in the Market who does not shut down at dusk or shortly after. Robbery attempts have been made on Lefty and his stock, and one or two have actually succeeded; in most cases, however, the local thieves and pickpockets have acted to protect their source of money, and various would-be robbers have been found dead, handless, or nailed to walls in the vicinity of Thieves' Market. No Guild thief will touch Lefty; attempts at robbery have nearly always been by unaligned out-of-towners.

13 - Pavilion, spices and medicinals, 0 + 1, Angus MacFarlane, Fair/Fair, Broad, C(40), /-H, 100

Angus MacFarlane (#746), a small, energetic man, runs this booth with the aid of his hulking assistant, Hallen MacCormac (#747). They carry assorted powdered spices and minerals (sort of an early version of a natural health store), and sell assorted drugs (particularly hashish) under the counter. Occasionally, a muffled groan can be discerned coming from behind the heavy curtain that divides the interior of the tent.

14 - Wooden, rugs, 0(+ 2), Barbara Weyr, High-Low/Good-Poor, Fair, B(30), ?-L, 500

Barb (#748), a younger woman of fair complexion and feature, deals normally in fine rugs and carpets, and maintains a good stock of such in the tent. She also functions as a fence for jewelry items lifted by some of the markets thieves; her ratings are:

Purse - 6,000 GP
Fields - Carpetry*, Jewelry, Glassblowing
Dealing Outside Normal Fields - 20% (small items), 5% (large items)
Min/Max Offers - 15%/60% of value
"Hot" Goods - 5%/30% of value (stings are attempted on any items exceeding 10,000 GP in base value; Guile - a switch of merchandise for jewelry - is attempted first, with Force as a last resort or if a fuss is made by the swindlee)

Barb will occasionally attempt a swindle on one of her "customers", replacing a jewelry item with a paste imitation; her fakes are of excellent manufacture, and are unlikely to be detected by a non-jeweler. Two large "associates", Ricoh (#749) and Shannon Haus (#750), are usually present at the stall, helping Barb with the rugs she buys and sells; they also help quiet those unruly victims who have discovered the swindle Barb has pulled.

15 - Pushcart, cooked food, 0, Laudie Daiy, High/Excellent, Broad, D(60), ?-A (+10 to customer rolls), 50

If you like barbecued meats on sticks, Laudie's is the wagon to patronize. Though her prices are a bit high (3-6 SP a serving - depending on type of meat, pork up to chicken), the quality of the meat (she doesn't buy from Tekk) and the cooking (done on a charcoal brazier, and each stick lovingly basted) are unsurpassed. A serving includes a healthy slab of home-baked bread, and a dollop of any of six different sauces.

Laudie (#751) is a gushing fount of information about happenings and people in the Market. She chatters constantly as she cooks, and will talk to anyone; questions asked of her generally receive more of an answer than the asker wished.

Shops, Taverns, and Residences

The Boar's Head
(Fine meals, with clean accomodations)
XII-S077

A nice place to stay, and a quite reasonable eatery, this inn is run by a large fuzzy man, his wives and children.

NPC ENCOUNTERS: Boraggio (when he's in town), Mikyl Two-Fingers (evenings only), Benzoamon Rackley, Vereet.

The Crooked Constable
(Sumptuous meals and excellent beverages)
XII-S083

The Constable is a friendly and well appointed tavern, with a well staffed kitchen, and an ample cellar. Rooms are available, but the main thrust of the tavern is pleasant dining; 'tis pleasant enough to draw a fair portion of its patronage from the wealthy guildsmen and even the nobles of the North Bank. Prices here are High, but are compensated by Excellent cuisine and one of the most widely renowned cellars in Haven, an area well known for fine wine cellars.

The proprietor, Daniel Moloxinizasky, watches over his establishment with hawk's eyes; he will arrogantly inform those he does not desire as patrons that there is no table presently available (even if the entire common room is obviously empty), and that there is not likely to be one for at least four or five hours (and we close in three!). The Constable is becoming definitely an "in" inn with the upper crust.

Piringolli's
(Items of every kind sold)
XII-S086

Bozulouski Piringolli runs an emporium which boasts it carries the city's largest supply of everything; this is, of course, pure exaggeration, but the store does have a Very Wide selection of most household items in

regular demand. These are sold at prices Cheap to Fair; however, Piringolli believes one only gets what one pays for, so the quality matches the price, and runs from Shoddy to Fair. If an item was obviously overpriced (a shoddy item with a fair price, for example), both of the clerks have orders to make price adjustments - Piringolli isn't trying to cheat anyone, but he isn't giving things away either. The shop opens at 9am sharp every day, and closes when Piringolli boots the last customer out (usually about 7:30 in the evening); Piringolli is there the whole day. The evenings he spends primarily at the Silver Stringed Bouzouki; he has conceived a grand infatuation for one of the dancers there, Kikitabra, and acts the youthful suitor (he's actually 63) whenever he's with her.

The Silver Stringed Bouzouki
(Entertainment through the night)
XII-S079

OWNER: Andros Petropopolous (#752), a slight and slender man with coal-black hair (in pomaded ringlets), two or three rings on each finger (and thumb), and a tendency to behave like a worried mother hen at the least provocation. He is quite effeminate in movements and attitudes, but is one of the deadliest knife fighters in the city of Haven - and has no compunctions about slitting an opponent's throat (whether the opponent is up or down).

HOURS: Dusk til dawn.

EXTERIOR: A stone-faced two story building without windows, located midway along the southern verge of the Market. One door pierces the blank face of the building's wall; above the doorway is mounted a large, fat-bellied guitar-like instrument with glistening silvery strings.

INTERIOR: The common room is relatively large, but a portion of it is occupied by a stage and musicians pit. Several rows of benches take up the center of the room and a few tables with chairs are scattered beside them; a dozen curtained booths are located along the walls, placed so the stage is fully visible from each of them. The main thrust of the entertainment here are exotic dancers, performing various dances from mysterious lands far to the North and West. Two other doors lead from the room, one from behind the stage, the other near the musicians' pit, going to the pouring room, where drinks are served.

Price Range: Fair to Outrageous.

Quality: Fair to Shoddy - the more one pays for the alcoholic beverages served here, the worse they tend to be. The worst bite of all is for the sparkling wine cocktails favored by the dancing girls (who may join the customers in the booths on request); the colored water served in the guise of drinks cost 3 GP each, and the girl gets half of the cost of each drink.

Outstanding Items: Some really exquisite dancers.

Cash Box: Kept in the pouring room.

OCCUPANTS:

Staff: The band, sixteen dancers (including Kikitabra, a slender miss of barely 17 - but one of the better dancers of the group), three bouncers, and four waiters (besides Andros).

Customers: Generally 60-80 men, occasionally a few women.

NPC ENCOUNTERS: Bozulouski Piringolli (courting Kikitabra), Fingers Arthas

Frogal's
(A pawn shop of distinction)
XII-S078

The original owner of this pawn shop is no longer among the living, though his name still decorates the door. The current owner, Kevin Derg (#753), is a sharp bargainer (haggle: #-V), but is relatively honest in his dealings. His trader ratings are:

Purse - 7,000 GP
Fields - Jewelry, Glassblowing*, Dyeing, Tanning, Perfumery, Tailoring
Dealing Outside Normal Fields - 50%
Min/Max Offers - 15%/40% of value
"Hot" Goods - refuses deal (no stings are attempted)

The variety in Frogal's is Very Wide; prices in general tend to Low to Fair, while Quality is Fair to Excellent. Few magic items (5% chance) are to be found, but people have been known to make superb finds in this shop.

The Golden Sovereign
(Entertainment and Liquid Refreshment)
XII-S085

Another drinking spot; a number of balladeers hang out here. Prices are High; Quality is Fair to Good.

Rackley's Museum of Oddities
(If it's wierd, they have it)
XII-S0xx

Benzoamon Rackley (#754) is an unusual man, 7' 6" tall, with arms that almost touch the floor, and a very round and completely hairless head with lavender eyes and large (almost elephantine) ears (which wiggle!), who runs an unusual business; his museum of oddities is just that. The exhibits he displays include such things as the three-headed baby, a stuffed hippogator, Mogacorán the Mage (who lost an arcane battle to Cu'uga the Accursed, and will probably stand for eternity with the same stupid expression on his face), and the smallest pegasus in captivity (about 2' high, with a 6' wingspread - it seems to have gotten in the way of a shrinking spell). Many people pass through his establishment in the course of a day - the fee is only 2 SP - and never fail to be astounded and amused (or in some cases, disgusted and angered) by the exhibits there.

Benzoamon is always looking for new oddities to display in his halls, and will usually pay well for a true oddity; he will even let groups use one of the many maps or charts he has accumulated, in search of new and wondrous things he can display. He is not interested in the treasure the group might find, just the truly unusual. Of the 346 maps and charts he owns, there are 35 (a 10% chance) which lead to actual treasures; of the rest, 173 (50%) are totally worthless fakes, 69 (20%) have already been sacked by one group of adventurers or another, and the rest are nearly impossible to read or have some important piece missing.

Tobler's Livery Stable
(Carriages for rent - and horses, even dogs)
XII-S080

If one needs a heavy wagon and team, or a horse and carriage, or a pony cart, or a dog cart (etc., etc., etc.), in the vicinity of Thieves' Market, there is only

place to patronize. "Cocoa" Tobler's (#755) livery stable can supply almost any kind of vehicle from a small dog cart (suitable for one's youngest daughter) to a heavy wain (suitable for a trip to the farthest reaches of the known world), and motive power of proportional capability — he has animals available from dogs to oxen. Prices are Fair, and Quality is Good (the pulling teams don't die in the first five miles, or even five hundred!); Tobler's reputation in Haven is good and well deserved. If the conveyance will be leaving the city gates, the client has his choice: either buy it (and the team), or pay the full rental (plus some extra) in advance (Tobler's no fool!) for a stablehand to travel along and bring the rig and team back (one of the stablehands is currently on his way to Emor with a rig). Rentals can be by the day, week, or month; Cocoa, being a relatively progressive businessman has worked out lease plans, which gives customers the use of the rigs and teams, but not the headaches of taking care of them — the client uses the conveyance, but returns it to the stable frequently (usually daily) where the animals are fed and cared for. Cocoa, a large and very brown man (with a taste for chocolate — hence his nickname), has a great love for animals, and while he uses them, he does not abuse them, nor will he rent a second time to someone who returns his animals either mistreated or in poor condition.

The Knighte Oute
(The name says it all)
XII-S076

In this quaint-e little-e tavern-e can be found the chief hangout for members of the Thieves' Guild in this area. There is a 35% chance that any given person met in the common room is stooped to the rogue, a member in good standing of Haven's largest criminal organization. By dropping the proper word or sign (or an appropriate amount of cash), one may make contact with fairly important people in the organization, possibly even one of the Guild's lieutenants; from there, events take their own courses.

The Cock & Bull
(Beverages and sporting events)
XII-S081

The interior of this establishment is quite unusual. Sunk into the floor are several pits, ranging from 3' in depth to 15', from 6' in diameter to one monster of 40' (one of the deeper ones, with an additional 3' high stone wall having downward curved hooks set in its edges); around these are arranged benches and chairs. Cages of different sizes adorn the walls, some small, others large enough to accommodate a longhorn bull. Beer and ale are available here, at Low prices, everything from Starkerb to Casalli's (see Random Encounter #63 for a selection of various brews); the house doesn't make its money from the drinks it sells.

The Cock & Bull is the center for "sporting" events on the South Bank. Fights are staged here nightly, everything from cock fights to bear baitings, terrier rapping contests to bare-knuckles fisticuffs, bull vs. lion to lion vs. man. Watt Mikekins, the owner, will occasionally procure wild animals for special contests — his neighboring businesses and the various stallkeepers in the Market square shiver in their boots whenever

such a delivery is made to the saloon, and much speculation has occurred about Watt's chances of financial (and physical) survival should one of these beasts break loose. Several bookies (including Rankim Lowlea, see Random Encounter #68) make this their evening headquarters — fortunes (well, small ones) have been won and lost on the encounters and contests in the pits; the house gets a rake-off from each bookie doing business during the events. Occasionally, staged duels are settled in the pits of the Cock & Bull, and these draw some of the greatest attention, and wildest betting.

GMs may wish to stage contests and allow betting. Some of the more popular forms of sporting events are:

Cock Fights: (the rules for this activity are covered in Rocky's Tavern, in the section on The Labyrinth, in HAVEN: Secrets of the Labyrinth)

A sampling of better cocks at the Cock & Bull are given below; the stats are listed as Name (asterisk indicates retired), Age (in months), HTK, CDN, STM, Experience, Fights — the figures in parens are the original ratings for the birds.

Famous Fighting Cocks

Red Zinger* — 36, 33(16), 26(14), 17, 70, 51
Silverbeak — 34, 36(17), 22(15), 16, 59, 43
Marco — 19, 27(17), 21(12), 18, 47, 37
Swifty — 32, 28(15), 19(13), 15, 44, 37
Slasher — 25, 32(19), 22(15), 14, 47, 34
Assegai — 26, 30(18), 21(15), 11, 42, 31
Lightning — 24, 24(16), 20(16), 13, 28, 21

Terrier Rapping Contests: Terriers are feisty little dogs whose main job is to catch other small animals (like rats). Dogs should be rated at the beginning of their careers for HTK (3D8 + 12, for contest purposes only), CDN (2D6 + 8), and STM (3D6). Fighting terriers are rated for the number of rats they can handle at one time, 12 to 30 or so; start a new dog with 12. There are a few — very few! — dogs which can handle more, perhaps as many as 40, and one legendary terrier was said to be able to decimate 60, but much of this is fable. A contest is decided on the amount of time it takes the dog to despatch the rats against which it is matched. Usually two or more dogs are matched (working one at a time), and the winner is the one who kills his rats in the least time; occasionally the time limit itself is bet against. If two dogs of different ratings are matched, the contest would be decided by average time per rat killed.

There are no actual combat rounds used in this event; each time a dog kills a rat, the amount of time used is marked down. Make saving rolls against CDN; unsuccessful rolls simply cost time, while each successful roll kills one rat, the result of the roll being the number of seconds required to dispatch the little beast. If the roll is less than half the CDN rating, the dog has killed two rats rather than one. Each time the saving roll is actually missed, the remaining rats have scored bites on the dog, and 1/2 the number of rats is scored against the dog's HTK as damage; if the roll is more than 2/3 the dog's CDN, 1/4 the number of rats have scored bites on him — it is possible for the rats to overwhelm the dog and kill it, although this seldom happens. At the end of the contest, add the number of bites sustained (HTK taken) to the time elapsed.

A dog will heal damage at 1/4 STM per day, and 1/3 its experience (see below) is healed in addition on the

first day. Whenever the dog survives a contest, it gains 1 point of experience; each time a dog kills its opponents while taking less than half its HTK in damage, it gains 1D3 + 1 points, and its rat rating increases by 1. Experience may be used to increase HTK (1HTK for 4EP) or CDN (1 per 3EP). Terriers usually start their careers at about 12 months of age; they will usually live to the ripe old age of about 120 months, but start slowing down after about 72 months (saving roll against 2/3 CDN monthly to avoid loss of 1 point; automatic loss of 1 point every 6 months).

Some of the better dogs at the Cock & Bull are given below; the stats are listed as Name (asterisk indicates retired), Rat rating, Record Time at Rating (in seconds), Age (in months), HTK, CDN, STM, Experience, Fights - the figures in parens are the original ratings for the dogs.

Famous Rat Terriers

Legs O'Leary, 33, 376" - 47, 41(27), 27(19), 14, 92, 49
Silver, 33, 409" - 76, 55(20), 27(20), 15, 126, 79
Barko*, 28, 347" - 77, 43(24), 28(16), 14, 112, 79
Hellonrats, 27, 313" - 51, 42(30), 25(14), 12, 81, 48
Grey Tom, 25, 280" - 53, 45(28), 26(16), 17, 98, 69
Ripper, 24, 317" - 68, 37(25), 24(13), 18, 81, 57
Billibhoy, 23, 278" - 63, 51(32), 29(19), 13, 114, 98

Animal vs. Animal Combats: and,

Man vs. Animal Combats: These affairs would both be handled as normal combats in whatever system the GM favors. In the case of man vs. animal, attempts are usually made to save the man (if he's put on a good performance, and the crowd didn't lose much money on him); animal against animal is to the death of one or both. The neighbors of any place staging combats such as these will be justifiably worried, particularly in regard to the escape of the animal(s). They are not a common form of contest.

Scenarios and Plot Outlines

THE LADY IN THE BOTTLE

Players' Information: While browsing in Thieves' Market (or any pawnshop, etc., of the GM's contrivance), one of the players will notice a beautiful ornamental bottle of shimmering colored glass. It is sealed, looks very old, and is covered with a pentacle design. As the player looks at the bottle, the glass will appear to clear slightly, and he will see the eyes of a beautiful woman looking pleadingly at him; then the image will fade, and the bottle glass will return to normal. No one else will see the image, and it will not return.

The stalkeeper claims that the bottle was discovered in the Forgotten City, the catacombs of ruins beneath the Labyrinth; he wants 500 GP for the "priceless relic of our most noble history..." He can be bargained down to 50 GP.

GM's Notes: Although the bottle was found in the catacombs, it is not that old (having been hidden there only two hundred years ago for safe-keeping), nor does it contain wine, either vintage or vinegar. Upon breaking the seal and opening the bottle, the players will see a tendrill of smoke emerging, which will thicken and coalesce into a squat, hairy, bow-legged, long-armed, fang-faced ugly little demon (#756) with eyes

like burning coals. He will bow to the player who saw the image of the eyes, and call him "Master", in a raspy voice.

The demon (who calls himself "Muggles") will endeavor to obey any command put to him by the player he has accepted as master. However, Muggles is only capable of handful of low and intermediate level spells, including INVISIBILITY, VOICE TOSS, SLEEP, NOISE, DETECT MAGIC, and MOONLIGHT. Therefore, if commanded to "get me a horse", Muggles would have to attempt to steal one nearby, walking over to get it, since he is not capable of popping one into existence from thin air, nor himself from place to place.

The reason for this inability lies in the fact that this demon is not a demon at all, but a beautiful young mage who trusted the wrong master; she was cursed with the demon's form and a geas to obey the master of the bottle. She can be freed of the curse, but only by succeeding in coaxing her "Master" into feeding her, giving her something to drink, and sleeping with her. She is forbidden, of course, to explain why the ugly little demon wants these things, or even to hint that something might happen as a result. She is permitted only to ask "Master feed Muggles? Master give Muggles a beer? Master sleep with Muggles?" (the last usually in a hopeful rising tone). Incidentally, attempting to kiss the demon will result in a right cross, good for 1D6 worth of non-lethal damage.

Freed from her curse, the mage Cassilda (#757) is an INT (4th level) mage with an APP of 17; depending on how Master has been treating her, she is likely to be very grateful.

THE RETURN OF THE PRODIGAL RIG

Players' Information: Cocoa Tobler, the owner of the livery stable, is currently looking to hire a small party (no more than four) to travel westward looking for four teams and rigs he rented out (with wranglers) for a three month journey some five months ago. He knows they were supposed to go to Belakor, and return - they are quite overdue, and Cocoa suspects foul play. He will provide mounts and a small fund for travel expenses, and can make arrangements with one of the avanthari messenger services to relay information. If the party locates the missing men, rigs, and teams, but do not wish to return, they can simply send the mounts back with the returning group. Cocoa knows he is probably throwing good horses after bad, but he feels he has to try.

GM's Notes: There are three possibilities for resolution of this scenario:

1. The players will meet the drivers, wagons and teams along the Long Road, returning. A broken axle or other similar mishap has delayed them.
2. As the players travel along the Long Road and check various caravanserais, they will discover that the wagons have indeed passed: 95% going to Belakor, 35% coming from Belakor (within the first 500 miles from Haven), 65% coming from (the remainder of the trek to Belakor). Obviously the wagon party has been waylaid by bandits, and the rigs are gone forever. There is a 25% chance that some of the animals and/or one or two of the wagons may be found in one of the towns or villages near the site of the disappearance; recovery of Cocoa's property may be

accomplished by paying the possessor of the items whatever he paid for them.

3. If the players reach Belakor, and check around, they will eventually locate the horses and wagons in a livery stable there. The owner of that stable knows Cocoa's brand, and has kept the rigs for him (an enormous livery bill has accumulated, which must be paid before the stabler will release the rigs); he has been meaning to contact Cocoa about his stock, but it keeps slipping his mind. The wranglers had put the wagons and stock up for the night when they arrived, and gone carousing in one of the taverns down by the docks; they were shanghaied, and it is very likely that they are somewhere afloat along the coast or on Sholokith Bay.

LIONS 3 -- GLADIATORS 0

Players' Information: The news floating around the square is that Watt Mikekins is in the market for a couple of big cats, to stage a spectacular combat. He is usually available at the Cock and Bull, and is indeed willing to pay up to 2,500 GP each for as many as three big cats (lions, tigers, etc.) delivered to his tavern.

GM's Notes: The nearest site for big cats is the Wold, the large forest area some two hundred miles west and slightly north of Haven. The area is populated by elves, who may have something to say about others invading their forest, particularly if they wander about slaughtering wildlife. Watt, of course, will pay only for goods delivered.



THE BOROUGH OF THE SOUTH CORRIDOR

THE GREY HALLS

The Judgment Gate of Haven is so called since its portals bid a last farewell to condemned criminals as they are taken to final judgment on Gallows Hill just outside the gate. From the forbidding pile of the Grey Halls, the old fortress that now serves as Haven's prison, the tumbril rolls on Friday, the traditional day for executions, carrying feckless wights on their last ride. It is said that there has never been a successful escape from the Grey Halls themselves, although on occasion a convicted and condemned felon has been snatched from the tumbril and spirited away; entrance through the formidable gates of the dismal hill of streaked grey stone usually sounds the final knell for malefactors - in most cases they are simply never seen again.

Halfway between the Judgment Gate and the Horse Gate can be found the Academy, where training is provided for the City Guardsmen once they have joined the force. The combat training given the recruits concentrates on peacekeeping rather than soldierly combat, since their normal duty is within the city walls; however, the thousand men of the City Guard are the second closest thing Haven has to a standing army (the Guards in the Citadel on Trade Island have received more actual field training in military combat techniques).

On the grassy field across a narrow alley from the sprawling barracks that also functions as headquarters for the Guardsmen attached to the boroughs on the South Bank, many of Haven's citizenry parade and countermarch for their monthly militia training duty; it is unlikely that these citizen soldiers, armed with spears and clad in light leather armor, could do much against veteran troops, but they can at least man the walls in case of attack. Each Guardsman has a group of ten men under him, and is responsible for their training one day a month. On this day, he meets them at the field, escorts them (usually in whatever semblance of military formation he can shout and bully them into) to the Armory (attached to the Academy), arms and armors them. He then takes them back to the field, and as one militia trainee put it "drills the bluidy butts off 'em!" - training lasts from mid-morning until dusk, and is required; citizens failing to show up for their assigned day of training will be haled before a magistrate and fined - repeat offenses might draw duty as targets for fledgling archers.

GM's Notes

Truly it is said in the city that there has never been a successful escape from the Grey Halls; one cannot escape from this captivating incarceration. One can, however, be rescued, and many prisoners have been. The most common method is to wait until the poor

wretch is taken out to Gallows Hill to be hung, and make the snatch just outside the city wall. If the poor wretch is not to be executed, the problem is much harder; breaking someone out of the Grey Halls requires the services of a well-trained and heavily outfitted mercenary company. Or . . . someone on the inside; it is known that there has been one case where a man took a job as a guard at the Grey Halls (not a hard thing to do - the turnover in guards at the prison is quite high, even though the trainees at the Academy are required to take turns at the prison as part of their training), worked his way up to a position of trust and prominence (requiring over two years), and let six prisoners out one night when he was the watch chief - needless to say, he left with them.

Unbeknownst to all but a few residents of Haven, there is a network of tunnels which extends under the dungeons of the Grey Halls. These catacombs are ages old, and very dangerous; cave-ins are quite frequent, and may block large sections of the labyrinthine ways. The Thieves' Guild knows of these tunnels, and has used them on rare occasions to spirit a high ranking Guild member out of the prison; on each occasion, to prevent detection, a substitution has been made - some other poor fellow who looked a bit like the prisoner would take his place, willingly or not (so far, not). Thirty-five years ago, when Coris Elan the great cat-burglar (and a likely successor to the then Guildmaster) was captured and condemned to hanging, he was replaced with his closest look-a-like, Viscount Aristande Boleslavski, the very noble he was robbing when he was caught, who insisted on the highest penalty for the unlucky burglar. The populace thought it was some kind of macabre joke Coris was playing when he insisted, all the way to the gallows, that he was really the viscount. Coris has been enjoying life as Viscount Aristande for lo these many years - but of course, few other than Coris know, and Coris certainly isn't telling. The practice of replacement is not often carried out by the Guild, just for important members who happen to get caught and imprisoned; the rank and file thieves of the Guild do not even suspect the existence of these tunnels, though all are fairly familiar with the catacombs under the Labyrinth.

The actual dungeons of the old fortress, where the poorest of the long term prisoners are incarcerated, are on the lowest two levels. A number of prisoners are lodged in the towers and upper levels (some in relative comfort, since they have fair amounts of money to spend). Such debtors as are currently held are usually kept on the ground level.

GUARD PATROL SCHEDULES

Lowest Level: Once every two hours, usually starting at a half hour; the round takes 20 minutes. Two guards, who also patrol the dungeon level. 10% chance for the round to be skipped during the day, 60% at night.

Dungeon Level: Once every two hours, usually starting at the hour; the round takes 30 minutes. Same conditions as above, but this level is usually checked first.

Ground Level: Once every hour, usually starting at the quarter hour; the round takes 20 minutes if undisturbed.

At night, there is seldom (10% chance) any trouble - if so, it requires [2D3 x 5] minutes to resolve; during the day, there is usually (65% chance) some disturbance which requires [1D4 x 5] minutes to quiet. Six guards, responsible only for this level; only four patrol. No chance for the round to be skipped during the day, 15% at night.

First Upper Level: Once every hour, usually starting
Second Upper Level: at the three-quarter hour; the
Towers: round takes 45 minutes. During
the day, there is a 35% chance
for some request from one of the privileged prisoners,
which will take one of the touring guards [2D6 x 5]
minutes to complete. Six guards, responsible for all
these levels; only four patrol. Only 10% chance for the
round to be skipped, whether day or night.

Granted, the guard contingent alone hardly seem enough to prevent a mass breakout from the prison. However, these men are supplemented by several ingeniously placed and reasonably powerful enchantments. It is left to the GM's imagination for the spells themselves, but while they are very effective they tend not to be totally lethal, simply disabling. These devices are moved from time to time to prevent the city's criminal population from solving their puzzle completely.

NPC Encounters

Turin Khaey (#758) - is the commandant of the prison. A short and fairly rotund half-elf, he has an almost satanic mien which belies the air of general incompetence his round little body proclaims. Turin is one of the best commandants the prison has had in many years; he is, in contrast to his appearance, both competent and humane, and has made life a little better for the prisoners - while he does not believe in coddling criminals, neither does he believe in torturing them. Unfortunately, the guards at the prison have little respect for him, since they are unable to see beyond the facade; one of the reasons the turnover at the prison is so high is Turin's proclivity for firing any man he catches goofing off or hassling prisoners unnecessarily - this has, of course, done little to alleviate the problem with respect. Turin was appointed to his position on the influence of the Maggia clan. He owes them a favor, and will be reasonably equable in granting whatever return favor is eventually proposed.

Recci the Nerd (#759) - a tall, loosely made man who appears unfinished. The cognomen has been given him by the guards and prisoners at the Grey Halls, and he does deserve it; a low intelligence and a tendency to overt sadism would usually get one fired, but Recci's luck has functioned beautifully. He has never been caught out of line, nor has any fault or misstep been traced to him; he has attained to the position of watch chief through attrition rather than merit - Turin suspects, but as yet has not sufficient evidence to do anything. Recci hangs out at the Knighte Oute when off duty, and would likely (85%) succumb to a bribe if one were offered to him to free a prisoner; he's not smart enough to double-cross anybody, and there is reasonable chance for a successful rescue, with his cooperation.

THE RESCUE ATTEMPT

Players' Information: One night in a pub, the players are approached by a man in a hooded cloak. He informs them that he is representing a man of considerable means whose son has been unjustly imprisoned in the Grey Halls. The man will pay well for the rescue of his son; he cannot be implicated, of course, since it would ruin him if word got out. If the party is interested in taking the job, the hooded man will explain further.

GM's Notes: The rich man is only interested in getting his son out of prison; a suitable replacement will be provided for the boy if the group is amenable to the attempt. When the rescue attempt is made, the cell the boy occupies will be identified (the group will be told that he is imprisoned on the dungeon level), and it will be necessary to secure the cooperation of somebody on the inside of the prison. The hooded man will have a list of some eminently bribable guards, indicating their more prominent hangouts. Recci the Nerd is the first name on the parchment, and is actually the best bet the players have to succeed (although they may not believe this); the GM should play him as a total jerk, so as to inspire the utmost lack of confidence possible - if the players do any investigation, they will likely learn of his reputation for incompetence and pure luck. Four others complete the probable bribables:

Brodeen (#751), a blandly complected and totally average man in all ways, likes the Cock and Bull, and loses lots of money there (he will cooperate with the group, but will only be completely "honest" with them if the bribe is in excess of 500 GP; there is a 20% chance, cumulative, of betrayal for each 100 GP less in the bribe amount - he works the shift from midnight to 8 am, and is assigned to the lower levels; he knows of a long forgotten side entrance through which he can bring the players into the courtyard of the prison relatively unnoticed).

Credence Bond (#752), a dark complected, dark haired man of melancholy countenance, can usually be found in the evenings at the Golden Sovereign; he is nursing a grudge against Turin because he feels he was unfairly passed over for a promotion to watch chief (there is a 65% chance he will cooperate with any attempt the group might make for pure revenge motive; otherwise, he will accept the bribe and betray them, feeling that this will surely get him the promotion he wants - he works the shift from 8am to 4pm, assigned to the upper levels, but has sufficient clout to get a specified prisoner brought to one of the smaller cells on the first upper level for a "talk with his lawyer").

Benni Couldro (#753), a half-orc (his looks favor his orcish ancestry), lives in the Labyrinth; he is greedy, and would like sufficient money to get out of the area - he can usually be found, when not

working or sleeping, on Silk Veils, trying to get a little cheap action (if the bribe is sufficient, Benni will cooperate heartily, as his greed will overcome his fear of getting caught; for every 50 GP less than 1000 GP, there is a 5% chance, cumulative, that he will get cold feet, and back out, even in the face of threats to his life - Benni works the shift from 4pm to midnight, assigned to the ground level; he knows of a secret passage from a currently unoccupied cell on the ground level through the walls of the old fortress to the dungeon level, and will tell the players all about the guard schedules).

Roderick (#754), a slender black haired man with a mangled left hand, can normally be found in the evenings at any of four taverns in the area of the Horse Market, The Arrow's Flight, the Iron Horse, the Four Ox Team, or the Carriage House; he is an old plainsman, who led horse trapping expeditions on the Golden Plateau, far to the north, until his hand was trampled in a stampede - he likes to drink, and is usually stinking drunk by 10pm (Rod will cooperate on the outside, but will surely betray the players should they use his services, not necessarily through malice, but through simple clumsiness and stupidity - he works the shift from 8am to 4pm, assigned to the ground level, and claims that he can have any prisoner he wants brought to the courtyard for exercise; this claim is easily proven false if the players do any investigation at all, since Rod is relatively new at the prison, having worked there only six months).

Assuming the players pick the right man in the right conditions, the switch may go off without a hitch. This assumes, of course, that the players use a modicum of common sense in preparing the production; having reasons for entering the prison (lawyers, visitors, delivery people, etc.) which will not arouse suspicion is of prime importance. The hooded man will be readily available as the group makes their preparations, and will supply money for bribes and expenses as needed - up to 10,000 GP; he will inform them that their limit of funds (including their payment) is 10,000 GP - this may affect the willingness of the players to offer large amounts of bribe money.

The group will learn the cell number of the prisoner only on the night (or day) of the rescue, after all other arrangements have been made. Once the rich man's son is safe, the players will be paid a substantial sum - 10,000 GP, less whatever they laid out for bribes. Should the group fail, or be discovered, they will get to attempt the heretofore impossible - escape from the Grey Halls. Attempts to betray the man and his son will net only the hooded man, a faithful old family retainer who would die rather than betray his master; since they have not yet learned the cell number, they will not be able to identify their intended target. There is a chance for someone other than the players to recognize the retainer if such betrayal should occur; otherwise, the only way for the players to betray the father and son is to be caught in the act, after they have learned the cell number.

THE BOROUGH OF THE LABYRINTH

The Labyrinth, Haven's most notorious borough, runs from the river along the south wall to Judgement Gate and the edge of Thieves' Market. Politically, it also extends north to the Horseshoe, and includes the Street of Silk Veils and the workshops and warehouses of Southbank Street. Any Havener will tell you, however, that regardless of technical boundaries the real Labyrinth begins at Southbridge Street, and only gets worse as you approach the wall.

The Labyrinth is a maze of dirty narrow streets, alleyways, and cul-de-sacs lined with shabby, decaying tenements and abandoned warehouses. Buildings are primarily brick and wood, and are generally in a state of disrepair and neglect. The streets are little better, muddy and mostly unpaved, and sport deep holes to catch wagon wheels and unwary pedestrians. Trash and refuse litter the streets and accumulate in the alleys, to be picked over by rats, mangy cats, and kobolds.

The inhabitants of the Labyrinth are no better than their environment; a motley collection of cutthroats, alleybashers, derelicts, and ragged children. Despite its unsavory reputation, most of its residents are not muggers or thieves, but are simply too poor to live anywhere else. Beggars in threadbare rags are a familiar sight, particularly in Thieves' Market and around Southbridge Street, crying to passers-by for pity on their disfigured and diseased selves (an effect carefully cultivated, and frequently faked). There is little room for pity in the Labyrinth, however, for poverty, disease, and violence are all too familiar a sight.

The Labyrinth has been the stronghold of Haven's Thieves Guild for generations, although the actual structure of the Guild's organization and its headquarters have changed several times. Only a small percentage of the residents of the Labyrinth are actually Guild members (membership is actually a status symbol) but all live with the reality of its existence in their daily lives. Survival often depends on minding one's own business, and so the Labyrinth residents rarely see or hear anything that does not concern them - like that stabbing in the alley beneath their bedroom window. The only exception to this are the information brokers, who must selectively mind their own - and other's - businesses, in order to make a safe profit.

The City Guard is responsible for keeping peace in the Labyrinth, but in practice this means keeping the trouble in the Labyrinth, and warning decent citizens to stay out of the area. The Thieves Guild maintains order where its own interests are concerned, but for the rest, it is best to walk warily, watch the shadows, and keep anything of value out of sight. Because of the general lawlessness of the neighborhood, shops and business tend to close before dusk, although the numerous taverns may stay open quite late. Pedestrian traffic (many of the streets are too narrow for vehicles, and horses are very rare) is light even during the day. At night, the streets are very dark and quiet, except near a tavern.

The great majority of the Labyrinth's population is human, with a scattering of half-orcs, orcs, kobolds and goblins. The few orcs tend to cluster in a particularly grimy, run-down ghetto known as the Orc Warren, but kobolds can (and do) appear anywhere, scavenging a living wherever and however they can.

GM's Notes

There is little industry in the Labyrinth, except small family operations that supply basic needs, such as potters, greengrocers, butchers, etc., and even these facilities are generally lower in quality than similar shops elsewhere in the city. Many "shops" deal in second-hand goods; the few items of quality to be found in these establishments tend to be stolen. Many who live in Labyrinth hold menial jobs in the South Corridor, work during planting and harvest season on farms just outside the city gates, or provide cheap labor for the large manufacturing houses on Southbank Street. Housing in the Labyrinth ranges from old decaying rowhouses to ramshackle warehouses, divided into apartments by flimsy wood or canvas walls. Rats and other vermin abound, and heating is limited to drafty fireplaces or small braziers which create a constant fire hazard. Running water does not exist; there are only scattered wells, and the river. Rents are not high, but neither are wages, and it is sometimes a struggle for the average family to keep a roof over their heads and food on the table.

THE FORGOTTEN CITY

Haven is an old city. It was old when it was a Namori provincial capital, and there have been in its history many masters. Nor was the city always the same; centuries ago, when the South Keep kept vigil on the Island, a city thrived on the south bank, where Kurgan's Hill and the Labyrinth now lie, and its name was Daria. The centuries and the custom of rebuilding over previous ruins have buried Daria until all that remains to the casual observer is Kurgan's Hill and the ruins of the South Keep. Beneath the Hill, however, the ruined streets and buildings of Daria form a maze of underground rooms and passages known to the inhabitants of the Labyrinth as the Forgotten City.

No one living knows the full extent of the catacombs beneath Kurgan's Hill. There are numerous entrances to the Forgotten City, and many have explored portions of its twisting corridors. The Thieves Guild has been conducting its own explorations into these passages for several years, assigning errant members of its organization to "tunnel duty" - slow, painful hours spent in the re-excavation of ruined sections of these passages. These efforts have enabled the Guild to regroup quickly from the disastrous fire that laid their former headquarters, Rogue's Roost, to waste. The Guild, now truly an underground organization, has not thoroughly mapped more than their own section of the catacombs; nonetheless, it is known that passageways bisect much of the South Corridor, and in at least two cases, cross beneath the Dorian itself onto the city's North banks.

Legend, of course, tells of the riches of Daria, of gold and mithril and precious stones hidden within the ruins, awaiting the brave souls that will claim them. These legends also tell of foul sorceries and enduring curses that have lain festering for a thousand years, and of the fell monsters that lurk in the darkness awaiting those who dare the depths of the Forgotten City. It is likely that some of both tales are true.

THE STREET RATS

Given the large number of casual alliances that occur between the men and women of the Labyrinth, the general lack of money available for child support, the high incidence of disease and the frequent incarceration of its less successful residents, it is not surprising that a substantial number of children living in this area have no permanent home or family. Such children become the wards of the streets, and quickly learn to band together and use their collective wits to eke out a meager existence for themselves. These youngsters are called "street rats" by most of the Labyrinth's residents, and the name is not an inappropriate one - for they are quick and tricky, and as hard to get rid of as any household pest.

Street rats can be found on almost any street corner of the Labyrinth, and will volunteer to perform any number of helpful tasks for a few coppers. They can prove to be very useful little scum - capable of spying, message delivery, or supplying information, as long as one bears in mind two restrictions:

- 1.) they will always exaggerate the information they provide, and there is a 30% chance that the story they give is sheer fabrication, and
- 2.) there is a 60% chance that they will not complete a task they've agreed to do if their "employer" is foolish enough to pay them the money agreed upon in advance.

Within these bounds, the rats will generally provide reasonable service for whatever money they can connive.

THE THIEVES GUILD

The Haven Thieves Guild is a loosely defined organization whose territory encompasses most areas of Haven, and most of the thieves within them. In a few parts of the city, notably the Commons and South Docks, the Thieves Guild faces competition from the Black Hand, its arch rival, that is so intense as to almost prohibit Guild operations. In other areas, such as the rich North and South Corridors, the preponderance of Guild thieves makes itself felt, much to the dismay of competing Black Hand second story men. In all, some four hundred thieves are part of the Guild, ranging in skill from back street alley bashers to professional safe crackers, from the small time pickpockets who work the great squares of the two Corridors to the highly skilled burglars who work the mansions in the Heights.

No one knows for certain how the thieves of Haven first came to band together. There are, of course, legends that attribute this feat to the prodigious efforts of Bradamas Kurgan, the infamous and charismatic scoundrel who dominates local folklore, but there is no tangible evidence to support these assertions. The earliest written records of the Guild

suggest an organization bordering upon anarchy, providing little else than a sense of fellowship and occasional assistance. Later records in the Guild annals chronicle the development of the "darke bruthirhude" into the structured and tradition bound hierarchy that it is today.

The title of "Guildmaster" is first identified with the thief Rafkulin, who earned the accolade in a challenge duel of thieflly prowess with another high level thief. The title remained largely symbolic for many years, until it was won by a brash young upstart by the name of Del ur-Venite. Venite, a man of vast ambition and matching capabilities, successfully guided the Guild in the execution of a number of daring robberies that in a single month filled the group's coffers with as much treasure as was normally taken in a year. Venite began the custom that each thief tithe a portion of his earnings to the Guild to maintain its treasury, and devised the Guild's membership badge, the tattoo of a lidless eye, then placed on the palm of the left hand (now moved to the wrist). Later, as the Guild grew, Venite began to invite the Guild's best thieves to be members of the "Masters' Council", and assumed the pompous title "Grand Master" for himself.

During the ensuing centuries, the Thieves Guild Grand Master, through his Masters sitting on the Master's council, has controlled the activities of nearly every cutpurse, catburglar, confidence-man, and beggar in Haven. The Guild has built up a repository of information (a sizable portion of which was saved from the burning Roost by the valiant efforts of the Guild Librarian), containing details of floor plans, courier routes, guard schedules, and so forth, that often provide valuable aid to scheming thieves. The city's beggars are used as a network of informants to keep such information fresh, and a similar network of businessmen has been located who can be counted upon to pay a fair price for the purloined fruits of a thief's labor. The Guild Masters also exert a more subtle influence on events, by cultivating (either through the judicious use of cold cash, or through information about a target's past indiscretions) the cooperation (however reluctant) of a number of highly placed political and judicial officials. As the need for funds has grown, so too has the Guild's internal discipline, and its enforcement of "tithing" by individual thieves on a regular basis. The Guild has gone to great lengths to ensure that thieves not obeying this dictum are promptly found and punished (the severity of the punishment depending upon the amount withheld); likewise, because they do not tithe to the Guild, and compete with those who do, independent thieves are not tolerated, and the Guild, once a voluntary association, has now become a mandatory one.

The Thieves Guild is presently led by Sulemon Duur, the ex-Master of the Labyrinth chapter, who succeeded to the Grand Master's title upon the disappearance and presumed demise of the Guild's former leader, Azimuth, in the Rogues' Roost blaze. In addition to the Grand Master and his staff, the Thieves Guild consists of nine chapters, each with a separate regional jurisdiction, and each led by a Master thief who holds a seat on the Guild Masters' Council. The duties of the various Masters include planning operations within

their area (making sure that the shops and businesses that have paid for Thieves Guild protection are not robbed, and that those which have not are not robbed too often), assigning territories to the sundry pickpockets and alley bashers in their ranks, maintaining Thieves Guild safe houses, and, when necessary, directing operations against the Black Hand. Underneath the regional Masters are the Guild "journeymen", who are the actual legmen of the Guild. These are the men who ensure that the Master's plans actually take place, the team leaders and organizers who are directly in charge of getting things done. Beneath the journeymen are the great mass of Thieves Guild members, the "apprentice" thieves that the organization was originally intended to help, but now simply controls.

The authority of the Thieves Guild in the Labyrinth remains unchallenged by the Council of Guilders because the Guild confines its most nefarious activities to that locale, and because the cost of rooting it out of the Labyrinth would be expensive both in money and in the lives of the people who actually did the uprooting. However, maintenance of this truce makes it very important for the Guild to keep the levels of crime committed elsewhere in the city at reasonable levels, so as not to antagonize too many people in high positions. By walking the thin line between acceptable and unacceptable levels of crime, the Thieves Guild ensures that its activities will continue relatively unchecked by the civil authorities. The maintenance of this delicate balance is one of the primary responsibilities of the Grand Master.

In order to properly direct such authority, the Grand Master needs assistance from scribes and librarians, who maintain the records and briefs to keep him properly informed. Thus, as the Guild grew larger, a central establishment was necessary to house the Grand Master and his staff. This was the origin of Rogues' Roost, the great warehouse turned Guild House where the Grand Master resided. As the organization became more elaborate, other functions were moved there as well, including trainers for apprentice thieves, a guild healer, dormitories for homeless thieves, and a weapons master to train the fighters of the organization; as a consequence, when a Black Hand suicide squad burned

the Roost to the ground some six months ago, a great blow was struck to the Guild.

Some material was saved from destruction. The librarian, Resoom, rescued many of the most important documents from the Guild archives, and further information was stored in the treasure vaults, safe from the fire. In addition, although the Grand Master at the time, Azimuth, is believed to have been killed in the fire (his body was never found), many other Guild personnel managed to escape, including the Librarian, the Master of Novices, the Weapons Master, the Quartermaster, and a number of others. Much of the sensitive magic owned by the Guild, particularly the ancient and mostly irreplaceable traps located throughout the old Roost, was destroyed, as were many of the more recent blackmail files (which had not yet been copied and stored in the vaults). Even more tragically, from a gourmet's point of view, the wine cellar was not as secure as the treasure vault, and many of the fine wines were ruined by the heat.

THE ORGANIZATION OF THE GUILD

The regional jurisdictions of the chapters do not correspond exactly to the boundaries of the various boroughs, and vary tremendously in size and composition. The master of the chapter responsible for the Heights, for example, has only three journeymen and perhaps fifteen thieves under him at any given time, while the master of the chapter in the Labyrinth has nine journeymen and as many as sixty apprentice thieves. In general, the chapters are concentrated most heavily in the Corridors, and have thirty to forty apprentices, and four or five journeymen. Each chapter maintains contact with a number of fences, and has at least one central meeting place available to its master. Most chapters maintain safe houses and message drops, and have several couriers delegated to keep contact with neighboring chapters. The Master is the ultimate authority within a chapter's area, and is responsible for keeping order, settling disputes, assigning territory to new recruits, and moving older thieves out of an area when their faces become "known".

Membership in a Guild chapter provides immediate benefits which offset the 15-25% cut the Guild extracts from each and every haul. Besides access to two or



from each and every haul. Besides access to two or three fences of known quality and fairness, and the hiding places maintained for those occasions when matters get hot with the authorities, the Master of each chapter makes sure that all of his thieves are assigned a reasonable territory, with lucrative pickings and minimal competition from other thieves. Assignment to the better territories is, of course, a matter of seniority and preference, but even the worst can support a diligent thief. Furthermore, the Guild looks after its own. Thieves caught and subject to official discipline are given the best lawyers that the Guild can afford (how good that is is also a matter of preference and status within the Guild, but even so, the Guild will almost always provide a competent lawyer), and occasionally, the Guild has even sprung its members from the Grey Halls. Guild journeymen, who have achieved their position usually because of skill, have access to the Guild Hall records (mostly through the intervention of the local Master, who will provide copies of relevant floorplans and what not), and lead the larger expeditions; the better apprentices will assist them in such operations. Apprentice thieves rarely get direct access to the choice bits of Guild documents or maps, unless they have pleased the Master of their chapter by their wit or skill.

JOINING THE THIEVES GUILD

Membership in the Thieves Guild with all its benefits and responsibilities is considered a sign of status in some parts of town such as the Labyrinth, and is not as easy to come by as one would think. A thief who wishes to join the Guild (and if he plans to practice his profession in any part of Haven where the Black Hand does not hold sway, he'd better be a member) must prove his skills to the local Master, usually by performing a specific robbery or other task. The potential member must also pay 500 GP to cover "initiation fees", and, if accepted by the Master and his Lieutenants of the local borough, must undergo the ritual of initiation, which includes both an ordeal and a secret ceremony, and is usually held at the chapter House. Initiations from apprentice level to journeyman or from journeyman to Master are held at the Guild House itself. Unless the prospective member is really exceptional, he will automatically become an apprentice, responsible to one of the Lieutenants of the chapter into which he is initiated, and may receive training at the hands of the Master of Novices (at the usual rates, of course; normally high enough to keep an apprentice in frequent practice of his new trade).

Not all members of the Thieves Guild volunteered; some were originally independents drafted into the organization after being caught by the Guild practicing crime without the benefit of Guild membership. Upon catching such an independent thief, the lieutenant will explain the reasons why the thief should immediately join the Guild, some of which are standing behind him with stout cudgels and nasty grins. The new member is "initiated" practically on the spot, with the total of his take from the robbery going to pay his "fee". If the new member does not live up to the obligation of membership (like neglecting to hand over his tithe), he is severely disciplined, and may even be killed if he persists in his actions.

NPC Encounters

Sulemon Duur (#801) - The recently appointed Grand Master of Haven's Thieves Guild, Duur is a short portly man with a receding line of flaming red hair. He has a taste for fine clothes, and a fastidious nature surprising in a man who has spent the last twenty years living amidst the debris of the Labyrinth. Duur previously served as Master of the Labyrinth Guild chapter, where he became known to many as the man charged with assigning "tunnel duty" to the Guild's more errant members. Duur has a solid head for organization, planning and business, and can clearly handle the administrative aspects of his duties as Grand Master as well or better than anyone. It is not as clear, however, whether his personal temperament can stand up to the great stresses of the job. Sulemon is subject to rapid and extreme swings of mood, and often childishly acts on the basis of a momentary pique - almost everyone who has worked closely with him has learned to step carefully when the Master is on a rampage. Nonetheless, it is apparent from Sulemon's actions since assuming the office that he plans on remaining Grand Master for a good long time. Duur has reassigned or demoted a number of Azimuth's former inner circle suspected of having "too much ambition", and replaced them with more loyal supporters. He can be very clever politically when the occasion demands it, and devious and cold-hearted as a wight.

A last curious aspect of Duur's character also bears noting. Grand Master Sulemon Duur is extremely superstitious, and spends an inordinate amount of time and money consulting astrologers, fortune tellers, and other practitioners of the occult "arts". He will often act on the predictions provided by these dubious authorities as if they were fact, resulting in some strange schemes indeed (see The Claw of Frithnath, TG 7, for an example).

Azimuth (#802) - To the Guild, Azimuth is dead and gone, assumed to have perished along with his two hulking bodyguards in the Rogues' Roost inferno, although his body was never found. In fact, Azimuth lives, albeit a maimed and disfigured shadow of his former gray eminence, in one of the many shabby flophouses in the Labyrinth, watching his former charges and plotting his grim vengeance; for Azimuth knows in his heart what only a few suspect - that while the fire was unquestionably set by members of the rival Black Hand, the arsonists were aided by Guild thieves, including at least one of his own lieutenants.

On the fateful evening of the fire, Azimuth and his ever-present guards dined with the members of his innermost council to discuss future strategies. He awakened later that night from a deep unnatural sleep long after the flames had begun racing through the building and found his bodyguards in a similar drugged slumber. The Master was forced to leave them behind to take the only possible route remaining through the ravaging blaze - the secret crawlway into the flue of the chimney. Even here, he suffered severe burns, and had the left side of his upper torso crushed as a section of brick collapsed on him scant feet from safety. Still his will to live forced him to crawl onward, into the maze of underground passages beneath the Labyrinth. There, as he lay in a huddled, broken mass, he heard the voices of Hand operatives down an adjacent corridor

congratulating themselves on the success of their efforts and the effectiveness of their "inside help". He decided then that one of his most trusted aides had deliberately drugged his meal, to ensure his death - and vowed silently to have his revenge.

Trusting no one in the Guild, Azimuth was forced to turn to one of the several disreputable surgeons in the Labyrinth for medical aid - that healer's botched treatments (since paid for by his death) left Azimuth's one side badly crippled, and his face an ugly mass of scar tissue. He has rejoined the Guild's ranks (his mangled features disguised still further) as a common beggar named Nadiros, in order to obtain what information he can about his possible betrayers. He is incredibly paranoid (and who can blame him?) about anyone who seems to take an interest in his welfare, and often talks to himself. Although there is little question that the man is unhinged, he retains a dangerous and crafty intellect, with considerable monetary resources at his disposal (recovered from a number of private caches around the city). Although he has no proof, Azimuth is reasonably confident that his supplanter, Duur, is his Judas (he is totally wrong in this belief).

Neshima Kar-Avrin (#803) - A dark-haired Namori beauty, Neshima is a skilled thief and a double agent for the Black Hand. She had a high position under Azimuth, but has been less successful under Sulemon Duur, who distrusts her. He does not suspect in the least her double identity; it's just that she is known to be clever, and Duur equates cleverness with ambition. Neshima is a master of disguise, and is also known in various locales in the Labyrinth as Ayesha the trollop, Arla-Asim the dancer, and the Panther (her code name with the Hand).

Dacquis Reeve (#804) - a small, dark fellow with black eyes and a thoughtful manner, Reeve is an information broker, a risky business in this part of town. He employs a number of people to keep him informed of doings around town, and will often personally check out a particularly interesting lead. He will both buy information from reliable sources (no kobolds, please) and take "commissions" for researching a particular subject or person. Dacquis is careful, methodical, and a reasonably reliable source of information; he is also a good businessman, and prices his information according to how valuable it is to the prospective buyer. He can be found in several taverns around the Labyrinth in the afternoons, such as the Hearth and Hound, or the Silver Penny; he does not stay in the Labyrinth after dark.

Resoom (#805) - The Guild's Librarian is a tall but plain fellow with a permanently disheveled look; the books, maps and records he maintains are in a similar state of constant disarray. Resoom greatly raised his esteem among the Guild's leadership by risking life and limb to salvage many of the organization's important documents. As a result of his efforts (and those of other thieves following his directions), only about 20% of the Guild's most vital information was lost in the fire. Resoom's new domain is spread among several underground chambers, some of which are trapped to prevent unauthorized access or can be sealed off from neighboring areas. Freed from the careful filing systems of his predecessors in this job, the librarian has rendered himself truly indispensable - because only he can be assured of finding anything among the haphazard piles

and overstacked cluttered shelves that prevail. Anyone seeking a document without Resoom's help has only a 20% chance of finding it in its assigned place, with a +5% chance for each half-hour of searching performed. Although he is less sarcastic than he used to be about the need for tight security around HQ, Resoom still prefers to leave those worries to others, and spends most of his evenings carousing in the neighborhood's sleazy pleasure palaces. He lives in one of the houses above the new Guild complex.

Madame Zanwig (#806) - A rather hefty, heavily made-up woman of apparent middle age with wild, wispy grey hair, Madam Zanwig operates a tiny palmistry shop on Cust Way. Her fortune telling style is full of histrionics and solemn pronouncements, and most of her neighbors and customers treat her as a rather laughable curiosity. These people have no idea how much acting skill the gypsy woman truly possesses - for in her true identity, Zanwig drops ten years and thirty pounds and acts as a formidable contract killer for the Thieves Guild, under the code name Zannia. Zannia also owns the rowhouse behind the Palm Reader's which she uses to make her exits and entrances when in other guises. A variety of the neighborhood's drunks and youngsters inhabit this flat on a transient basis (those that learn too much can be eliminated if necessary without rousing too much concern). Zanwig is selective in her assignments and not cheap (only a 30% chance of being on a job at any given time). On certain occasions when information is needed, she will set up shop as Zanwig in Thieves' Market.

Gidri and Gossij (#807 & #808) - This dwarven couple are a husband and wife team who almost always work together. Professionally, their primary skills are as lockpicks/safecrackers and burglars. Both are also hardy, well-muscled types able to find employment as guards, laborers, or even as longshoreman for purposes of reconnoitering a job site (in point of fact, Gossij is a good deal stronger and more proficient with weapons than her mate). They do not panic in an emergency, and have plugged their way out of several scrapes - though Gidri has spent one three month stretch in the Grey Halls on an assault charge.

Notwithstanding their considerable criminal skills, the couple's most outstanding feature is that they are two of the most highly ranked Black Hand double agents in the Guild organization. To maintain their cover, they act only sparingly in the Hand's behalf, passing information as needed to either Angus McFarlane (Thieves Market) or Mordred de Laterre (Cavaran Street) for delivery and taking their instructions directly from Caradello (the South Docks). On one critical occasion, their orders came from Father Marco himself. Ninety-five percent of the time, however, the dwarves act as wholly committed Guild thieves, and during these times will not take chances on betraying themselves by seeking to foil the plots they are privy to.

Lando Buckminister (#809) - is a stocky sallow-faced, mildly nocturnal hobbit youth with nimble fingers that belie his apparently lacksadaisical nature. Only a year in Haven, he remains a rural bumpkin with little sophistication in the ways of the big city, and is constantly being made the butt of the practical jokes of his fellow thieves. Unfortunately, Buckminister has also

run afoul of the Guild leadership with his tardiness, lack of subtlety and naivete - he has already been assigned two tours of tunnel duty, and has become one of Duur's favorite whipping boys whenever things go badly. As a result, the young hobbit is always on the lookout for some sort of "big score" that will ingratiate him to his superiors. Lando can and will take occasional employment as a chef or cook (he is a Master in this field), in order to gain entrance to a potential robbery target, and is no slouch at his chosen profession; he just seems to have a knack for being in the right place at the wrong time.

Evan Monier (#810) - A tall, ruggedly handsome sort of fellow with a bushy chestnut beard and sparkling black eyes, Monier is a Guild member of long good standing. He is a valuable cog in the organization despite his own modest thieving abilities, due to his talents as a courier and his contacts among the city's many mercenary groups. Evan has served as an officer, in the companies of both Halidar the Bold and Donelek of Petiz, and has good friends in several units. He is a rough and tumble fellow who likes his carousing and pursues the good life with vigor, but is all business when the situation depends upon it. If he has a weakness, it is his tendency to deal with all problems in a straightforward manner (i.e., by physically eliminating anyone who is perceived as being part of the cause).

Arquephus (#811) - the diminutive Keeper of Records, may well be the most potentially powerful figure in the entire Guild (including the Grand and Chapter Masters). Arquephus and his staff of four maintain the complete ledgers of the Guild, and receive twice weekly reports from each Chapter leader detailing group activities and delivering the Guild's share of its take. His domain of rooms in the new Guild complex is isolated from the other chambers and well-guarded; judging from the frequent sounds of excavation and construction within, it appears that the area is still being modified to the Keeper's fastidious satisfactions. It is he who keeps the Guild's steady fences and lawyers happy when the latter lodge complaints, and actually makes the decisions on the vast majority of requisitions. Though he wields these powers firmly, he has somehow managed to do so without inciting the concerns of his superiors, as evidenced by the fact that Duur is the fourth Grand Master Arquephus has served in this capacity.

Alleybashers, Legbreakers, and Other Muscle

The men (and occasionally women) who fall into this segment of the underworld make their livings through a mixture of rather violent enterprises like back-alley muggings, acting as enforcers for protection rackets or gang bosses, contract beatings, etc. In many ways, thieves in this category are virtually interchangeable. Unlike many of their counterparts, these rogues are generally about as subtle as a slap in the face; often they are a bit deficient in the intellect department as well. Sent out to accomplish an objective, they are often likely to leave a trail of overt clues in their wake or bungie the the job through their inability to think quickly or react to changing circumstances. Nonetheless, such men can have definite uses in a party, if they can be kept under control. They are often used to add muscle to a highwayman expedition, and there is no better companion should a brawl break out in one of

the seedy dives of the Labyrinth. When times are hard, some will hire on as fighters with expeditions organizing in Haven; such pairings are often not fortuitous, for while a basher possesses the physical and weapon skills necessary to be a good warrior, many are bullies at heart with little love for a fair fight.

The following are sample characters of this class of thief for GMs to use as hirelings, potential encounters, or to accompany other NPCs as their strongarms.

Lefty Grazziano (#812) - Soft-hearted as an enforcer, he often lets people off the hook. If Lefty is attacked, or discovers he's been taken advantage of or made to look the fool, he's a raging bull.

Cruncher McGee (#813) - Cruncher is slow-witted even by alleybasher standards, and has a tendency to forget even simple instructions if left alone for more than five minutes. His chief value is as a visible threat, and he is very good at crushing bricks to rubble with his bare hands as a demonstration.

Foxcroft Q. Pennywhistle (#814) - Sometimes, alleybashers are made, not born. Foxy's mom wanted him to be something dignified, like an artisan or barrister - she had no idea that her son would grow up to look like the entire Green Bay Packer front four. The taunts of his childhood, and the fights that followed hardened him into a sullen man. Foxcroft never trusts anybody, and seemingly small disagreements will set him off with a vengeance. If you like working with a time bomb, here's your boy . . .

Merrick (#815) - Uses slow-wittedness as a ruse, since anyone so obviously brawny is rarely expected to be bright. Merrick is actually a Black Hand informant, very cagey and observant, who seldom makes a slip out of his dull-thinking character.

Dragontooth (#816) - A psychopathic killer 10% of the time, otherwise a normal thug. Uncontrollable once in a state except by magic; Dragontooth once served a mage who knew his problem and kept it under control except when it suited his purpose. Dragontooth is particularly susceptible to SLEEP and CHARM spells, and saves against them at a penalty of 6.

Raven (#817) - Streetwise and a savvy brawler, Raven knows every dirty fighting trick in the book, and a few that have never been published. His agility and speed more than compensate for his lack of size, and he is never without a hidden weapon.

Rioldi Thorn (#818) - A serious alcoholic, he will almost certainly show up for the job "hollering drunk" if paid any portion up front (which he will try to insist on). Very competent when sober. Neither the Guild nor the Hand will use him now, having been too often burned in the past. If the players are Guild or Hand members, there is a 60% chance they will know his reputation.

A Gourmet's Selection of Common Thieves

The following characters fall into the general category of thief, a character who makes his or her living by relieving other people of their property in some manner, whether it be by burglary, armed robbery, pickpocketing, cutpursing, or a confidence scam. Thieves generally depend more on their wits and dexterity to keep their skin intact in this somewhat

risky career than skill with weapons or brute strength. They also tend to specialize in one or two particular areas of crime, honing their skills for that modus operandi to a fine pitch, rather than trying to be successful in all forms of criminal endeavor (for more general and specific information on thieves, thieving skills, etc. see the Thieves' Guild series by Gamelords). The following characters are a sampling of some of the many members of the thieving profession in Haven, and can be used by GMs much like the alleybashers and thugs mentioned above.

Sarasen Mour (#819) - an Easterner, dark of skin and hair, speaks with a soft lilting accent and dresses in loose trousers, shirts, and a turban. More of a con-man than a thief, he is clever, a glib talker, and thinks fast on his feet. His thieving skills are good, but he considers burglary to be too much like work, and so makes his living running various scams. Always on the move, with no fixed abode, he is extremely difficult to find once the scam is revealed.

Ernie and Mugs (#820 & #821) - A Laurel and Hardy team, these brothers work together on armed robberies and burglaries. Ernie is small and wiry, and provides the brains of the operation, while slow-witted Mugs provides the muscle. Unfortunately, with only one brain between them, their success rate is not high; Ernie's plans start out logically but often go awry due to later elaborate embellishments, while Mugs can remember only the simplest of instructions and is apt to falter in or bungle the job assigned to him.

Dickens (#822) - A hulk of a man, with an unshaven face and dark, brooding eyes, Dickens is sullen and dangerous. Muggings and armed robbery are his favored styles, with his trusty blackjack or a wicked long-bladed dagger. He has also done some burglary, using a captured street rat to slip inside to unlock the doors. Dickens is a brutal man, a cold-hearted bully, mistreating even his mistress, who is surprisingly devoted to him.

Custer (#823) - A cutpurse and pickpocket, Custer's favorite trick is the use of a gaudy red hat to attract attention away from his face. To effect his disguise, he discards the hat, and fades into the crowds. His plain features and drab clothing also serve to make him less memorable. The ruse is so successful that Custer has had the chance to hone his pickpocketing skills until he rarely has to rely on the hat to save his skin.

Yacobur (#824) - A plain-looking dwarf with hungry eyes, Yacobur is a reasonably skilled thief; he is also a compulsive kleptomaniac. His normal dwarvish lust for material wealth is far beyond his control and often leads him into some very close scrapes as he strives to possess whatever bauble has caught his eye.

Chalka (#825) - A former street rat, Chalka is small and lean, her dark hair cut short like a boy's. Time spent as a child hanging around the acrobats and tumblers of Circus Park was put to good use; Chalka is an expert climber, but prefers the more lucrative career as a second story burglar to that of a carnival acrobat. She is also a practiced lockpick. Part of her success is due to her careful planning of any heist; Chalka never takes needless risks, and will abort a job if something unexpected occurs that she had not planned for.

SPECIAL PLACES OF THE GUILD

Hideouts of the Guild
(Sanctuaries for fugitives)
Various-????

There are numerous places throughout the city that can be used as a temporary refuge and hiding place by Guild thieves on the run. As a rule, a thief knows the location of mostly those in his own part of town, although he may have been told the location of some in another area. Not luxury accommodations, the hideouts generally contain a supply of water and preserved foods, some blankets, and some have a caretaker who can supply the occupant's needs. Hideouts also are moved whenever deemed necessary; there is a 20% chance that a hideout used just last month is no longer being supplied, or watched by unfriendly eyes.

Chapter Meeting House for the Labyrinth
(Assignments and initiations)
XVII-L054

The Chapter House in the Labyrinth is located in the second and third floors of two adjacent rowhouses on Kurgan's Way; entrance to the rooms is through the sleazy bordello next door, which provides a cover for the coming and goings of the members.

Dradd Plen-or, Healer's House
(The new Guild infirmary)
XVII-L061

The new residence and treatment facility of Dradd Plen-or (#826), the Guild healer; he still serves whatever thief can get to him.

House of Jurgan Bland
(Master of the Labyrinth thieves)
XVII-L055

One of Duur's most trusted lieutenants, Jurgan (#827) oversees one of the larger chapters of the Guild, although not the most wealthy. Jurgan is a suspicious individual, and does not allow thieves to come to his home, but meets with only his journeymen in one of several taverns, allowing them to pass directives down through the ranks.

Halsen's Stable and Livery
(For faster escapes)
XVII-L065

Halsen's mounts may not look like much, but they will run fast enough if shown a touch of the whip. Quality horses in this neighborhood would attract too much attention. Halsen's cousin Halmer does some horse-dealing in the Horse Market, however, and for some extra gold as a "service charge", Halsen will attempt to procure almost any beast needed, if the price is right.

The Guild House
(A new beginning for an established group)
XXII-L066

The new Guild house is located along Shadowfall street, where a series of rowhouses was built years ago adjacent to a now defunct warehouse complex. Some of the houses are inhabited by typical Labyrinthers, many of whom have lived in the neighborhood for years. Others are abandoned shells, filled with debris and fallen timbers. Some are long boarded up, haphazard

beams nailed across rotting doorways and gaping windows in a jumbled panoply of angular, jagged boards. Other houses exist in the warehouse yards; once the homes of warehouse personnel, they too are long abandoned, or are the present homes of drunkards and beggars, too poor to live elsewhere.

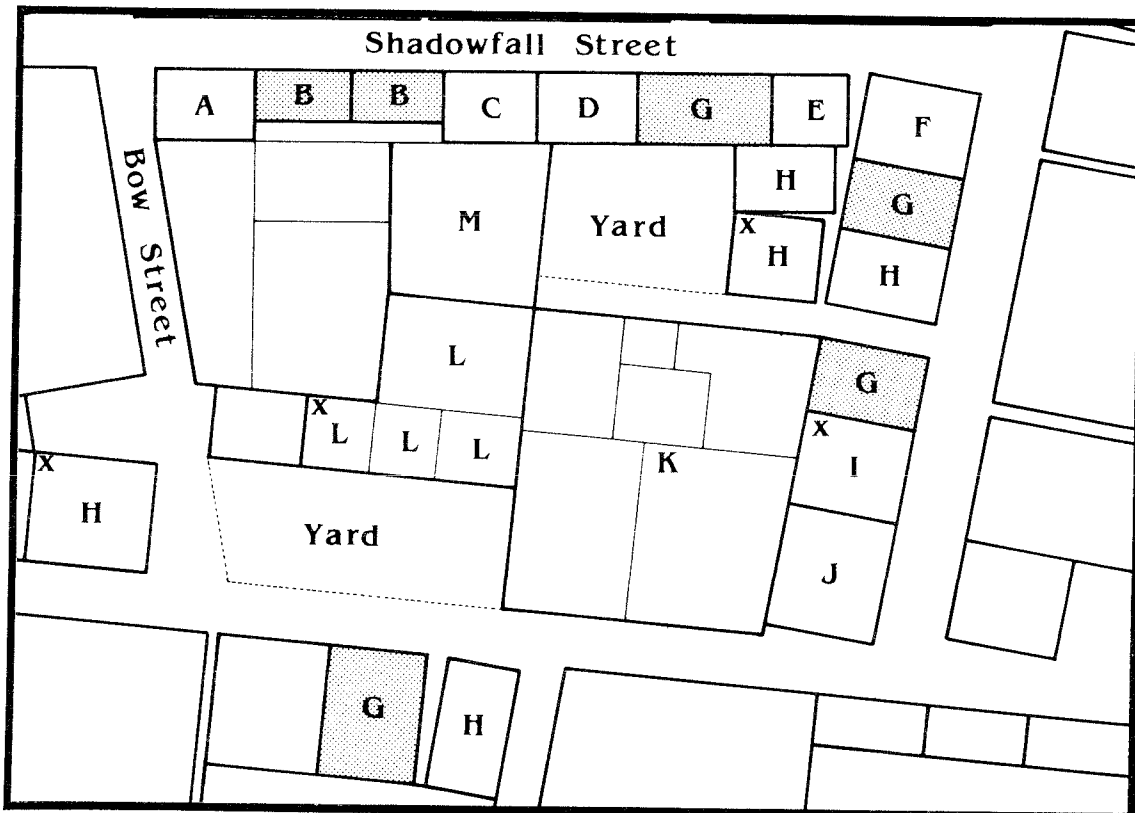
This is how the neighborhood seems. In actuality, some of the boarded up houses have back corridors or crawlspaces, allowing easy and unseen passage between sections of the complex. Some of the owners of houses in good condition are Thieves Guild members, who provide entrance into the complex, and often, back walls have been opened or torn down to provide access to the warehouses behind. Further access may be had via the maze of catacombs beneath Kurgan's Hill known as the Forgotten City. A number of sentinels posted on rooftops or in houses across the street guard the new Guild House; armed with compound bows, they are ready to deal death to any new Black Hand attempt to destroy the Guild. The warehouses themselves serve as convenient meeting places, and good training areas. The complex walls have been surreptitiously strengthened where necessary, and lined with broken glass to make scaling difficult. The interior houses provide homes for the Guild House staff, and places to keep records, files, archives, and the like. Trusted sworn swords patrol even the interior, and movements within the area require knowledge of passwords. The Thieves Guild has become careful, and security is tight.

Knowledge of the new Guild House's exact whereabouts is limited to a relative few. Besides the staff of the Grand Master, access may be had to the House by any of the nine chapter masters, who are kept aware of the proper code and pass words, and such of their journeymen as they see fit. In addition, those

Guild members who are receiving promotion to journeyman and master's status must come to the Guild House to partake of the various strange, tradition-steeped ceremonies involved, and to receive the appropriate tattoo (or additions to it for higher ranking officials); trips to the Guild House for these kinds of purposes by initiates who do not know the House's location are made blindfolded, in the company of someone authorized to know where the House is. Needless to say, it is impossible to keep all those who want to know the Guild House's whereabouts from finding out its general location, but even the Hand has not pinpointed it exactly as yet.

The following is a more specific layout of the different buildings in the complex; many of the facilities that were formerly housed in the central headquarters at Rogues' Roost are now at different locations in the Labyrinth for security reasons. The Guild is no longer as centralized as before, and relies more on the Masters of each Chapter and their chapter houses to keep the organization running smoothly.

- A - The Blue Moon Tavern Run by Louie the Hook, a former Guild thief, known for the invitation-only dice games held in his "Back Room", the abandoned warehouse behind the pub. Used as an entrance to the meeting rooms of the Guild complex.
- B - Abandoned house; those occasional drunks, beggars or kobolds who use the building have never noticed that the back wall is about five feet further forward than it should be, concealing a hallway behind it.
- C - House of Ivan and Sheela These two Guild thieves are trusted operatives of Sulemon Duur; they occasionally shelter fugitives in their house, which has a second floor window opening onto the roof of the warehouse.



- D - Old Clothes Shop Old arthritic Jasper buys and sells used clothing from this delapidated house. If he suspects anything of why business has improved in recent months, he says nothing; Jasper did not reach his present age by indulging his curiosity.
- E - Kelvin the Tinsmith Kelvin and his family live and mend pots and other items of metal in this house; it also contains a secret entrance to Sulemon Duur's much more luxurious residence behind it.
- F - Crotofiran Mission Father Paulus receives a monthly "donation" for his work with the street rats to report anything unusual or suspicious he and his charges notice around the neighborhood; the Guild checks out any story they cannot identify as a legitimate activity.
- G - Gutted House Extremely unsafe to wander about in, due to the imminent danger of falling timbers.
- H - Homes of trusted Guild members; those living near the warehouse (K) also operate a small warehousing business in shipping supplies as a front. Others house guards or other Guild House staff.
- I - Residence of Resoom The Guild Librarian lives here; he has a secret entrance to the underground Library hidden under a rug in a back room.
- J - Lilies of the Valley A cheap bordello; asking for one of several girls will allow entrance to the warehouse complex behind the house.
- K - Warehouse There is a moderate amount of traffic here in salt pork, cordage, and other shipping supplies to cover the use of some of the facility by the Guild Quartermaster for the Guild's supplies.
- L - The Keeper of Records The residence of Arquephus, and the offices and records archives of the Guild accountants. Access to the passages below the complex insures that those Guild officials making reports do not use the same entrance too frequently.
- M - Meeting Room The main meeting hall, used for large meetings of Guild Masters, initiations, ceremonies, and other purposes; when not in use, all trappings are removed, leaving what appears to be an abandoned warehouse. The door to the alley is locked unless a meeting is planned.

Shops, Taverns, and Residences

The Briarthorn Inn
(A rooming house)
XVII-L057

This three story house has been added to at numerous times, and is a conglomerate of brick, stucco, and wood that badly needs painting. A sign in front proclaims, in faded paint, the name of the place; beneath it, in newer paint, it reads: "Rooms - Cheap".

The Briarthorn is run by a tall, broad-shouldered man with a scarred face known as Calder the Whip (#828); he is a former highwayman, and is an expert with the bullwhip he wears at his hip. Calder does little of the work of the inn, except lounge behind his desk and collect rents. He employs four women to cook and serve mediocre meals in the common room, clean the place and entertain the guests as required. There is a 60% chance of a vacancy, and a 85% chance of rats, bedbugs, and other vermin. The thieves Doc and Snake-eye have rented a room here (see **The Stoned Maiden**, Scenarios, Caravan Street) where they will bring Sigrid, keeping her wrapped in a blanket. They are hoping to find some

way to use her power to enrich themselves (like renting her out as a guard dog).

The Dreamseller's
(Potions for a Price)
XVII-L058

OWNER: Lucius the Claw (#829), a tall, cadaverously thin man, with sallow skin, a totally bald head, and deep, sunken eyes. His long robes are worn, and bear faded mystical runes. Lucius' fingers are gnarled and clawlike from some disease of the joints, and he walks with effort, leaning on an oaken staff.

HOURS: Extremely erratic, depending on supply and Lucius' mood; 60% chance of being open for business between 10:00 am and 4:00 pm.

EXTERIOR: A ramshackle three-floor house; a rickety outside stairway leads to the second floor flat where Lucius lives and conducts his "business". There is no sign.

INTERIOR: Lucius does his business, mostly in opium, from the front room of his second floor flat. The front room contains a rough table and chairs, a worktable set up for budget alchemy and preparing potions, shelves containing various herbs and other ingredients, a long bench, a fireplace, and a locked chest. Two doors lead to two small rooms in the back; one serves as Lucius' bed chamber, and the other as a place to let customers sleep off the effects of certain potions.

PRICE RANGE: High

QUALITY: Average

OUTSTANDING ITEMS: Lucius stocks primarily opium, and potions to induce sleep, reduce pain, etc. These and other legal concoctions are kept in a locked cabinet in the front room. The more powerful and dangerous drugs are hidden under a loose floor board in Lucius' bedroom, and include potions and powders to induce ferocity, or to break down the will, as well as certain addictive drugs and poisons.

CASH BOX: Lucius uses the locked trunk to store some cash, when customers or others are present; however, he keeps most of his cash (1D10 x 10 GP) in a metal box hidden beneath a loose stone in the fireplace. The locked chest has an alarm, that will summon three muscular fellows from downstairs to the rescue; Lucius pays them as extra security.

OCCUPANTS:

Staff: Just Lucius.

Customers: 25% chance of another customer in the front; there is a 10% chance that one of Lucius' suppliers has come to make a delivery.

The Silver Penny
(an old Guild hangout)
XVII-L047

OWNER: Varkin Jelas (#830), a lean, dark fellow with a lined face, who has a rare malady affecting his vision; he has not seen a single criminal act take place in his tavern for over thirty years. The dried bloodstains on the floor and on the walls of the back corridors tell another story.

HOURS: From sometime after noon to well after midnight.

EXTERIOR: A two-story rowhouse of wood; the door has a grey circle painted on it, with the tavern's name scrawled in it.

INTERIOR: The pub occupies most of the first floor, with two doors leading to the kitchen and a narrow hallway,

with two small side rooms. The furnishings are worn and bear mute testimony to previous violence. Varkin serves ale from two large kegs behind a wooden railing; a cheap stew is available for a low price. Stairs in the back lead to Varkin's quarters above the pub.

PRICE RANGE: Low

QUALITY: Fair to Poor, depending on where Varkin got the ale this week.

CASH BOX: Varkin keeps his day's take on his person, and depends on the Thieves Guild's protection to keep it.

OCCUPANTS:

Staff: Varkin serves his own ale, although he occasionally has the help of his brother Elrick, a tough thug, on the busier nights. The kitchen is tended by a stocky woman called Almira, sharp-tongued and quick with a knife, who also serves as Varkin's current mistress in the rooms they share upstairs.

Customers: 3D10 customers in the evenings, with less in afternoons; these are usually men, tough and street-wise, and often members of the Guild. Business has declined substantially in the wake of the Rogue's Roost catastrophe, causing Jelas to bewail his fate to anyone who will listen. Varkin knows most of his regulars by name, and they know each other; a stranger would be conspicuous, and watched with some suspicion unless with another known person.

NPC ENCOUNTERS: Any thief of the Guild, or those who do business with them, like information brokers.

SPECIAL OPTIONS: The Silver Penny is still a good place to make contact with the Thieves Guild; there is also a secret crawlway in the back room leading to the catacombs under Kurgan's Hill, eventually to the new Guild stronghold many blocks away.

Rocky's Tavern and Arena

(Bets and gaming)

XXIII-L067

A one story house with a walled-in yard in back, the yard is set up as an arena, with a large pit 5' deep and 25' square, and benches around all sides. A grimy, torn canvas tent encloses the arena and seating area, with the only entrance being through the pub.

Rocky (#831), a big, scarred, potato-faced ex-fighter, runs the tavern and the arena, which features numerous two-bit boxers, gladiators, and cock- or dog-fights several nights a week. The sports are bloody and brutal, and involve a good bit of betting (from which the house takes a reasonable cut) and much beer and ale, as well as an admittance fee. The fighters receive a small percentage of the admittance fee, with winners receiving a purse of around 50 GP.

Cock Fights: Fighting cocks should be rated at the beginning of their careers for HTK (2D6 + 8, for arena purposes only), CDN (2D5 + 8), and STM (3D6). Combat rounds are 1 second long; each cr make a saving roll against CDN for each cock. If successful, a point of damage has been scored on the opposing cock; if the roll is successfully made, and is less than half of CDN, damage scored is doubled - if it is missed by more than half the cock's CDN, his opponent scores an extra point of damage. These fights are usually to the death, although the owner of a cock may stop the fight (admitting defeat for his bird in the process) if he feels the cock is worth saving; it is neither impossible nor unlikely for both cocks to be killed in the fight. Cocks

recover damage at the rate of 1/5 STM per day; 1/4 of the cock's total experience (see below) is additionally healed on the first day.

Each time a cock wins a fight, it gains 1 point of experience; if it kills its opponent while sustaining less than half its HTK in damage, it gains 2 experience points. These may be added to HTK (1HTK for 2EP) or to CDN (1 point for 3EP). Cocks start fighting at about 6 months of age, and seldom live beyond 60 months; their fighting prime ends at about 30 months of age, and a saving roll against 1/2 CDN is required monthly after this to avoid the loss of a point of CDN; 1 point is lost automatically every 4 months in any case.

The Labyrinth is a reasonably fertile source of fighting cocks; the inhabitants frequently care more for their birds than for their children. Two of the larger cock breeder/trainers in the area are Nelido Silverthumb and Benno the Crab (a bent and gnarled little man with a peculiar way of walking sidewise); both are frequently in attendance at Rocky's, and are happy to sell birds to those wishing to buy - a good bird (reroll any HTK or CDN result of 13 or less) will normally cost about 250 GP.

The Fluttering Veil

(Wenches and wine)

XXIII-L068

The Fluttering Veil (known as the Tattered Veil to many of the locals) is a dirty, low class bordello, a sleazy imitation of the more elaborate establishments on the Street of Silk Veils. The bordello is run by Rabon (#832), a lecherous, sour faced man who cares little for his "girls", save for their bodies and the money they bring in. Not surprisingly, the Fluttering Veil has a high turnover, and Rabon is always on the alert for new "girls". Nor does it matter much to him how he gets them; he has been known to buy indentures, or use other illegal methods, such as kidnapping, to keep his bordello well-stocked.

Most of the girls are human, with some chances of an orcish or half-orcish girl (see HAVEN: The Free City for details on designing courtesans and bordellos; the Fluttering Veil is a LOW house).

The bordello is in two adjoining row houses that have been made into one building; there is only one door, and all other doors and windows on the first floor have been boarded up. The first floor has a kitchen, a private "viewing" room, and a dimly lit pub that serves beer and cheap wine, where the girls are on display. Stairs lead up to girl's tiny cubby-holes on the second floor, payment in advance, please. A bouncer is usually on hand to deal with unruly customers or uncooperative employees.

Rogues' Roost

(the former citadel of crime)

XXIII-L041

A burned-out shell of what was once a large warehouse, only part of the walls are left standing, and the lot is filled with rubble. In fact, there is little more than rubble left along almost the entire street, as the fire spread throughout the west side of Cust Way. This was the former headquarters of the Thieves Guild, burned down in a daring raid by the Black Hand six months ago. Some say (though not too loudly in this part of town) that the power of the Guild, symbolized by the Roost, may be permanently on the wane.

Zafforo the Lender
(Reasonable rates for steady customers)
XVII-L059

A small, round man with darting, suspicious eyes and elaborately pomaded moustaches, Zafforo (#833) lends money to those desperate enough to seek him out. He charges interest at 6 for 5; that is, for every 500 GP borrowed, 600 GP must be repaid, usually at the rate of at least 50 GP a week. Long term loans are unheard of. Zafforo requires collateral of 60% of the loan's value for first timers without proper references (like Thieves Guild membership), and will accept almost anything, from valuables to first-born sons, as collateral. Few cheat on Zafforo, even though the half-dozen bully-boys he employs as collectors are but average fighters at best; the lender is known to have the protection of the Guild in exchange for which it is said that his full resources are at the Guild's disposal (at the regular rates, of course) in times of need.

Zafforo lives in a three story house on Shadowfall Street, and does business in his front room. He has three employees, a cook/maid, a bookkeeper, and a bodyguard and a mistress, a young girl of 16 whose father couldn't make his payments.

Malikor's Exchange
(A trader in treasures)
XVII-L060

Malikor the Eye, so called for the patch he wears over his right eye, runs a pawnshop and fence out of the lower floor of this modest two-story wooden house. He specializes in precious metals, gems and jewelry, but will not look askance at almost anything of value, even



if it is quite obviously "hot". Malikor (#834) is trained in Jewellery, Glassblowing, and Silversmithry, and knows a fake gem 80% of the time. He is (comparatively) honest with his clients, but if presented with items of extreme value by non-Guild members, has a 60% chance of trying to steal the items, possibly by force, or by substitution. He will usually offer 20% of the item's value, but can be bargained up to 40% for a "hot" item, and 60% for other items. Malikor has around 2D4x1000 GP on hand at any one time, securely locked away in a hidden safe.

Should the players think to rob Malikor, they will find, to their regret, that the eye hidden under the patch is glass, imbedded with a PARALYZATION spell; all who meet its gaze must make a saving roll against MGR, or be paralyzed for 1D12 hours.

The house of Mr. Rasputin
(The Boss of the Labyrinth)
XVII-L042

Unlike its next door neighbor, the burned out shell of Rogue's Roost, this wood, stucco and stone structure has been painstakingly rebuilt in the aftermath of the great fire to totally restore it to its former state. Its inhabitants are the mysterious uruk-hai, Mr. Rasputin (#835), and 3D4 of his muscular aides. Rasputin manages his lucrative smuggling and protection rackets from within these four walls, and is seldom seen outside this building. Though outwardly unassuming, the house (with its barred and electrified windows, and high stone outer walls trapped to spread the alarm at the slightest touch of a substantial weight like the weight of a human body) has thus far proved sufficient to thwart the strategems of Rasputin's sworn enemies, the operatives of the Black Hand.

The Green Gryphon
(A quiet pub)
XXIII-L069

The Gryphon is in a little better shape than neighboring buildings; it has a stone first floor, and stucco and half-timber on the overhanging second floor with green shuttered windows. A gryphon is painted on the door in green paint.

The proprietor of the Gryphon is Marco d'Emil (#836), a lean, sinister man garbed in black, dark haired and bearded, who has never been known to smile except after killing someone (rumor has it that killing is something that Marco is very good at). Violence is very rare at the Gryphon, however, as Marco has been known to have brawlers quieted - permanently.

Marco does no serving of customers, leaving that task to three attractive "barmaids", who also entertain customers upstairs - after clearing it with Marco first, of course.

House of Fagin Childstealer
(Dealer in child labor)
XXIII-L073

Fagin (#837), a wiry old orc with wild eyes, and a dozen others, have set up a thriving business in child labor, capturing "street rats" in the twisting alleyways and dark corners of the Labyrinth. The ragged children, along with the occasional careless kobold, are starved and beaten into submission, and sold for slave (indenture) labor in the workhouses of the Labyrinth or the Commons. The orcs live in the two-story wooden

house, and their "merchandise" is kept in small cages in the cellar below until ready for sale. There are 3D6 children and 1D4-1 kobolds imprisoned there.

The Crotofiran Missions
(Soup and a sermon)
XVII-L043, XXIII-L070

The monks of Saint Crotofiros ("the Bearer of Burdens") operate several streetside missions in and around the Labyrinth, providing food and shelter for the homeless children (commonly referred to as "street rats" by those with less reverence) of the area. Each meal is served with an obligatory sermon, encouraging the young lads and lasses to keep the faith in their search for a better life. Most of the Crotofiran's visitors are already as tough and heartless as the neighborhood that spawned them, and have learned to endure this optimistic poppycock as the price of their free lunch; once in a while, however, the monks make a convert, who often winds up joining their number permanently, and taking their vows of peace and charity. To get the funds necessary to operate their missions, the Crotofirans are little more than beggars themselves, seeking alms daily in the wealthier portions of the city (often giving small seedling plants - "the seeds of tomorrow's growth" - in exchange). The meager cash boxes are never guarded but are seldom robbed, for it is considered highly unlucky to harm or steal from the gentle monks.

Recently, the Crotofiran house on Greysoul's Way have become aware of the illicit (and abhorrent) activities of Fagin Childstealer. The matter has sparked considerable controversy among the monks there, as some of the younger initiates have argued persuasively that the order's vows of peace could not possibly apply to the likes of Fagin. One monk, Father William, is surreptitiously trying to locate a party willing to put an end to Fagin's operations, once and for all.

Pocheffski's School of Arms
(Fighting for felons)
XXIII-L071

Pocheffski (#838), a sallow-faced, squint-eyed man in his late fifties whose reflexes are still cat-quick despite the toll of advancing years on his vision is the Thieves Guild's Weapons Master. Of all the Guild's former inner circle (save Azimuth, of course), he has perhaps lost the most in the fire's aftermath. His "school" on Porcupine Alley is little more than an empty warehouse outfitted with a few ropes, tumbling mats, and sandbags, and he deeply mourns the loss of all the high-priced training equipment (the rough terrain and nighttime simulation areas, and the immense mechanized climbing apparatus) that populated his domain in Rogues' Roost. More significantly, Pocheffski is no longer permitted direct access to the Guild's armory of specialized and enhanced weaponry, and may only request such items through the auspices of the Labyrinth chapter's Master Jurgen Bland (an old crony of Duur's). Although these slights have made Pocheffski somewhat desultory about his teaching duties, he remains one of the truly expert authorities on the use of exotic weaponry (including garrotes, blowguns, and really unusual items like nunchuks) in the Ten Cities region. He maintains a small arsenal of such devices in the one-story flat he keeps as his residence.

Scenarios and Plot Outlines

THE KOBOLD'S TALE

Players' Information: The players catch a kobold attempting to make off with several small but valuable items (GM's discretion; daggers, coinpurses, jewelry, etc.) that belong to one or more of the party. The kobold, begging and groveling for mercy, will tell them that he knows where a great treasure is hidden, "thousands of gold an' silver bits an' jools an' magic swords!", and would be ever so happy to lead them there, if they will just let him go on his way, "a poor starvin' crittur whot never did nobody harm". Further prodding (and promises of freedom) will garner the following extra bits of information:

- 1.) the way to the treasure is through the underground passages of the Forgotten City;
- 2.) the tunnels are not unguarded, but the kobold assures them that such strong fellows as themselves should have no trouble; and
- 3.) the treasure does not seem to belong to anyone, since there are no entrances to the room except the kobold's peephole, which will have to be enlarged to admit them.

Assuming that the players listen to the kobold rather than killing him in cold blood, he may be then easily be persuaded to lead them down the tunnels. He will protest greatly if tied or otherwise hindered from free movement, claiming that such restraints hinder his sense of direction, and his memory of the underground ways, etc. The entrance to the Forgotten City that the kobold knows is in an old rotting warehouse on Brandomeyer street, a 6' diameter pit some 15' deep, that leads to stone stairs going down.

GM's Notes: It is common knowledge among Haveners (but not necessarily among players) that anyone who trusts a kobold deserves what he gets. This particular kobold, a fast-talking fellow named Chawser (#839), is known among his tribe for his quick wit and inventive mind when it comes to getting out of tight scrapes. Chawser is actually telling most of the truth about the treasure; he does know where it is, and it is every bit as valuable as even his silver tongue paints it. What he does not say is that the treasure is located in the private vault of Sulemon Duur, the Grand Master of Haven's Thieves Guild.

Chawser will lead the players through numerous underground passages of the Forgotten City, that range in type from rooms and corridors of ancient stone, where going is relatively easy, to rubble-strewn tunnels, where players will have to step carefully (SR versus CDN to avoid a mistep in the poor light, with a 10% chance of 1D4 points of damage if a fall is taken), to narrow passages that may only be barely a crack, with the ceiling only 2' high. Chawser will insist, of course, that the route he is indicating is the only way to get to the gold. After a short while, the players will (75% chance) lose all sense of direction (dwarves have only a 40% chance of losing orientation). Chawser will be alert for the chance to escape into the side tunnels (with which he is very familiar) and will do so if given the opportunity, leaving the players lost in the Forgotten City (if so deserted, the players have a 10% chance per hour spent searching of finding some way out of the

Forgotten City, and may emerge anywhere in the Labyrinth the GM chooses).

If Chawser finds escape impossible, he will eventually lead the players to a long corridor ending in a solid wall of stone; there is a 4" hole three feet off the ground through which the players can get glimpses of something reflecting the dim light of their torches. The stone wall is not that hard to break through, if the players thought to bring appropriate tools, in order to admit them into the vault. They will find that the "stone wall" that they broke through looks surprisingly like a heavy oaken door from inside the vault. There are a good number of chests, some of which are open, revealing gold and silver coins, just as Chawser described.

The players have approximately 10 + 1D20 melee rounds before they are surprised by six brawny members of Sulemon Duur's private guard, attracted by the alarm that went off up in the Grand Master's quarters when the players broke down the enchanted door. Even without the guards, the players will have a tremendous job getting any substantial amount of the treasure back through the maze of the tunnels, especially since Chawser will take full advantage of any opportunity to make good his escape.

SECOND STORY LEGACY

Players' Information: The players are approached by a boy of about 14, plainly dressed in a worn tunic and breeches, who asks them if they would be willing to take on a "risky gig for a nice lady whot needs some help". If they appear interested, he will explain that a lady he knows who has been kind to him and his friends lost her husband, a Guild thief, some months ago in the destruction of Rogues' Roost. The thief had completed a "job" that very night, and the Guild has been pressuring the widow to produce the take from that lucrative robbery. Unfortunately, she does not know where he cached his booty, and is afraid for her life, and those of her children. She is willing to split the proceeds with whoever can help her locate the cache, and get her and her children safely out of Haven.

The boy, a street urchin named Julio, has been on the lookout for adventuring types, preferably from out of town, and not members of the Guild. He will lead the players down several side streets in a roundabout route to a quiet street of old rowhouses in the upper end of the Labyrinth, just off Southbridge Street, near Thieves' Market. There the lady in question, Lucia Marino (#840), will explain that her husband did a second story job at the Pendragon Inn on Street of Caravans the night of the fire, and must have cached the loot somewhere for safekeeping. After stopping for a late dinner he went over to the Guild headquarters to report, and never returned. Since he stopped at home, the Guild believes that he must have told Lucia where the cache was, and have been threatening her unless she reveals where the loot is hidden. The only clue she has is a chance comment her husband made about finding a good nest for the "stuff", where it wasn't going to hatch out too early; he seemed to find this amusing, but did not explain it further.

GM's Notes: Lucia's husband, a skilled second-story man named Petri, robbed a spice merchant's room in the Pendragon Inn on Caravan Street while the latter was out dining. The booty included 200 GP in cash, around 500 GP in small pearls and gems, a letter of credit drawn on the House of Denarian in Mandalai worth 1200 GP, and one worth 500 GP drawn on the House of Rand in Haven, some personal jewelry worth about 300 GP, and a small vial of cinnamon. There was also a locked leather case that contained, in carefully padded niches, a half dozen ornate eggs, made of enameled copper and encrusted with pearls and gems, each with a tiny replica of a different bird inside. The birds magically appear to move and sing if the egg is taken from its case, and each is worth around 2,000 GP. Petri hid the eggs and other booty in one of his favorite caches, Delmarva's Fine Eggs and Poultry (VI-S132), on the Horseshoe. The shop sells eggs and young live hens, and has a large shed in the back where the laying hens are housed, right against the Old Wall; Petri hid the loot under a loose section of floor, under the nestboxes. The henhouse also happens to be on the shortest possible route from the Pendragon to Petri's home near Thieves' Market.

The players have several avenues to pursue in trying to solve this riddle. They can seek more information as to exactly what was stolen, either at the Pendragon, or from the local constabulary (Horse Gate Barracks), which might shed some light on Petri's cryptic joke. Of the two, the town guard would have the more reliable information, since the theft was meticulously recorded; but there is only a 15% chance of the clerk being able to find the file (and requires at least a 10 GP bribe to even get him to look, unless the players can successfully pass themselves off as some kind of government official). There is a 45% chance of one of the employees of the Pendragon remembering the incident (the merchant was extremely irate about the lack of security, even though it had been his decision to keep the valuables in his room rather than the inn's safe). There is a 25% chance that jeweled eggs will be remembered as one of the stolen items. The players may also try to trace Petri's route home from the scene of the crime; without some clue concerning the eggs, or some idea of looking for something to do with eggs, birds, etc., the players have only a 20% chance of noticing Delmarva's among all the other shops on the street.

If the GM wishes to make the adventure more complicated, it is quite possible that the lieutenant who has been hassling Lucia for the money is having her house watched; the players would then be followed by Guild operatives who would wait until it seemed that they had found the cache before moving in.

INVITATION TO A ???

Players' Information: As the players enter one of the South Corridor's many taverns, they will observe a small crowd gathered around the establishment's message board. If they press forward, they will see that the focus of attention is a small notice, emblazoned in flourishing script letters with the following words:

**Walyn's House of Wonders
17 Bloodstained Lane**

Come and indulge your wildest dreams of . . .

(here the letters will seem to shimmer and dissolve, and will form a brief description of whatever fantasy the player brings to mind - GMs should ask each person reading the notice, and report that it summarizes his answer exactly.)

**Any Hour, Night or Day
Just Knock and Enter
Only 50 GP**

The on-lookers will be arguing spiritedly about the contents of the message (since everyone reads something slightly different) and its accuracy. Most will laugh it off as some sort of scam, and someone will almost certainly note loudly that the address listed lies in the heart of the Labyrinth, Haven's most unsavory neighborhood. Others will not be so sure that the matter is a hoax, citing the genuine skill that must have gone into the making of the card itself. There is a 20% chance that this argument may degenerate into a shoving match or (if no one intervenes) a full-scale brawl.

Should the players decide to investigate further, they will find Walyn's house on a small street deep in the Labyrinth, in the midst of a number of squalid, overcrowded tenement dwellings (GMs will have to decide whether the players' party is conspicuous enough in appearance to attract the unwelcome attentions of some of the neighborhood's more larcenous or desperate inhabitants en route). Except for the street address, the house is unadorned by any explanatory markings, signs, etc. There is a 60% chance that 1D3 other habitués of the tavern will also be investigating the message, and will be either outside or inside the house. The windows to the building all appear securely barred, and it will take several minutes to open one up sufficiently to allow entry, with the exception of one window in the rear alleyway, which has a loosely attached board (DSC saving roll or careful search to notice) that can be removed to create a small crawlspace. The door is locked (Complexity 8); if knocked upon however, it will freely open outward to admit those waiting.

The room within is a sizable chamber littered with rugs and large pillows (all cheaply made stuff). There is a large box by the door with a slot marked "Place money here. Sit and wait." If any other visitors are in the room they will likely appear to be in a soporific state, but otherwise unharmed (5% chance of someone emerging from their dream while the players are entering). After about 5 minutes (whether or not the money indicated has been paid), players will sink into a similar state and experience the dream thought of earlier, as vividly as if they were physically acting it out. At the conclusion of their dream, each will awaken (probably not all at the same time), and may freely leave.

GM's Notes: No one in the tavern seems to have any idea exactly how or when the card was placed on the message board, nor any recognition of the name Walyn. A player examining the card closely has a chance (saving roll against IQ at a penalty of 4) to notice that the last line of its text appears to have been written by a different hand. Inquiries about Walyn made on Magic Street have a 40% per hour chance of yielding someone who can

identify Walyn as an accomplished mage with an avid interest in the workings of the spirit world; he is said to have been absent from Haven for many months.

Indeed, Walyn the illusionist is still off exploring far beyond our fair city's walls; but the strangely possessed house he discovered here remains. Walyn located this building in his researches, identifying it as an awesome source of otherworldly energies. He discovered, to his surprise, that the house itself appeared to be possessed by demons - somewhat like our modern-day Amityville Horror except that these spirits seem bound to seek the pleasure of their visitors instead of revenge.

The results are quite extraordinary, to say the least. After a few moments delay (in which the spirits apparently attune themselves to the subject mind), these forces will play out one of the player's deepest fantasies as noted above - whether it be sensual, action oriented, or materialistic. The dream state will last about as long as the equivalent real event; furthermore, upon waking, the person will carry over the emotional and physical state experienced in the dream. This will usually mean euphoria and exhilaration; conversely, a player whose fantasies involve battles with great monsters of legend will probably wake muscle-weary and gasping for breath as well. There is even some modest risk involved in such fantasies, for if the dreaming character is plagued by self-doubt, he may dream of losing, and perish of heart failure from the shock of his frighteningly realistic demise.

Under normal circumstances, it is impossible to bring any of the objects imagined during the dream state into the real world (thus, the pot of gold the adventurer finds will not be at his side when he awakens). However, a mage knowing ASTRAL PROJECTION spells may attempt to make such a transfer, with a saving roll against IQ at a penalty of 5 for an object the size of a man's fist, and greater minuses for larger objects. It was in this manner that Walyn recovered the message card that now adorns the tavern wall.

The notice's sudden public appearance - and its new mercenary intent - are the result of the house's recent discovery by a down-on-his-luck street thief named Kerral Brammer (#841). Kerral has been taking in a good haul (about 500 GP a day) in the last few days from his little scam. He enters through the back window crawl-hole nightly, grabs the cash from the box (guarded by a Level 2 combination lock with a Hand Chopper trap) and quickly departs before the house's spell can take effect. He will be very unhappy if anyone spoils his scheme by spreading the word that no payment is required to activate Walyn's "dream house", and may seek revenge on that person (though not face front, gods know). If caught red-handed collecting his loot, he will whine and wheedle, and eventually offer his captors a 1/3 split ("I found it, didn't I?") - he will go 50 - 50 if forced.

Unfortunately, the spirits are greatly disturbed by the perversion of their penance into a slick moneymaking scheme. In succeeding days, the house will take on an increasingly weatherbeaten look, and the walls and floors will begin to creak and sigh incessantly. After 3-4 weeks, there is a 5% chance per day (cumulative) that it will collapse altogether, ending the spell forever, unless Brammer's scheme is exposed and ended beforehand.

ENCOUNTER CHANCES BY SECTOR OF BOROUGH

Various sectors and sub-divisions of the three boroughs of the South Bank are listed, with chances (roll D1000) for the occurrence of a particular street encounter. The GM can note the area the party is in, and may roll to select randomly or select intentionally the street encounters for the group. Note that few encounters are likely to occur in all areas.

RANDOM ENCOUNTER CHANCES

ENCOUNTER No. Description	The Labyrinth	Silk Veils	The Bridges	Horse Market	Magic Street	Caravan Street	Thieves Market	Outlands Cauldron	Outlands Dwarrow	Outlands The Dell	Commons Docks
61. Funeral Cortege	001-057	-	001-057	-	-	001-033	001-023	-	-	-	001-052
62. Yok the Seer	060-104	001-046	-	-	-	034-086	024-061	001-045	-	-	-
63. A Real Beer Bust	105-161	047-092	-	-	-	087-139	062-094	046-082	-	-	053-104
64. Package Proposition	-	093-126	-	001-048	-	140-185	095-127	083-119	001-154	-	105-160
65. Yecch! Beggars!	162-227	127-184	058-133	049-096	-	186-231	128-165	-	-	-	161-216
66. Pouch on a String	228-318	185-230	-	-	-	232-264	166-213	120-173	-	-	217-277
67. Reverse Pickpocket	319-375	231-264	134-190	097-144	001-069	265-310	214-261	174-203	-	001-110	-
68. Duelling Daggers	376-441	265-310	-	145-183	-	-	262-299	204-248	-	111-198	278-333
69. Herds & Flocks	-	-	191-266	184-247	-	311-356	300-317	249-278	155-250	-	334-364
70. Oinks! and Away	-	-	267-365	248-311	-	357-402	318-340	279-323	251-404	-	365-416
71. Swaggering Mercs	-	311-368	-	312-359	-	403-455	341-373	324-353	-	-	417-447
72. Drunk Students	-	369-426	-	360-414	070-174	456-488	374-396	354-398	-	-	-
73. Cavalry Troop	442-478	-	366-464	-	175-243	489-534	397-419	399-428	405-500	199-329	-
74. Drunken Barbarians	479-535	427-484	465-540	415-453	-	535-580	420-457	429-465	501-625	-	448-503
75. Wrestling Match	536-592	485-530	-	454-501	-	-	458-490	466-502	626-721	330-437	504-559
76. "You! The Heckler!"	593-649	531-576	-	502-549	-	-	491-523	503-539	-	-	560-615
77. "Appleby, I Presume?"	-	577-622	541-616	550-597	244-330	581-620	524-561	540-576	-	-	616-671
78. Bang-up Gang-up	650-726	623-687	-	598-636	-	-	562-594	577-606	-	-	-
79. Devil-may-care Imp	727-803	-	-	637-675	331-435	-	595-617	607-651	-	-	-
80. Punch-out a Camel?	804-840	-	-	676-730	436-504	621-660	618-650	652-681	-	-	672-702
81. Come Hither Bop	841-887	688-752	-	-	-	-	651-688	-	-	-	-
82. Wild Horses Couldn't	-	-	617-715	731-794	525-634	661-700	689-711	682-726	-	-	-
83. Merchant Maulers	888-934	753-778	716-791	795-826	635-721	701-733	712-759	727-780	722-875	440-570	703-758
84. Finnegan's Wake	-	779-804	-	827-865	722-808	734-773	760-782	781-817	-	-	759-810
85. Stoned Philosopher	-	-	-	-	809-895	774-806	783-805	818-862	876-000	571-730	-
86. Street Musician	-	805-850	792-867	-	-	807-846	806-838	863-899	-	731-890	-
87. Trailing Arbutus	935-000	851-908	868-924	866-913	-	847-886	839-886	-	-	-	811-866
88. Tired Courtesan	-	909-954	-	914-952	-	887-926	887-934	900-936	-	-	-
89. The Illustrated Man	-	955-000	-	-	-	926-966	935-967	937-963	-	891-000	867-948
90. Wedding Celebration	-	-	925-000	953-000	896-000	969-000	968-000	964-000	-	-	949-000

RANDOM STREET ENCOUNTERS for HAVEN II, Secrets of the Labyrinth

In any of the following encounters, if the services of constables or members of the City Guard should be called for, statistics for guards personnel are included as NPCs #001 to #010. Random passers-by of various description (merchants, shopkeepers, street-people, beggars, etc.) have been listed as NPCs #011 to #050. A force of mercenaries is provided as NPCs #051 to #100; these may be used as called for, or may be used in larger numbers to make up a mercenary company of 50 to 500, as necessary.

61.) Down the street toward the group comes a plodding procession. Leading it are some women garbed all in black, wailing and weeping, followed by eight similarly dressed men bearing a large oblong box on their shoulders. Another group of somberly dressed people follows. (GM's Note: This encounter will always be headed for one of the gates of the city to go outside.)

A funeral cortege is heading for one of the burial grounds outside the city walls to inter the decedent, the occupant of the oblong box. They will pay little attention to the party, other than to avoid stepping on them. At the GM's discretion, the deceased may have died as a result of foul play - any willing to follow the funeral's trail to the burial ground may find a possible patron interested in paying them to investigate and/or avenge the murder.

62.) A very gaudy palanquin borne by four huge men can be seen approaching along the thoroughfare occupied by the party. As it draws abreast of the group, it is momentarily set upon the pavement, and an ugly little gnomish man with a long head leans out of the curtained interior, and intones, "I am Yok the seer. I have foreseen what you are planning. You will most surely fail without my help. Come with me!" The four huskies reshoulder the palanquin, and move off down the street, turning into an alley a short way down the major street. The way down the alley is twisting and confusing, and eventually arrives in a cul-de-sac (by which time the party, if it has followed, will be totally unsure of their location), which has a door at the far end. Yok will alight from the palanquin and hobble through the door, beckoning the party members to follow.

Yok (#901) is a fraud (he can foresee things just about as far into the future as anybody else). He and his team (#902, #903, #904, and #905) are excellent muggers and thieves (Yok is a member of the Thieves' Guild), as is shown by the new palanquin and semi-permanent location (see Haven, Vol. 1, and Thieves' Guild 1 for more on Yok). The windowless room into which he will lead the party is a trap, from which Yok will scuttle as soon as all the party is within; the main door will be secured (the strength of the door-and-bar combination is 12D12), and the secret panel through which Yok disappears is too small for more than one at a time to enter (a husky with a big club will be waiting for any who attempt to crawl through). After a moment or two, a hiss will be heard, and a trickle of bluish smoke can be seen entering the room at one corner (there is nothing within the room with which to block the vent). Eventually, all of the party will pass out; when they awaken, each in an alleyway located in a different part of town, they will be naked (whether male or female) and bereft of all possessions carried at the time of the meeting.

63.) A wagon loaded with small, medium, and large kegs snaps its axle as it crosses a street intersection near the party. One of the back wheels falls off, and kegs rumble off the wagon bed, rolling in all directions; a few of them roll near the party.

The wagon was carrying kegs of beer to some of the taverns in the city. The various contents of the kegs could be:

- 01-15 Starkerb (the dwarves' delight)
- 16-20 Gudrun's Light (a fine malt beer)
- 21-45 Old Kneeknocker ('nuff said)
- 46-50 Casalli Gold (an excellent ale)
- 51-65 Barleycorn's (just barely ale)
- 66-75 Claremont Dark (a superb brew)
- 76-85 HomeBrew Special (decent beer)
- 86-00 Blecchanthpitter's (very good ale)

The sizes of the kegs are: 01-05 Tun (60 gal.); 06-20 Keg (18 gal.); 21-65 Short Keg (12 gal.); 66-00 Pony Keg (6 gal.). The names of the breweries are blazoned on the kegs (burned into the wood), with the exception of Old Kneeknocker (who'd own up to brewing beer like that?).

64.) A man steps out of a shop entrance with a large package in his arms. He turns and addresses the closest of the party, "Excuse me, would you mind delivering this package for me? I'd be happy to pay you for your troubles." After handing the package to the person, along with a small scrap of parchment showing the address of a small tavern near the edge of the Labyrinth, he will disappear into another shop.

There is a 50% chance that the shopkeeper from whose shop the package was abstracted will discover the missing package (it contains something relatively expensive, but not extremely valuable) within the next 1D4 minutes, and come charging out of his shop to find the thief if he can. Once he spots the party, with the incriminating package in the hands of one of the group, he will begin looking for constables or other assistance; it will take 2D10 mr to locate such men. If the group decides to leave in the meantime, the shopkeeper will take no physical action but will try to follow the party (GMs should make checks against the highest DSC in the party to notice the surveillance).

The professional shoplifter, Borri Juzdaule (#906), has been working this scam successfully for over five years, and no one has yet caught onto him (he hasn't hit the same person twice yet). He steals a package or item from a store and gets some unsuspecting passerby to deliver it to a confederate; the confederate will pay the delivery people if the package arrives at the tavern specified on the parchment. Should the party get caught, they are left strictly to their own devices.

65.) The party is approached by a number of the noisome beggars who infest the southern reaches of the city. They paw the group, and appear unwilling to leave unless beaten off or bribed (with suitable baksheesh).

From 3 to 12 beggars (3D4 - use NPCs #011 to #015) will converge on the party, paw them, look piteous, and cry for "alms, just a copper or two, alms for the love of the gods!" They are, of course, very grimy and sore-ridden (not all of which are fake), and smell "wondrous high". There is a 10% chance that any given party member will contract fleas from the episode.

66.) A pouch, apparently full of coins, lies in the dust of the street. A cord leads from the pouch into a nearby alley.

If one of the party tries to get the pouch, it will be slowly drawn (hopefully with person attached) into the nearby entrance to the alley. Waiting there are Bofratz (#907) and Gillie (#908), a Laurel-and-Hardy-ish pair, who are trying to mug those who succumb to the lure of the pouch. These two are so bad that the Thieves Guild doesn't even worry about their independent status; in fact, the Guild turned down their membership. Less than a week ago, a young baker followed the pouch, and, when jumped by the pair in the alley, beat both of the senseless with a long loaf of hard bread he was delivering (they still feel pretty crummy about that - the baker robbed them!). Assuming anyone wishes to, the pair are available for hire (at very low rates, even); even at this price, they're not worth it.

67.) A young woman dashes up to the party, taking one of the party by the arm, and asks "Please, sir, can you tell me where I can find . . ." Her inquiry is interrupted as three constables thunder up, grab both the girl and the party member, and accuse them of theft, to wit, the purse of a merchant, cut from his belt on the next street over.

The girl, Katarina (#726 - see the South Corridor, Thieves' Market, for more details), is an excellent pickpocket, with a 88% chance of success under normal circumstances. Unfortunately, the merchant turned just as she cut the strings on his pouch, and yelled for the constables. Kat will have attempted to plant the incriminating pouch on whichever party member (select at random, but if there's a female or a fairly small male in the group, that's Kat's target) she accosted. The constables will haul both off to the nearest barracks for questioning, and will be happy to arrest the whole party if there's any fuss.

68.) A cheering, booing crowd has gathered around a circle drawn in the dust of the roadway. Two men, stripped to the waist, are in the circle, each armed with a fairly wicked knife; they appear to be preparing for a duel. A little man is circulating among the crowd taking bets on the combatants; he has a small tray strapped to his waist, supported by a cord around his neck.

The two duellists (#909 and #910) are intent on killing each other. The GM should run the fight with normal combat procedure. The larger of the two fighters has the appearance of being better than the other, and the bookie, Rankim Lowlea (#911), is offering 14 for 9 odds on him; the other is ranked as 7 for 5. If the party wishes to bet, money must first be turned into the bookie, and a marker (a small piece of colored wood, stamped with the bookie's sigil) taken in exchange. All bets are settled after the duel is finished. Rankim is very honest about paying up; he doesn't usually lose money because he's quite good at setting odds. The bookie has about 250 GP in assorted coins in the tray (the crowd will turn into a howling mob intent on the extermination of the party if the group should rip Rankim off; it is their money).

69.) The party sees a large herd (or flock or gaggle or etc.) of animals coming toward them. The animals are:

01-20	Sheep	51-75	Cattle
21-40	Goats	76-85	Horses
41-50	Swine	86-00	Poultry

There are a number of herdsmen attempting to control the animals, and they will shout for the party to give way.

There will usually be 80 to 120 members in the herd, with 4 to 10 herders (use NPCs #016 to #020) directing their progress down the street. The herders will, of course, be very reluctant to let anyone pass through their charges, for fear of spooking and scattering them. On minor streets, the numbers of animals and men will be 1/3 of that given above; in alleys and small lanes, it will be 1/6 or 1/8, depending on the size of the roadway.

70.) A squealing uproar from just a little ways ahead seems to be rapidly nearing. Citizens can be discerned leaping wildly, jumping rapidly up against the sides of buildings or into doorways, or (in some cases) simply disappearing from sight. The barrage of noise rolls closer, in a wave of squeals, screams, and curses.

A herd of about 150 pigs has escaped from their swineherds on the way to market and/or the slaughterhouse. The porkers are frantically seeking avenues to freedom, and will run over anything in their paths. A saving roll against REF is required to react in sufficient time to gain a nearby wall; failing that, a second saving roll against CDN is required to avoid being knocked down by scrambling sides of bacon and trampled into porked sausage (3D4 damage, total, from the 6 to 8 large boars and sows who will charge over one's prostrate form). If any of the party attempt to capture pigs, it is suggested that the GM stage what is known as a "greased pig catching contest" (frequently held at country fairs), a very frustrating activity (saving rolls against CDN - 4 must successfully made in three consecutive mr to "bring home the bacon").

71.) A band of eight men are swaggering down the street, eyeing the shops and taverns as they pass them, as well as the local womenfolk. They are laughing and joking, and seem to be having a good time, but are managing to occupy the entire width of the street. It is very difficult for anyone to pass them, and many girls are having kisses (and other items) stolen from them.

Rest and recreation for the last week has grown boring for these members of one of the better mercenary companies, and they are looking to stir up some action. They are quite arrogant in behavior, and will be as condescending in manner as they can when dealing with anybody who looks capable of "putting up a decent scrap". The soldiers are mostly veterans with a couple of elites, and will not turn and run regardless of circumstances; should a fight develop (that's what they're looking for, after all), they will keep the sides relatively fair, at least until one of their comrades is badly injured - then it's no holds barred. (Use the mercenaries located from #051 to #100, but concentrate on the veteran and elite fighters when choosing the NPCs for this encounter.)

72.) A group of 6 to 12 youngsters (obviously students at the University) staggers by near the group. The students are very inebriated (they have been "inducting" one of their newer compatriots into the flesh[and liquor]-pots of Haven), and are behaving in typically rowdy fashion. The tipsy group is ostentatiously well endowed with funds, jewelry, and assorted bottles and flagons of liquor.

The boys (or young men) will be able to do little to deter any from stripping them of their loudly displayed liquor, and/or jewelry. There is, however, a base 15% chance (with an additional 5% for each member of the students' group over 4) that constables will have been attracted by their merrymaking and be trailing the group; the constables (1D4+1 of them) will intervene if anything untoward should occur to the students (use NPCs #021 to #025).

73.) A clash of arms and armor, and a clatter of hooves, heralds the approach of a group of riders. They ride with little regard for the safety of the people on the street, apparently expecting anyone in the way to get out of the way (and they do! by and large).

This mercenary cavalry troop is on its way to their Guild house to arrange a new assignment. Their last assignment was particularly unprofitable, and the riders are in very bad moods, especially the leader - he is unlikely to accept nonsense from anyone. There are 5D10 in the troop, breaking down as 1 leader, 10% Elite, 35% Veteran, 40% Intermediate, and 15% Green; they will be quite happy to start a fight if any excuse is offered, and they have no scruples about how they win. (Mercenaries are drawn from NPCs #051 to #100.)

74.) Two drunken barbarians stagger down the street, swigging from leather jugs of some fairly potent liquor, and singing at the top of their lungs (out of tune); they blunder (physically) into the party (select a victim semi-randomly; the bigger the better). The bigger of the two, a blackhaired giant, draws himself up and accuses the target of his clumsiness of bumping into him! He is very pugnacious, and seems to be pushing (literally - he will shove his target frequently) for a fight.

Nacon (#912) and Tubosai (#913) - see encounter #20 - have been enjoying the new and different sins of the city. They are both truly and magnificently drunk; Nacon particularly is in a fighting mood (albeit, relatively friendly - he doesn't want to kill anybody, just fight 'em), and will push just about anybody to create a conflict situation. As long as his target doesn't draw a weapon, the incident will remain in the shove-and-swat category (Nacon is drunk enough that 65% of his swings will automatically miss; make a saving roll against 1/2 CDN whenever he misses a swing - if unsuccessful, he falls down). After a good fight, Nacon will become fairly comradely with his former opponents, especially if he has had someone of his own size and strength to battle. If, of course, one of the party is foolish (or frightened) enough to draw a weapon, the conflict could become very bloody, since Nacon will pull his bastard sword and defend himself (read: attack the weapon carrier - Nacon believes the only defense is an overwhelming offense!); Tubosai will not leap into combat, only defend himself if personally attacked - he'll be too busy cheering Nacon on, mixed with outbursts of laughter.

75.) Outside the door to a tavern, two half-naked men (#914 and #915) are grunting and grappling in the dust. A crowd has formed about them, and there seems to be some friendly betting going on. The combatants seem to be about evenly matched, though the slightly smaller man appears just a touch more skilful.

The party members will be able to bet if they wish, but no one will cover a bet of more than a few silver pieces. It is suggested that the GM make the match sway back and forth for a while, allowing additional betting by the partisans of both sides (including the party) before deciding the winner (see the wrestling rules in HAVEN: The Free City, Trade Island).

76.) As in the previous encounter, but when the match is finished (particularly if won by the man who was not the party's choice), the winner will look over the crowd, point to one of the party and bellow "You! You think I can't wrestle? Well, come on and wrestle me! We'll find out who can wrestle!"

As mentioned before, the wrestling rules can be found in the first volume of the HAVEN trilogy. If the party member singled out (supposedly he was heckling the wrestler - pick a heckler if there is one) does not wish to engage in the contest, he will be scornfully laughed at by the wrestler and most of the surrounding crowd.

77.) A constable casually approaches the party, glances at them offhandedly, then does a double take; he turns and runs off toward a small group of other constables lolling about near the closest intersection. In a few moments, the party can see a determined-appearing squad of 8 to 12 peacekeepers descending upon them.

If the party runs they will be chased, but can eventually shake the pursuit. If they wait to find out what the problem is, it will be discovered that one of the party is a twin for Durakis Appleby, a notorious highwayman who has troubled the roads around Haven for many years, and who has been sought with diligence during the last six weeks for a particularly nasty job (involving a nobleman's daughter). It is left to the GM to think his way around this one, but it should not be too easy for the party to convince the guardsmen that their friend is not Appleby. (Statistics for various constables may be found as NPCs #001 to #010.)

(GM's Note: This encounter will occur only if the party is smaller than the group of thugs described in the section of GM's Notes.)

78.) As the party passes the entrance to a narrow alleyway, six men leap out and put daggers to their throats.

At least, the robbers attempt to put daggers to the throats of their victims; GMs should either check for Sensing Ambushes or allow an individual saving roll against 1/2 REF to notice the attack as it happens (one or the other, but not both). The thieves, Muntork (#916) and his gang (#917, #918, #919, #920, and #921), are a nearly inept group who have prospered only because they usually outnumber their victims 2 to 1; at this juncture, however, they are in trouble with the Black Hand - one of their recent victims was a Hand bagman taking "protection" money to headquarters; the money was stolen by somebody else during the confusion of jumping the bagman and his guard, but the Hand is searching for members of the gang with blood in their eyes - and need funds to get out of town quickly (and distantly!). They will jump just about anybody except a group of obvious mercenaries.

The thugs are, as many of their kind, brave only in large groups. If the party defends themselves successfully, they will run off; if any two are wounded, or if one is killed, they will also run off. They do not intentionally kill their victims (accidents do happen, and will normally only render them unconscious in order to strip them of clothing and valuables; victims are usually left naked in alleys.

79.) The party discovers, as they wander down a street, that they seem to be finding every "soft object" available. Dust is clinging heavily to their clothing, and a thick caking of "soft objects" is building up on their footgear. From a nearby alley comes the sound of giggling, in a high-pitched and evil tone.

The party is being bedeviled by an imp (#922) who has escaped from some demonologist's summoning chamber nearby. The demonologist had made a small mistake in his summoning ritual, and the imp was freed upon the earth. One of the lowest echelon in the Abyss, he has only an hour's freedom before he will be sucked back onto his normal plane, but he is thoroughly enjoying himself with small and nasty annoyances. If chased by one or more of the party, the imp will tantalize them by "gluing" objects to them (this requires concentration on the imp's part to maintain) and teleporting just enough to stay ahead of them (the various demons are capable of teleporting anywhere, without fear of mis-shooting). He has 3D20 minutes of his hour left.

80.) A very large (and obviously barbarian) fellow and another smaller man (with a magnificent horn bow slung across his back) are wandering along the street, gawking at the various sights. At one point, some domestic riding animal (horse, camel, etc.) nips the bigger of the two on the shoulder. Surprised, the dark-haired giant whips around and delivers a roundhouse swing to the animal's head, which instantly fells it, sprawling and kicking.

Nacon (#912), the big barbarian, and Tubosai (#913), the smaller archer, are recently arrived from wherever, and are relatively inexperienced in the ways of the big cities. They are open to job offers of various types, particularly guard work, and are relatively inexpensive to hire and easy to deal with. If they do not join the party, about two weeks after the first sighting of the pair, the party members will hear rumors of a very daring theft at one of the richer (but less popular) temples on Believer's Lane, supposedly (according to rumors) pulled by a very familiar sounding pair.

81.) A young woman wearing a veil approaches the party, and solicits the most handsome (actually, the most richly dressed) for a pleasurable interlude. If he accepts, she will lead him toward a nearby alleyway, explaining that her rooms are "only a bit distant" down the alley.

Monica (#923) is a very lovely young courtesan with a different idea about making money. She and Drakapounzemintajeliwidaklub (#924), her Krindorian partner (and sometime lover - she likes 'em big), use a simple system for mugging - Monica lures a prospective target into an alleyway where Draka awaits. Seldom does it take more than one blow with Draka's 5' oaken club to produce instant cooperation (total unconsciousness) in the target. If the party should become suspicious, and follow, the pair will disappear as rapidly as possible, Draka picking Monica up to carry her for greater speed; if cornered, Draka will fight to the death to protect Monica (he is truly in love with her; it might go both ways).

82.) A herd of 3D8 half-tame horses is being driven by, obviously bound for the Horse Market off Caravan Street in the South Corridor. Something spooks the leaders of the herd, and 2D4 of the animals rear and then bolt, in various directions. At least 1D3 charge toward the party.

Assuming the party does not react quickly enough to get out of the way (saving rolls against REF), they will get trampled. However, attempts to turn the runaways by waving cloaks, hats or other flappable items, will be successful (on a horse-by-horse basis) 75% of the time. If the group manages to recapture any of the horses, the drovers will be properly grateful, and there is a 50% chance they will offer a reward in the form of a lower price on a mount purchased from their boss - "When yuh lookin fer uh guud mount, ask fer Darankis t'Goran at t'Market. Tell 'im Jorji da Rope sent yuh, and ee'll guv yuh uh speshal deal!" There will probably be a 10%-40% drop (2D4 x 5%) on the regular price for the purchaser.

83.) Three men leap from the concealment of an alley onto a relatively richly dressed merchant, and drag him back into the alley. Thuds of something hard against flesh come from the alleyway, punctuated by screams and shrieks of pain.

If any of the party enter the alley quickly (before the robbery has occurred), the three muggers (#925, #926, and #927) will draw weapons and fight, preserving their options, as long as they are not outnumbered; if the odds begin to look unappetizing, the men will attempt to run off. If the would-be rescuers have delayed long enough for the robbers to get the merchant's purse and other valuables, they will immediately run off. The merchant (#928) will have been wounded, the severity depending on the rapidity with which the party responds, and will have 1D6 HTK left plus an appropriate number of D6 (these should decrease from 3 to 0 as the party dilly-dallies). The merchant will be grateful only if the response was quick, and he is not seriously hurt (or successfully robbed); in this case, various rewards may be granted (jobs, money - the GM's discretion rules).

84.) Outside the door to a brightly lit tavern, a morose man with a large flagon (from which he takes frequent drinks) sits on a bench, weeping copiously. As the party approaches, he senses their presence and looks up, tears still streaming down his face. "Didja know Finnegan?" he asks with a catch in his voice. "Finnegan's dead. We're a-buryin of him tomorra. He's dead. Didja know Finnegan? Of course, ye knew Finnegan - evrbody knew Finnegan. Tis only fitten to raise a last flagon in his memory. He's dead. Finnegan's dead, but it's fitten to drink in his memory." He invites the group into the tavern for a drink to the memory of the deceased.

Tis a good old-fashioned roaring wake in honor of the deceased Finnegan. There's plenty of edibles and potables (most with a high alcoholic content), and even a lonely (and reasonably lovely) widow to console. The group should have a grand time, even if they didn't know Finnegan.

85.) A older, grey-haired man in long robes runs up to the party; his eyes are filled with fear, and he is panting heavily, gulping for air and apparently unable to speak. Not far behind him is a roaring crowd of 3D10 student types, who have obvious mayhem on their minds.

Any show of force will disperse the students. If the party chooses not to intervene, the mob will catch the philosopher in about a block; though they do not mean to kill him, he is old and frail, and may well succumb to their rough treatment (kicks, stoning, etc.). If the party saves the old man, he will introduce himself, after catching his breath, as Tanduloros (#929) of Kappiala (a city of the old Namori Empire) who was invited here to lecture at the University, in the school of Physical Naturalism. Apparently, some of his theories of historical zoology were not as well received as he would have liked. He will invite the group to his lodgings (near Hypotenuse Square, the site of the various colleges in the University of Haven), where he will wine and dine them (he is quite well off) and regale them with a story about a fabulous lost temple, supposedly the original breeding place of the Lizarim, and its treasures. Tanduloros is a zoologist and historian, and his credentials at the University are impressive (should the party investigate); it is very likely he is telling the truth.

86.) A foofaraw seems to be developing at the nearby corner, where a young man has been playing a lute (or some other small hand-playable stringed instrument) for the few bits and coppers tossed by the passers-by. Two well dressed bardic types are telling him (loudly and nastily) that he's not of the Guild and can't play til he joins and they're going to call the city guard, etc.

The young musician looks slightly bewildered by this treatment, but seems determined to protect his rights (and the money he's earning). Eventually, a scuffle develops, and the constables (there have been a couple lurking nearby) intervene. If the party intervenes at any time, the constables will get involved earlier - on the side of the two bardic types, of course; the City Guard is very Guild aligned, and usually will tend to act to protect Guild interests. (Constables, if needed, may be selected from NPCs #001 to #010.)

87.) The party may notice (SR against highest DSC-3) that one beggar seems to be dogging their trail. Wherever they go over a three-day period, he seems to follow.

Arbutus Kystem (#930) took an interest in the party when they passed his usual station a day or two ago. He feels there is something noteworthy about them and he can possibly sell information about them to the Thieves' Guild or maybe even the Black Hand. He will try to be as inconspicuous as possible while trailing the group, following about half-a-block to a block behind, waiting outside (and begging) if they go into a shop or tavern, but he will be as hard to shake off as a cocklebur until he decides he was wrong about them (around three days). Of course, if the party does get involved in something during this three day period, Arbutus will know, and so will the Thieves' Guild (or the Black Hand).

88.) A youngish appearing woman with a veil detached from its chain to leave her face bare passes the party. Nearby are a small gang of 2D4 loafers leaning against a building wall; one of them reaches out and snags the girl's arm as she walks by, dragging her up to him. The woman slaps his face, screams, and struggles mightily, but to little avail; it would appear that the man intends to have his way with her, willy-nilly, as he carries her toward a nearby alley entrance.

If the party should intervene, the thug and his friends (use some of the street people, NPCs #036 to #080) will draw their knives and try to "mak'em sorry dey messed wid us!" However, these bullies would not likely wish to confront drawn swords or apparently professional fighters; any show of magical ability will also cause them to think again. The leader will persist in his attempts to drag the girl into the alley unless it is pointed out to him (a sword in the gut is the best method) that he is likely to get thoroughly skewered if he keeps on. The young woman, Kojana (#931), is one of the ladies from the Street of Silk Veils, who happens to live at a distance from her work; she will be properly grateful to her rescuers, and will reward them in her own inimitable fashion (she's quite skilful, too).

89.) The man walking down the street is an odd sight. He is bare from the waist up (regardless of the weather), and his torso is completely covered with a tapestry of tattoo work. Not a bit of skin seems untouched by needle and ink below his chin.

Turlough Waverider (#932) is a sailor who has seen many ports; he collects tattoos the way other men collect rare insects or coins. If questioned, he will recommend Jasmine's House of Tattoos in the Commons' South Docks as a fine place to have work done; he will indicate a couple of the better examples on his chest as her work. Jasmine (for those familiar with TG4) is also a good source of information; there is a 40% chance that she has a rumor of interest to the players.

(GM's Note: The following encounter will never take place on a major street or thoroughfare.)

90.) The roadway ahead is blocked by a profusion of people dancing, drinking, eating, and generally making merry. The assemblage is quite colorful, and a young couple seems to be the focus of the celebration.

This is a wedding feast; if any of the party ventures near, they will be swept up (usually by members of the opposite sex) and included in the festivities. At least one of the male members will be accosted by Dinana (#933), a very lovely, lithe, lecherous, libidinous, and lascivious lady - the original good time that was had by all; there are excellent chances that she may become enamoured of one of the party (saving roll against MAG + [APP - 14] for her to fall in love). If such connection is made, Dinana will likely (85%) invite the group (well, at least the males) to her home, in which case the party may have a base of operations. GMs should check weekly for Dinana's attraction to fade (saving roll as for falling in love above; bonus of 1 for each additional man paying attention to her, or for a special present); Dinana craves attention, and may be in love with more than one man at a time.

CHARACTER DESCRIPTIONS FOR SECRETS OF THE LABYRINTH

ID#	Name	Character		Requisites											Combat			Armor	
		Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK
001	Constable		EL HU FTR	2D6GP	17	15	18	15	7	14	8	17	4	5	HFSWDe	2	3D6	LTH 8	41
002	Constable		EL EL ARC	1D6GP	17	16	17	17	12	14	8	12	14	12	CPBOWe	-4/1/5	1D6	CLO 6	38
														BDSWD	5	4D4			
003	Constable		VET HU FTR	3D8SP	15	14	14	13	10	13	10	14	10	13	HFSWD	3	2D6	CLO 3	30
004	Constable		VET DW FTR	2D8SP	14	14	15	12	9	15	11	9	12	9	LGAX	3	2D6	CLO 4	28
005	Constable		INT HU ARC	1D8SP	14	13	13	13	15	9	9	13	15	6	LXBOW	0/4/10	1D8	LTH 5	25
														SHSWD	8	3D3			
006	Constable		INT HU FTR	3D10CP	13	14	10	12	16	8	13	12	3	13	HFSWD	4	2D6	CLO 3	22
007	Constable		INT EL FTR	2D10CP	12	13	9	10	8	11	15	16	18	14	BDSWD	5	2D4	CLO 3	19
008	Constable		INT DW FTR	1D10CP	10	12	10	9	13	12	12	6	13	9	SMAX	7	2D3	CLO 3	18
009	Constable		GR HU ARC	1D6CP	10	10	9	12	16	9	13	3	12	12	LBOW	3/7/10	1D6	CLO 2	16
010	Constable		GR DW FTR	1D6CP	16	10	11	10	15	15	17	8	11	11	2HHMR	7	2D10	CHN 6	17
011	Beggar		INT HU THF	1D4SP	8	10	8	6	3	8	4	10	7	5				NON 1	12
012	Beggar		INT /O THF	2D8CP	10	9	6	3	4	9	2	13	4	8	DGR	9	1D4	NON 1	10
013	Beggar		INT HU SCH	1D8CP	6	4	6	6	6	13	1	4	9	3				NON 0	10
014	Beggar		INT OR THF	1D4CP	9	10	11	4	10	5	4	7	10	5				NON 1	9
015	Beggar	*	INT HU BRD	1D4CP	6	11	7	3	10	8	12	5	10	12				NON 0	8
016	Herdsmen		VET HU FOR	3D10GP	14	13	16	16	12	14	6	5	12	7	QSTF	6	2D4	NON 2	27
017	Herdsmen		VET HU TRD	2D10GP	12	13	10	13	6	12	10	12	13	7	DGR	10	1D4	CLO 2	23
018	Herdsmen		VET EL FOR	1D10GP	16	16	14	15	16	14	7	10	15	14	QSTF	6	2D4	NON 0	28
019	Herdsmen		INT HO NON	2D10SP	9	16	15	8	12	9	14	3	12	8	WSLNG	1/6/11	1D4	NON 1	15
020	Herdsmen		INT HO NON	1D10SP	8	15	16	9	13	10	14	4	10	10	WSLNG	1/6/11	1D4	NON 1	15
021	Student		GR HU BRD	1D6GP	12	13	11	10	3	10	16	6	14	13				NON 0	13
022	Student		INT HU PRI	1D8CP	11	12	10	8	4	14	8	12	13	13				NON 0	14
023	Student		INT EL HLR	1D8CP	10	13	8	10	8	13	12	7	15	5				NON 0	18
024	Student		INT HO TDR	1D6GP	11	11	9	8	2	14	13	5	12	12				NON 0	16
025	Student	*	GR HU SCH	1D4CP	7	7	6	4	12	19	14	5	1	14				NON 0	8
026	Merchant		EL HU MER	2D10GP	10	12	12	13	10	13	14	5	14	12	THRKNe	3/7/12	1D6	CLO 3	25
027	Merchant		VET EL MER	2D10GP	12	13	13	10	12	10	10	13	10		THRKN	4/8/13	1D4	CLO 2	19
028	Merchant		VET DW MER	1D12SP	14	13	10	14	13	15	8	11	11	10	SMAX	8	3D3	CLO 2	22
029	Merchant		INT HU MER	1D12SP	10	12	12	13	10	14	8	10	12	12	DGR	11	1D4	CLO 2	18
030	Merchant	*	GR HU MER	1D10SP	10	10	10	10	10	11	11	10	10	10	DGR	2	1D4	CLO 2	15
031	Shopkeeper		VET HU TDR	1D10GP	13	14	12	13	8	12	13	5	16	15	THRKNe	3/7/12	1D6	CLO 2	23
032	Shopkeeper		VET HU TDR	1D10GP	12	10	11	10	13	13	12	10	15	16	THRKN	4/8/13	1D4	CLO 2	21
033	Shopkeeper		VET DW TDR	1D10GP	11	13	12	13	15	14	10	4	12	6	SMAX	8	2D3	CLO 2	21
034	Shopkeeper		INT HO TDR	1D12SP	10	13	14	11	16	14	13	6	11	11	WSLNGe	1/5/10	1D6	NON 0	18
035	Shopkeeper		INT HU TDR	1D12SP	11	11	13	12	15	13	14	9	10	12	THRKN	4/8/13	1D4	CLO 2	19
036	Longshoreman		EL HU NON	1D10SP	15	11	10	15	8	7	6	12	4	10	Fists	10	1D4-1	NON 1	27
037	Longshoreman		VET HU NON	1D8SP	16	10	13	15	10	9	9	10	11	11	Fists	10	1D4	NON 1	29
038	Longshoreman		INT DW FTR	1D8SP	17	11	13	16	6	9	10	10	10	10	Fists	10	1D5	NON 0	30
039	Longshoreman		INT EL NON	1D8SP	16	12	12	15	8	10	10	10	10	10	Fists	10	1D4	NON 0	26
040	Longshoreman		GR HU NON	1D10CP	15	10	10	14	9	8	9	10	11	10	Fists	10	1D4-1	NON 0	21
041	Passer-by		EL HU FTR	1D8SP	15	15	14	16	10	12	8	6	9	16	HFSWDe	2	3D6	LTH 7	38
042	Passer-by	*	EL EL ARC	1D10GP	16	15	16	13	12	14	13	9	13	14	LBOWe	-3/2/6	1D8	CLO 5	35
043	Passer-by		VET /E TDR	2D20GP	10	11	10	11	8	13	12	13	14	14	THRKN	4/8/13	1D4	NON 0	20
044	Passer-by		VET DW FOR	1D4CP	14	8	9	16	12	10	10	10	10	10	QSTF	7	2D4	NON 1	28
045	Passer-by	*	VET OR FTR	2D8SP	17	12	13	11	12	13	10	6	4	3	2HHMR	5	2D10	LTH 5	26
046	Passer-by		INT HU PRI	1D4CP	10	10	8	9	17	16	13	10	15	11				NON 0	14
047	Passer-by		INT /O ASS	2D25GP	10	16	17	10	7	13	12	10	10	9	FRAN	3/8/12	1D6	NON 3	17
048	Passer-by		INT DW HLR	1D8SP	9	9	12	9	15	15	15	14	15	13				NON 0	14
049	Passer-by	*	GR PX NON	1D4CP	4	16	15	3	3	13	12	3	10	13				NON 1	7
050	Passer-by		GR KO FTR	1D4CP	8	10	10	9	9	9	9	10	10	5	SHSWD	8	2D3	CLO 2	14
051	Mercenary Capt. A		EL HU FTR	2D12GP	16	15	13	14	14	15	12	11	13	10	GRSWDe	1	3D8	LTH 6	47
														SHSWDe	6	5D3			
052	Mercenary A1		VET HU FTR	1D10GP	14	13	12	13	12	11	9	7	11	12	HFSWD	4	2D6	LTH 5	26
053	Mercenary A2		VET HU FTR	1D10GP	13	13	12	11	9	8	11	11	10	10	HFSWD	4	2D6	CLO 3	23
054	Mercenary A3		VET HU FTR	1D10SP	13	12	12	13	10	10	11	12	11	12	HFSWD	4	2D6	CLO 3	24
055	Mercenary A4		VET HU FTR	1D10SP	13	12	11	13	9	9	10	10	10	10	HFSWD	4	2D6	CLO 3	23
056	Mercenary A5		INT HU FTR	1D10SP	11	12	12	10	9	9	10	11	10	10	BDSWD	5	2D4	CLO 3	19
057	Mercenary A6		INT HU FTR	1D12SP	10	11	11	10	10	11	12	11	10	10	BDSWD	5	2D4	CLO 3	18
058	Mercenary A7		INT HU FTR	1D12SP	11	11	12	11	8	8	7	4	6	15	BDSWD	5	2D4	CLO 3	18
059	Mercenary A8		GR HU FTR	1D10SP	9	10	10	9	11	11	12	11	10	13	BDSWD	7	2D4	NON 0	13
060	Mercenary A9		GR HU FTR	1D8SP	9	11	12	10	13	14	11	10	10	10	BDSWD	7	2D4	NON 0	14

CHARACTER DESCRIPTIONS FOR SECRETS OF THE LABYRINTH

ID#	Name	Character		Requisites												Combat			Armor	
		Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK	
061	Mercenary Capt. B		EL EL ARC	2D10GP	14	15	14	14	13	14	9	7	16	10	CPBOWe	-5/0/4	1D8	CLO 4	41	
															SHSWD	7	3D3			
062	Mercenary B1		VET EL ARC	1D10GP	13	13	14	13	11	11	8	10	7	6	CPBOWe	-3/2/6	1D8	CLO 3	24	
063	Mercenary B2		VET EL ARC	1D10GP	13	12	13	13	12	12	11	11	11	11	CPBOWe	-3/2/6	1D8	CLO 3	24	
064	Mercenary B3		VET EL ARC	1D10GP	14	12	12	13	12	12	11	11	12	10	CPBOWe	-3/2/6	1D8	CLO 3	25	
065	Mercenary B4		VET EL ARC	1D10GP	14	13	13	12	12	11	10	9	8	8	CPBOW	-3/2/6	1D6	CLO 3	24	
066	Mercenary B5		VET EL ARC	1D10GP	15	14	14	13	7	8	7	8	11	13	CPBOW	-4/1/5	1D6	CLO 3	27	
067	Mercenary Capt. C		VET UH FTR	2D12GP	16	10	14	14	13	16	12	6	15	10	2HHMRe	5	3D10	CLO 3	29	
068	Mercenary C1		VET UH FTR	2D10GP	13	12	13	14	13	14	12	10	11	13	HFSWD	4	2D6	CLO 3	27	
069	Mercenary C2		VET OR FTR	1D10GP	11	13	12	14	13	11	11	11	10	9	2BBAX	5	2D5	CLO 3	25	
070	Mercenary C3		VET UH ARC	1D20SP	17	14	11	13	12	6	15	11	11	3	HXBOW	-2/2/8	1D8	CLO 3	31	
071	Mercenary C4		INT OR ARC	1D12SP	10	12	10	11	11	7	10	12	12	8	LXBOW	1/5/11	1D8	CLO 3	17	
072	Mercenary C5		INT OR ARC	1D10SP	13	10	11	12	10	8	11	9	9	8	CPBOW	0/5/9	1D6	CLO 3	19	
073	Mercenary C6		INT UH FTR	2D25GP	12	10	12	12	8	14	12	10	10	7	BDSWD	5	2D4	CLO 3	21	
074	Mercenary C7		INT OR FTR	2D20GP	10	13	11	10	8	14	6	10	8	8	BDSWD	5	2D4	CLO 3	17	
075	Mercenary C8		INT OR FTR	1D10SP	8	10	10	9	7	12	14	10	12	7	SHSWD	6	2D3	CLO 3	15	
076	Mercenary Capt. D		EL HU FTR	2D20GP	17	16	15	17	13	13	12	11	14	13	GRSWDe	1	3D8	LTH 6	51	
															SHSWDe	5	5D3			
077	Mercenary Leut. D		EL EL ARC	2D12GP	16	16	15	16	12	12	12	10	9	10	HXBOWe	-4/0/6	1D8	NON 3	43	
															SHSWD	5	5D3			
078	Mercenary D1		VET HU ARC	2D10SP	9	14	13	11	12	13	8	6	5	2	LBOW	-1/3/6	1D6	NON 1	21	
079	Mercenary D2		VET HU ARC	1D10GP	9	12	12	10	11	10	10	10	10	10	LBOW	0/4/7	1D6	NON 1	18	
080	Mercenary D3		VET HU MAG	2D25GP	10	13	12	12	13	10	10	6	11	10	DGR	8	1D6	NON 1	22	
081	Mercenary D4		VET EL MAG	2D20GP	10	12	13	10	10	11	8	4	7	5	THRKNe	3/7/12	1D5	NON 1	19	
082	Mercenary D5		VET DW FTR	1D12GP	16	10	10	14	10	10	10	9	10	10	GRAX	4	3D4	CHN 7	32	
083	Mercenary D6		INT DW FTR	1D10GP	14	13	12	12	7	8	6	12	10	9	LGAX	4	2D6	CHN 7	25	
084	Mercenary D7		INT EL FTR	1D10SP	12	14	13	12	10	11	8	8	9	10	HLBRD	2/6	2D6	CLO 1	22	
085	Mercenary D8		INT HU FTR	1D8SP	11	13	12	11	9	10	9	9	10	11	HFSWD	5	2D6	CLO 1	19	
086	Mercenary D9		INT DW FTR	1D8GP	11	8	9	10	12	11	11	5	13	13	2BBAX	5	2D5	LTH 5	20	
087	Mercenary D10		INT HU ARC	1D8SP	9	14	13	10	10	8	9	11	12	12	LXBOW	-1/3/9	1D8	NON 1	16	
088	Mercenary D11		GR HU FTR	1D8SP	10	11	12	13	9	11	5	12	10	4	SHSWD	8	2D3	CLO 2	16	
089	Mercenary D12		GR DW FTR	1D8SP	11	12	10	14	6	10	12	15	10	3	1BBAX	7	2D5	CLO 2	17	
090	Mercenary D13		GR EL FTR	1D8SP	9	10	9	11	10	9	10	3	10	8	SPR	6/9	2D5	CLO 2	13	
091	Mercenary D14		GR HU FTR	1D8SP	9	8	9	10	8	8	7	8	13	14	BSPR	7/8	2D4	CLO 2	12	
092	Mercenary Capt. E		VET DW FTR	2D10GP	16	14	13	16	14	12	6	4	14	14	GRAXe	4	3D6	CHN 7	30	
															BDSWD	6	4D3			
093	Mercenary E1		INT DW FTR	2D8GP	16	12	11	16	6	10	9	10	12	12	GRAX	5	2D6	CHN 7	25	
094	Mercenary E2		INT DW FTR	1D8GP	14	12	11	14	8	12	10	11	11	11	HLBRD	3/7	2D6	CHN 7	22	
095	Mercenary E3		GR DW FTR	1D8GP	12	10	10	12	9	8	10	14	10	11	HMR	8	2D6	LTH 4	17	
096	Mercenary E4		GR DW FTR	1D6GP	12	10	10	12	10	7	9	10	9	11	HMR	8	2D6	LTH 4	16	
097	Mercenary Capt. F		EL CE FTR	1D10GP	17	13	14	11	10	12	10	9	11	12	GRSWDe	2	3D8	CLO 4	38	
															THRKN	3/7/12	1D4			
098	Mercenary F1		EL CE FTR	1D10GP	16	13	14	12	9	10	12	9	10	11	GRSWDe	2	3D8	CLO 4	35	
099	Mercenary F2		EL CE ARC	1D10GP	16	12	13	11	9	9	11	8	9	9	HXBOWe	-2/2/8	1D8	CLO 4	40	
100	Mercenary F3		EL CE ARC	1D10GP	15	12	13	10	9	8	14	10	8	10	CPBOWe	-2/3/7	1D6	CLO 4	42	
301	Conrad Bissell		INT HU NON	1D20GP	9	10	9	16	12	10	8	8	8	7				CLO 2	21	
302	Cariadoc	1	VET HU ASS	3D20GP	16	14	17	16	13	12	7	3	8	14	THRKNe	0/4/9	1D5	LTH 7	35	
303	Paraggio Lucca		VET HU THF	4D10GP	12	16	15	10	13	12	10	7	14	12	DGR	7	1D4	CLO 5	23	
304	Corwin Ariosto		EL HU THF	4D20GP	12	16	17	11	16	14	9	12	10	9	DGR	6	1D4	CLO 7	32	
305	Lucius Pavante		VET HU NON	5D10GP	12	8	10	13	17	16	12	9	15	13				CLO 2	19	
306	Irahil daz-Asod		VET HU FTR	4D10GP	14	16	13	15	12	12	7	7	14	12	SCIMe	5	3D5	CLO 3	30	
307	Helene Troyas	*	VET HU FTR	2D20GP	12	14	15	13	16	14	14	10	15	13	LXBOW	-1/3/9	1D8	CLO 5	22	
308	Jason Horn		INT HU FTR	1D10SP	15	9	13	16	12	11	14	9	15	14	BDSWD	5	3D4	CLO 3	26	
309	Emilio de Cordoba		INT HU FTR	1D10GP	14	13	9	16	16	14	9	17	15	9	BDSWD	5	3D4	CLO 3	27	
310	Cimeron		INT HU MAG	3D10GP	11	14	13	12	10	16	16	6	11	9	SPELLS			CLO 3	21	
311	Earnil Anarion		VET EL FTR	2D10GP	12	14	14	11	14	15	11	7	14	14	LBOWe	-2/2/5	1D6	CLO 4	26	
312	Simon R. .ius		INT HU FTR	2D20SP	14	11	14	15	13	12	7	18	14	13	BDSWD	6	3D4	LTH 5	24	
313	Ali Zander		INT HU MAG	5D8GP	10	8	7	15	12	15	17	13	10	12	SPELLS			CLO 2	24	
314	Esteban de Martin		VET HU FTR	4D20GP	14	9	14	12	15	11	9	13	7	10	BDSWDe	5	4D4	CLO 4	27	
315	Girard della Chamoi		VET HU FTR	2D20GP	12	9	11	12	14	14	12	9	14	10	BDSWDe	5	3D4	CLO 3	28	
316	Father Marco	2	EL HU THF	5D20GP	12	15	16	9	15	18	12	7	15	6	THRKNe	-1/3/8	1D5	CLO11	34	
317	Angelina	*,1	VET HU ASS	2D20GP	10	14	15	8	18	16	9	9	14	15	DGR	9	1D4	LTH 6	22	
															THRKNe	0/4/9	1D5			

CHARACTER DESCRIPTIONS FOR SECRETS OF THE LABYRINTH

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor	
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK
318	Alfonso Cardallo		VET HU FTR	2D10GP	16	12	17	15	15	16	7	6	11	10	BDSWDe	4	4D4	LTH 6	32
319	Rufus		EL HU FTR	4D20GP	16	15	14	15	8	12	9	11	10	10	BDSWDe	2	4D4	LTH 7	44
320	Grimsby Farsteel		VET HU THF	10D20GP	11	14	15	8	16	15	7	7	7	5	DGR	8	1D4	CLO 5	24
321	Nimrodel		EL EL NON	1D10GP	11	14	12	14	16	15	14	9	14	15				CLO 3	32
322	Carp		INT HU NON	4D10SP	8	12	17	10	14	12	7	10	5	7				CLO 4	17
323	Valri Pipper		INT HU NON	3D10SP	9	7	12	8	8	10	7	10	8	9				CLO 2	14
324	Daisy Pinafore	*	INT HU NON	4D10GP	8	10	14	7	14	12	6	8	13	14				CLO 2	16
325	Mordred de Laterre		INT HU FTR	4D12GP	7	8	6	6	14	12	7	16	14	8	SHSWD	7	2D3	CLO 3	15
326	Jasmine		INT HU NON	4D4GP	12	16	6	4	14	11	7	14	12	8				NON 0	12
327	"Tiny"		INT HU FTR	3D6GP	21	10	10	15	8	13	6	8	7	7	MACE	7	2D10	NON 1	39
															FIST	0	1D8+1		
328	Lazar Symbocca		INT HU THF	6D10GP	11	14	9	10	14	13	4	4	10	8	DGR	8	1D4	CLO 3	19
329	Esgar		INT HU FTR	3D8GP	14	9	11	8	8	10	7	15	10	9	KNF	9	1D5	CLO 2	22
															TRNKN	2/6/11	1D4		
330	Rimer		GR HU NON	1D8GP	10	12	9	10	8	8	7	10	11	8	CLUB	9	2D4	CLO 2	15
331	Div		GR HU NON	1D4GP	10	12	9	10	6	8	10	10	11	6	CLUB	9	2D4	CLO 2	15
332	Jim Bostry		GR HU NON	1D12GP	10	12	9	10	9	8	7	10	11	8	CLUB	9	2D4	LTH 4	15
333	Alekhine		INT HU NON	4D10SP	5	9	7	9	12	9	4	12	7	7				NON 0	12
334	Kradoc		GR /O THF	1D4SP	12	15	8	16	9	8	4	9	6	6	DGR	10	1D4	CLO 2	19
335	Perendhil		INT /E NON	4D12GP	12	14	10	10	15	14	13	10	13	14				NON 0	22
336	Hanson Frigate		VET HU TDR	1D12GP	15	12	12	14	12	10	7	8	14	12	CLUB	7	3D4	NON 0	28
337	Pegleg Peter		INT HU FTR	4D10SP	16	10	8	14	10	9	10	10	12	11	CHAIR	8	1D4	CLO 3	20
338	Jigger Cassadi		INT HU BRD	2D8GP	10	14	13	8	16	14	14	16	15	12	RAPR	4	1D8	CLO 3	18
339	Madame Dorilla	*	VET HU CSN	3D10GP	9	10	8	10	9	10	7	7	15	14				NON 0	21
340	Red Nick		INT HU THF	1D6SP	16	16	14	12	11	16	7	17	13	9	CLUB	7	3D4	CLO 3	25
341	Maggie	*	GR HU THF	1D4SP	10	14	11	9	15	9	13	10	11	10				CLO 2	14
342	Julian de Carbot		INT HU THF	3D12GP	7	12	10	6	15	14	7	17	10	8	THRKN	2/6/1	1D4	LTH 5	14
343	Constantino Maylino		INT HU THR	4D8GP	9	11	8	12	13	10	9	10	9	8	DGR	9	1D4	CLO 3	23
344	Emmanuel York		VET HU FTR	4D12GP	14	10	8	14	12	10	7	9	14	10	BDSWD	6	3D4	CLO 3	31
345	Howie		INT HU FTR	2D8GP	13	12	10	14	9	8	7	10	7	9	SHSWD	6	3D3	CLO 3	20
346	Redonso		VET HU THF	8D8GP	12	17	14	14	12	10	9	12	6	9	THRKN	1/5/10	1D4	NON 2	25
347	Albert		INT HU THF	1D4GP	17	14	10	14	6	8	11	11	4	6	1BBAX	5	3D5	NON 1	23
348	Dalbert		INT HU MER	4D12GP	8	10	9	17	12	10	9	10	7	9				NON 0	23
349	Geraldine	*	INT HU NON	1D8SP	7	10	6	7	8	10	7	18	14	6	SCREAM			NON 0	14
350	Linneas Mauray		INT HU HLR	1D10GP	8	12	8	19	8	12	7	10	9	8	SCALPEL	11	1D2	NON 0	22
351	Juliano Monferrat		VET HU THF	4D12GP	15	14	17	14	9	9	10	14	9	9	THDGR	3/7/12	1D5	LTH 7	31
															BDSWD	5	3D4		
352	Moonlight	*	INT /E CSN	1D6SP	7	10	9	8	7	10	9	10	14	16				NON 0	16
353	Electra	*	GR EL NON	-	8	14	10	9	11	11	14	7	13	17				NON 0	14
501	Master Nimoyin		EL /E MAG	3D12GP	14	16	18	13	15	18	17	11	14	14	HANDSe SPELLS	9	1D4-1	CLO 6	34
502	Deza	*	INT /O SCH	1D8SP	12	13	10	11	15	18	11	15	9	7	DGR	10	1D4	CLO 2	22
503	Capt. Kiroc		EL HU FTR	3D10GP	17	16	15	14	14	14	11	10	17	14	GRSWD	3	2D8	CHN 8	42
															1BBAX	5	3D5		
504	Silverthorne	3	VET EL MAG	4D8GP	13	13	14	12	14	13	19	7	16	15	BDSWDe SPELLS	6	2D4	LTH 8	28
505	Mistwood	3	VET EL FTR	2D10GP	14	16	14	13	12	11	9	9	11	13	BDSWDe	5	3D4	LTH 9	27
506	Stagamer		INT EL FTR	2D10GP	12	14	16	12	10	12	9	16	12	12	BDSWD	6	2D4	LTH 7	21
507	Dewleaf	*	GR EL ARC	2D10GP	8	17	13	7	16	12	10	12	14	18				CLO 2	10
508	Rowen		VET EL ARC	4D10GP	10	16	14	9	14	10	8	6	10	13	LBOWe	1/5/6	1D6	CLO 4	21
509	Songbird	*	INT EL BRD	10D8GP	7	12	10	6	16	15	14	9	16	15				NON 0	16
510	Clearwater	*	VET EL ILL	1D8GP	7	16	15	9	14	16	17	10	12	19	SPELLS			NON 0	20
511	Balin arn Malbar		VET DW MER	2D12GP	14	16	12	13	10	13	4	8	10	7				NON 0	26
512	Nikkulai		INT DW MER	4D10SP	15	13	12	17	9	10	7	12	8	6				NON 0	25
513	Ferrus Ironfist		VET DW FTR	3D8GP	17	14	10	14	7	8	3	10	9	6	HMR	6	3D6	CHN 7	32
514	Viktro		GR DW FTR	1D8GP	16	14	8	16	6	7	6	8	7	7	HMR	8	2D6	LTH 4	19
515	Oskro		INT DW NON	2D10GP	11	10	8	6	7	10	8	10	4	6				NON 0	18
516	Darvi		VET DW SCH	1D10GP	12	14	8	10	11	16	12	10	8	7	BDSWD	8	2D4	NON 0	23
517	Meekin	*	INT DW NON	2D8GP	11	15	14	16	15	13	9	14	11	8				NON 0	20
518	Swallow Windrider	*	INT AV ARC	2D12GP	8	16	14	10	15	12	7	9	13	15	LBOW	2/6/9	1D6	NON 0	16
519	Oriol		INT AV MER	1D8GP	9	16	15	8	14	13	10	8	14	12				NON 0	14
520	Ibis	*	GR AV NON	1D8GP	8	13	12	6	10	12	6	7	11	13				NON 0	10
521	Querrel Seadreamer		INT EL FTR	6D10SP	10	14	12	5	14	12	7	10	13	12	SHSWD	6	2D3	CLO 3	15

CHARACTER DESCRIPTIONS FOR SECRETS OF THE LABYRINTH

ID#	Name	Character Notes	Class	Purse	Requisites											Combat			Armor	
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK	
522	Ygrailia	*	GR EL NON	1D10GP	5	12	11	7	13	12	9	16	12	15				NON 0	11	
523	Melaina	*	INT EL NON	1D6SP	5	13	18	7	8	11	10	8	14	17				NON 0	14	
524	Torin		INT EL NON	1D10SP	10	10	14	7	10	12	7	12	11	12				NON 0	17	
525	Abness Galeana	*	EL EL PST		7	11	14	8	17	15	14	8	16	15				NON 0	23	
526	T'Sonia	*	VET EL HLR	2D10SP	8	14	16	14	13	15	17	9	13	15				NON 0	24	
527	Mother Kai	*	EL EL PST	1D8SP	7	14	11	5	15	15	13	7	17	14				NON 0	19	
528	Rogan Flanderin		EL EL MER	4D12GP	10	14	10	9	17	15	8	6	14	14				NON 0	22	
529	Basil d'Lormaii		VET HU MER	5D8GP	12	10	8	9	15	13	8	14	13	12	BDSWD	5	2D4	NON 0	24	
530	Benjamin Pott		GR HO NON	1D4SP	5	5	6	6	11	10	3	14	10	14				NON 0	10	
531	Russell Miller		VET HO MER	4D8GP	9	15	12	8	15	13	7	10	14	10				NON 0	15	
532	Willum Cockleberry		INT HO MER	1D10SP	7	16	14	6	5	13	9	13	8	8				NON 0	12	
533	Bessie	*	GR HO NON	1D8SP	6	16	10	4	14	9	10	13	11	10				NON 0	8	
534	Porgy		GR HO NON	1D8SP	8	15	12	6	9	10	7	16	12	9				NON 0	11	
535	Marcus Ambrosius		EL HU FTR	8D8SP	16	14	17	15	9	10	7	8	14	7	HLBRD	4	2D5	LTH 8	46	
															BDSWD	4	3D4			
536	Korinus Longstrider		VET CE MER	6D12SP	15	10	8	16	11	9	4	18	7	10	BDSWD	5	3D4	NON 0	32	
															RHVS	7	1D8			
537	Moonshadow		EL EL THF	4D12GP	11	17	19	12	15	13	14	6	14	13	THRKN	-1/3/8	1D4	CLO 8	29	
538	Arkin arn Boltar	4	INT DW FTR	1D12GP	17	15	14	14	8	9	6	12	10	7	HMR	5	3D6	LTH 5	29	
539	Balkin arn Boltar	4	INT DW FTR	1D8GP	15	16	10	10	7	8	6	10	7	6	HMR	5	2D6	LTH 5	25	
540	Corvin arn Boltar	4	INT DW FTR	1D10GP	14	13	7	14	10	8	9	4	9	8	HMR	6	2D6	LTH 5	25	
541	Asgird	*	GR DW NON	1D4SP	10	14	13	14	9	8	7	15	12	7				NON 0	16	
542	Elorie	*	GR DW NON	1D4SP	9	12	16	15	10	14	9	12	10	8				NON 0	17	
543	Dallarie	*	GR DW NON	1D4SP	12	17	14	13	10	10	8	17	9	10				NON 0	19	
701	Heidel Varrasch		VET HU NON	2D12GP	15	18	14	12	5	6	10	10	3	8	MAUL	5	3D4	NON 1	29	
702	Darankis t'Goran		VET HU NON	2D10GP	14	16	12	14	14	10	8	10	11	12				NON 0	28	
703	Vertikoulos		INT CE NON	2D8GP	19	14	10	16	10	9	7	14	10	10				NON 0	30	
704	"Stinky"		INT HU NON	1D6SP	8	12	17	18	14	10	6	10	3	8				NON 2	20	
705	Biduli Munarkil		INT HU TDR	4D10SP	15	12	14	10	14	10	10	14	12	9				NON 0	19	
706	Hughar Wolfskill		INT OR NON	1D8GP	12	14	10	15	8	9	10	10	7	7				NON 0	18	
707	Dannel		GR HU NON	1D6SP	12	14	14	11	12	11	7	4	11	14				NON 0	16	
708	Liriki d'Alensis		INT HU TDR	4D10GP	11	14	10	12	14	8	7	4	10	9	WHIP	6	2D3	NON 0	20	
709	Enver the Unbackable		VET HU NON	1D10GP	16	14	17	14	10	11	9	14	14	8	WHIPe	4	3D3	NON 2	25	
710	Gyr Windbreaker		INT MX NON	4D10SP	10	13	11	7	14	10	10	12	12	6				NON 0	15	
711	Bakkin da Sadulagin		INT HU NON	3D12SP	17	14	11	15	10	9	10	14	10	8	FISTSe	8	1D6	NON 0	25	
712	Bugri of Trakki		INT HU THF	4D12GP	11	16	14	10	9	9	10	14	10	7	THRKN	1/4/9	1D4	CLO 3	23	
713	Silva Baraggio		VET HU RGR	2D6GP	12	15	11	13	11	15	10	6	15	12	SPEARe	4/7	3D5	LTH 5	30	
															THSPR	2/7/11	1D10			
714	Geru Nohokkan		VET /O RGR	2D8GP	13	14	17	15	15	10	7	18	10	8	LBOW	1/5/8	1D6	LTH 5	29	
															BDSWD	5	2D4			
715	Eaglewing Longeye		VET AV ARC	2D6GP	10	13	14	13	16	12	9	10	10	14	LBOWe	-1/3/6	1D6	CLO 4	24	
716	Turikonis Plainsrunner		INT CE ARC	1D10GP	16	14	8	12	12	10	4	4	12	11	LBOWe	0/4/7	1D6	CLO 3	26	
717	Myrddin		INT HU MAG	4D12SP	8	10	7	9	14	14	18	9	10	8	SPELLS				17	
718	Jelaine	*	INT /E FTR	5D20CP	11	14	12	16	19	12	5	8	11	13				CLO 3	25	
719	Keliduros Threelogs		INT CE NON	3D8GP	16	11	7	16	14	9	8	10	13	10	PIKE	6/9	2D5	NON 0	27	
720	Hari Neris		INT HU NON	4D10SP	10	11	8	17	9	8	9	10	13	8				NON 0	21	
721	Lionel Hardesty		GR HU NON	5D4GP	8	10	11	9	8	12	9	13	8	12				NON 0	14	
722	Nain arn Dolbekki		VET DW FTR	2D8GP	17	15	14	15	13	11	7	16	8	7	2HHMRe	5	3D10	CHN 7	30	
723	Sigrid	*	GR DW NON	1D4GP	6	10	10	13	12	9	7	8	10	21				NON 0	12	
724	Doc		INT HU THF	4D10GP	10	8	12	10	11	12	7	16	7	8	DGR	8	1D4	NON 1	21	
725	Snakeye		GR /O THF	1D10SP	11	9	16	14	5	6	9	10	5	4	DGR	10	1D4	NON 1	19	
726	Katarina	*	VET HU THF	3D10GP	7	17	15	6	14	11	7	4	9	10				NON 2	16	
727	Mykyl Two Fingers		INT HU THF	3D8SP	9	10	12	11	8	8	7	7	8	6				NON 1	19	
728	Silvertounge		VET HU BRD	6D6SP	13	15	14	12	11	10	14	9	14	12	BDSWDe	4	3D4	NON 1	23	
729	"Fingers" Arthas		INT /O THF	4D10GP	10	14	14	12	9	10	7	10	8	7				NON 1	19	
730	Vereet		INT HU NON	5D10GP	9	12	8	10	16	14	7	7	14	12				NON 0	15	
731	Vorikooreis		INT HU NON	2D12GP	8	10	12	10	13	10	9	10	10	9				NON 0	14	
732	Ballard Lindsay		INT HU NON	4D10GP	9	14	10	11	14	11	11	10	8	9				NON 0	17	
733	Fernando "Fig" Garo		INT HU BRD	3D6GP	8	15	13	9	10	10	12	7	10	10				NON 1	15	
734	Carin	*	INT KR NON	4D6GP	24	17	15	21	8	9	7	3	7	7				NON 1	46	
735	Rovon		GR KR NON		18	13	9	20	8	8	4	11	10	10				NON 0	28	
736	Beydom		INT HU NON	4D6GP	10	11	7	11	14	10	9	11	9	10				NON 0	18	
737	Daran Tiko		INT HU TDR	4D6GP	14	10	8	10	12	10	12	14	10	9				NON 0	17	

CHARACTER DESCRIPTIONS FOR SECRETS OF THE LABYRINTH

ID#	Name	Character		Requisites												Combat		Armor	
		Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK
738	Biff Tekk		INT HU TDR	3D6GP	14	16	13	14	12	9	7	11	8	8	THRAN	3/8/12	1D6	NON 0	19
739	Dorki		INT HU NON	3D10SP	8	10	9	10	11	9	10	13	13	9				NON 0	13
740	Tael t'she-kel		VET HU TDR	4D12GP	7	12	10	9	15	12	9	10	12	9				NON 1	18
741	Bick Dutkus		INT HU FTR	1D6SP	19	14	10	15	7	10	7	10	8	9	MACE	6	3D4	LTH 5	31
742	Smubba Bilth		INT HU FTR	1D6SP	20	13	10	17	8	6	7	10	8	9	MACE	6	3D4	LTH 5	38
743	Anathea	*	VET HU NON	3D6SP	6	10	11	5	14	10	15	7	15	9				NON 0	14
744	Burbas the Finder		INT HU THF	4D8SP	9	12	10	10	14	11	12	10	14	8	DGR	8	1D4	NON 1	19
745	"Lefty" Post		GR AU THF	3D10GP	8	12	14	9	10	9	8	10	10	8				NON 0	14
746	Angus MacFarland		INT HU FTR	3D6GP	9	14	10	8	11	9	4	4	7	4	THRKN	2/6/11	1D4	NON 1	17
747	Hallen MacCormac		INT HU FTR	1D6SP	15	10	11	16	8	7	5	5	6	6	CLUB	6	3D4	NON 1	30
748	Barbara Weyr	*	INT HU NON	3D8GP	10	14	16	11	8	10	7	14	13	14				NON 1	17
749	Ricoh		INT HU THF	1D8SP	16	10	11	11	6	7	13	11	8	7	SHSWDe	7	4D3	LTH 5	27
750	Shannon Havs		VET HU FTR	1D6SP	15	14	12	13	10	8	9	8	16	17	BDSWDe	4	4D4	LTH 7	31
751	Laudie Daly	*	INT HU NON	3D8SP	7	10	10	6	7	10	10	19	9	8				NON 0	12
752	Andros Petropopolous		INT HU NON	4D6SP	9	17	18	11	9	10	7	7	7	12	DGR	7	1D6	NON 2	15
753	Kevin Derg		VET HU TDR	3D8GP	10	14	7	9	16	14	7	9	10	8				NON 0	19
754	Bensoaman Rackley		INT HU NON	2D12SP	10	4	7	10	8	10	7	18	10	4				NON 0	16
755	"Cocoa" Tobler		INT HU NON	3D6GP	14	13	10	14	10	10	10	10	10	10				NON 0	21
756	Muggles		INT DEMON		16	14	14	17	7	9	15	10	4	2				SKN 4	25
757	Cassilda	*	INT HU MAG		6	14	9	7	14	16	15	10	14	17				NON 0	13
758	Turin Khaey		VET /E FTR	1D6GP	14	10	12	10	14	12	7	15	10	10	BDSWD	4	3D4	CLO 4	28
759	Recci the Nerd		INT HU FTR	1D6SP	12	12	12	10	7	7	14	10	7	6	BDSWD	5	2D4	CLO 3	22
760	Brodeen		GR HU FTR	1D6SP	10	10	11	11	10	11	10	10	10	10	BDSWD	7	2D4	CLO 2	18
761	Credence Bond		INT HU FTR	1D6SP	14	13	10	12	8	9	7	10	8	8	BDSWD	5	3D4	LTH 5	22
762	Benni Couldro		GR /O FTR	1D4SP	12	14	10	10	6	8	10	10	6	7	BDSWD	6	2D4	CLO 2	18
763	Roderick		INT HU FTR	1D6SP	10	6	8	10	9	8	10	11	9	9				NON 1	21
801	Sulemon Duur	5	VET HU THF	6D12GP	13	14	14	12	16	15	8	14	13	10	THRKN	1/5/10	1D4	CLO 6	32
802	Azimuth		EL HU THF	1D12SP	10	11	14	8	12	16	8	15	7	5	KNIFE	7	1D4	CLO 5	31
803	Neshima Kar-Aurim	*	EL HU THF	1D10GP	5	15	17	12	15	16	11	14	14	16	THRKNe	0/4/9	1D5	CLO 6	26
804	Daquis Reeve		INT HU NON	4D40GP	11	12	14	13	16	14	9	14	10	8	KNIFE	12	1D4	NON 0	20
805	Resoom		VET HU SCH	1D12GP	11	13	12	8	11	17	8	6	10	8				NON 1	20
806	Madame Zanwig	*	VET HU ASS	1D10SP	12	17	15	10	15	13	13	15	12	9	THRKNe	0/4/9	1D5	CLO 5	23
807	Gidri		VET DW THF	1D10SP	15	10	18	13	7	11	9	16	8	4	BDSWDe	5	4D4	LTH 8	25
808	Gossij	*	VET DW THF	1D10SP	14	14	12	16	8	8	16	14	9	6	LAXE	6	2D5	LTH 6	30
809	Lando Buckminister		VET HO THF	1D8SP	6	15	16	16	15	9	5	14	6	10	DGR	9	1D4		
															THRKN	2/6/11	1D4	CLO 6	21
															RAPR	4	1D8		
810	Evan Monier		INT HU THF	2D12GP	14	13	14	16	9	10	9	11	14	14	BDSWD	6	3D4	LTH 5	24
811	Arquephus		INT HU THF	1D12GP	10	15	16	9	16	17	12	11	10	8				NON 0	19
812	Lefty Grazziano		INT HU THF	1D10SP	15	13	14	16	7	9	11	9	10	10	FISTS	0	1D4-1	CLO 3	28
813	Cruncher McGee		GR HU THF	1D4SP	19	13	13	16	6	5	10	14	7	6	CLUB	8	4D4	LTH 4	23
814	Foxcraft Q. Pennywhistle		GR HU THF	1D10SP	17	13	15	17	3	8	7	7	6	9	CLUB	8	3D4	CLO 3	28
815	Merrick		INT HU THF	1D10GP	16	12	14	16	14	14	9	9	7	8	KNIFE	9	1D4	CLO 3	25
816	Dragontooth		INT HU THF	1D6SP	16	14	13	16	4	7	6	7	7	7	KNIFE	8	1D4	NON 1	28
817	Raven		VET HU THF	1D12SP	14	16	18	14	14	12	8	9	10	10	KNIFE	7	1D4	LTH 8	26
818	Rioldi Thorn		GR HU THF	1D4GP	15	15	9	16	6	10	10	10	7	11	KNIFE	10	1D4	NON 0	23
819	Sarasin Mour		VET HU THF	3D12GP	12	14	17	12	16	14	13	14	16	14	THRKN	1/5/10	1D4	NON 3	22
820	Ernie		INT HU THF	4D8SP	11	15	14	12	12	10	7	10	8	8	KNIFE	8	1D4	NON 1	23
821	Mugs		GR HU THF	1D4GP	14	10	8	15	6	6	9	9	7	8	CLUB	8	2D4	CLO 2	21
822	Dickens		VET HU THF	4D8GP	14	17	11	12	9	9	8	7	4	9	DGR	7	1D6	LTH 6	27
823	Custer		INT HU THF	1D8GP	9	14	17	14	8	13	12	15	7	12	DGR	8	1D4	CLO 5	21
824	Yacobur		INT DW THF	1D10GP	14	16	15	14	4	8	14	17	6	7	KNIFE	8	1D4	LTH 6	22
825	Chalka	*	INT HU THF	2D12GP	14	17	16	12	16	12	9	10	10	11	KNIFE	7	1D4	CLO 5	24
826	Dradd Plen-or, Healer		INT HU HLR	2D10GP	11	16	14	16	9	13	14	10	10	7	KNIFE	9	1D4	NON 1	25
827	Jurgan Bland		VET HU THF	2D10GP	13	16	15	14	15	13	9	17	10	8	KNIFEe	1/5/10	1D5	NON 3	28
828	Calder the Whip		INT HU FTR	4D10GP	15	16	18	10	9	8	12	13	10	8	WHIPe	5	1D8	NON 4	24
829	Lucius the Claw		INT HU NON	4D6SP	6	11	9	5	10	10	10	7	6	8				NON 0	11
830	Varkin Jelas		INT HU THF	5D10SP	11	14	10	12	11	9	8	16	12	10	CLUB	6	2D4	NON 1	22
831	Rocky		INT HU FTR	2D12SP	15	14	16	15	11	7	10	14	10	8	FISTS	10	1D4-1	CLO 4	30
832	Rabon		INT HU NON	3D6GP	7	14	10	16	9	8	10	14	8	9				NON 0	19
833	Zafforo		VET HU MER	1D8GP	8	14	10	10	17	15	9	14	9	7	THRKN	3/7/12	1D4	NON 0	19
834	Malikor the Eye		INT HU MER	4D10GP	12	10	13	11	14	14	10	11	11	10				NON 0	18
835	Mr. Rasputin	3	EL UH FTR	4D12GP	17	15	18	15	16	14	9	13	10	8	THRKN	2/6/11	1D4	LTH 12	42
															HFSWD	2	2D6		

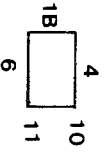
CHARACTER DESCRIPTIONS FOR SECRETS OF THE LABYRINTH

ID#	Name	Character		Requisites												Combat			Armor	
		Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK	
836	Marco d'Emil		VET HU ASS	6D6GP	14	19	16	12	16	14	12	15	12	12	THRKNe	0/4/9	1D5	LTH 7	30	
837	Fagin Childstealer		INT OR THF	3D6SP	13	12	17	15	8	9	10	10	7	6	KNIFE	9	1D4	NON 3	26	
838	Pocheffski		VET HU FTR	3D4SP	12	16	16	8	10	12	7	11	12	10	RAPRe	3	1D12	LTH 6	27	
839	Chawser		INT KO THF	1D6CP	7	14	16	11	8	10	7	14	10	8	BLWGN	2/7/12	1D2	NON 2	16	
840	Lucia Marina		INT HU NON	1D4SP	7	12	10	9	10	10	13	13	11	14				NON 0	17	
841	Kerral Bramer		INT HU THF	5D10GP	12	14	17	11	9	8	12	14	10	8	KNIFEe	8	1D4	CLO 5	24	
901	Yok the Seer	6	VET HU THF	50GP	4	12	10	8	17	13	10	11	15	4	BLWGNe	2/7/12	1D2	NON 1	14	
902	Guard # 1		INT HU THF	1D6SP	14	10	11	18	6	8	8	5	10	10	CLUB	7	2D4	NON 1	29	
903	Guard # 2		INT HU THF	1D6SP	16	9	9	10	11	12	11	12	12	13	CLUB	7	2D4	NON 1	26	
904	Guard # 3		INT HU THF	1D6SP	15	14	12	12	13	10	8	6	12	10	CLUB	6	2D4	NON 1	21	
905	Guard # 4		INT HU THF	1D6SP	15	15	13	12	12	9	8	5	9	10	CLUB	6	2D4	NON 1	27	
906	Borri Juzdauile		VET HU THF	1D20GP	09	16	13	12	16	12	8	9	13	10	THRKN	3/7/12	1D4	CLO 4	26	
907	Bofratz		GR HU THF	1D10CP	13	12	8	10	5	8	11	7	9	8	RAPR	3	1D8			
908	Gillie		GR HU THF	1D10CP	10	9	13	14	9	6	9	12	5	7	MACE	8	2D4	NON 0	18	
909	Duelist # 1		INT HU FTR		14	16	14	10	8	11	12	9	10	7	CLUB	8	2D4	NON 0	16	
910	Duelist # 2		INT HU FTR		11	13	15	11	11	9	8	13	8	12	DGR	7	1D4	CLO 3	22	
911	Rankim Lowlea		VET HU THF	250GP	7	12	8	11	11	13	14	9	11	9	DGR	8	1D4	CLO 4	24	
912	Nacon	7	EL HU FTR	3D100GP	21	16	14	17	4	9	5	9	16	12	HFSWDe	1	6D6	CLO 5	65	
913	Tubosai	8	VET HU ARC	5D100GP	12	17	15	12	13	8	9	15	13	9	FIST	6	1D4			
914	Wrestler # 1		INT HU FTR	1D12SP	13	11	12	14	8	9	10	13	9	11	L BOWe	-3/1/4	1D6	LTH 7	30	
915	Wrestler # 2		INT HU FTR	1D6GP	11	15	13	13	11	10	6	9	7	8	BDSWD	4	2D4			
916	Muntork	9	INT HU THF		12	12	9	11	10	13	10	12	11	8	FISTS	12	1D4-1	NON 1	26	
917	Alleybasher # 1	9	INT HU THF		9	14	11	12	6	9	14	7	6	5	FISTS	14	1D4-1	NON 1	20	
918	Alleybasher # 2	9	INT HU THF		16	9	11	8	12	7	7	11	8	12	DGR	8	1D4	LTH 5	22	
919	Alleybasher # 3	9	GR HU THF		10	10	16	10	5	11	3	14	10	14	DGR	7	1D4	CLO 3	20	
920	Alleybasher # 4	9	GR HU THF		10	10	16	10	5	11	3	14	10	14	DGR	8	1D4	CLO 3	25	
921	Alleybasher # 5	9	GR HU THF		14	9	10	13	9	8	12	9	8	7	DGR	10	1D4	NON 1	13	
922	Imp		GR DEMON		13	12	12	9	7	10	12	5	10	8	DGR	10	1D4	LTH 4	20	
923	Monica	*	INT HU CSN	2D12GP	10	13	14	18	6	10	15	12	9	5	DGR	10	1D4	NON 0	16	
924	Draka	10	VET KR FTR	1D10CP	6	15	12	13	14	11	12	8	13	16	SPELLS			SKN 4	22	
925	Mugger # 1		VET HU THF		22	11	12	20	7	8	5	12	14	8	DGR	8	1D4	NON 0	19	
926	Mugger # 2		VET /O THF		14	12	10	15	10	10	7	11	10	9	CLUB	6	4D6	CHN 6	45	
927	Mugger # 3		INT HU THF		12	9	15	11	6	9	13	12	7	9	THRKN	2/6/11	1D4	LTH 6	24	
928	Merchant		INT HU TRA	3D20GP	7	9	11	13	12	14	8	12	14	12	CLUB	6	2D4	CLO 5	23	
929	Tandulouros		EL HU SCH	5D20GP	8	7	8	9	14	17	12	12	12	9	DGR	9	1D4			
930	Arbutus Kystem		INT HU THF	1D10GP	9	10	13	15	14	10	12	15	8	6	MAUL	6	2D3	CLO 3	24	
931	Kojana	*	VET HU CSN	1D20GP	10	17	13	9	11	8	10	5	13	14	DGR	8	1D4			
932	Turlough Waverider		VET HU FTR	2D6GP	13	11	15	14	8	13	7	11	8	12	DGR	7	1D4	NON 0	17	
933	Dinana	*	INT HU NON	4D12GP	7	13	14	10	6	11	9	13	10	13	BDSWD	4	2D4	NON 3	21	

- * Female
 - a NPC wearing valuable/ostentatious personal jewelry
 - b NPC wearing some jewelry
 - c Weapon or armor magically enchanted
 - d NPC has useful (but not combat related) magic item on person
 - e Expert with weapon
 - o NPC has potent offensive magic item on person
 - p NPC has protective magic item on person
 - s Armor consists of shirt only; no protection for head and extremities
 - u Untrained with weapon
 - 1 poisoned blade
 - 2 armor enc +5
- 3 armor enc +3
4 armor for city only; travel armor is CHN 7
5 armor enc +2
6 a) has 75 pt Sleep scroll
b) blowgun can fire 3 darts/2 rounds (1,2,1,2,etc.)
7 a) damage includes 1D6 for quality blade
b) 1st purse is after heist
2nd purse is before heist
8 a) HACO for longbow includes +1 for bow and +1 for arrows
b) see 7b
9 for purses roll 1D6: 1-4=1D6SP, 5=1D6GP, 6=2D10GP
10 a) if >10 HTK in one round = 60% chance of unconsciousness
b) (lettered note g)



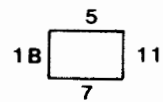
V



MAP V

The Cauldron The University of Haven

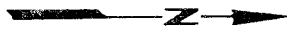
Map		
<u>Key</u>	<u>ID#</u>	
1	O-91*	Windrider Courier Service
2	O-92*	Maskmaker's Shop
3	O-93	Buteo Condor, Hawk Trainer
4	O-94*	Dancing Green
5	O-95*	The Mallorn
6	O-96*	The Abbey of Eollana
7	O-97*	The House of Flanderin
8	O-98	Ilrin the Bowyer
9	O-99*	Elvish Herbs and Spices
10	O-100	Keabler's Bakery
11	O-101	Sorilla's Fresh Produce
12	O-102*	T. Barnum Pott Memorial Museum
13	O-103*	Miller and Co., Coopers
14	O-104*	Cockleberry's Cabinets
15	O-105*	Bessie's Breadbox
16	O-106	Nicodemus Bottleboro, Apothecary
17	O-107	Wellington Thistlebottom, P.I.
18	O-108	Ellerie Woolgather, seamstress
19	O-109*	The Four of Swords
20	O-110	The Trembling Heart
21	O-111*	Centauri Transport Company
22	O-112	Darius and Sons, Saddlers
23	O-113*	Home of Master Nimoyin
24	O-114*	School of Alchemy
25	O-115*	Institute of Mathematics
26	O-116*	College of Natural Philosophy
27	O-117*	College of Rhetoric
28	O-118*	School of Law
29	O-119	Student Tenements
30	O-120	Oldgate Tavern



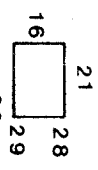
MAP VI

Street of Caravans The Horse Market

Map Key	ID#	
1	S-65*	House of Lionel, Caravansarai
2	S-66	Feddy Rhal Courier Service
3	S-67	The Prancing Pony
4	S-68*	Pendragon Inn
5	S-69*	Dunk's Tavern
6	S-70*	Barraggio's Yard and Warehouse
7	S-71*	The Guard Academy
8	S-73*	Training Field
9	S-74	Shady Rest Inn
10	S-88	Horsegate Barracks
11	S-89*	Four Ox Team
12	S-90	The Jumping Jade
13	S-91*	Centaur Cab and Trolley Barns
14	S-92	Numirolakos the Gentler
15	S-93*	Arrow's Flight
16	S-94a*	Pens and Barns of the Varrasches
17	S-94b*	Heidel Varrasche's Office
18	S-95a*	The Auction Block
19	S-95b*	The Auction Pens
20	S-96*	The Iron Horse
21	S-97	Stock Yards
22	S-98*	Honest John's Used Horses
23	S-99	Public Pens
24	S-100*	Hrubilas's Riding Academy
25	S-101*	Stables and Pens of Darankis t'Goran
26	S-103	Pando's Leather Gear
27	S-104*	Madikar's Saddlery and Tack
28	S-105	Public Stables (rental)
29	S-106	Mogi R
30	S-107	Bolihank's Feed and Grain
31	S-108	Stage Depot - Fargot & Welshe
32	S-109	Brannigan's Express
33	S-111	Two For The Road, caravansarai
34	S-112	Kenzo's Caravan Services
35	S-132	Delmarva's Fine Eggs and Poultry
36	S-133*	Hughar Wolfskill, trained canines



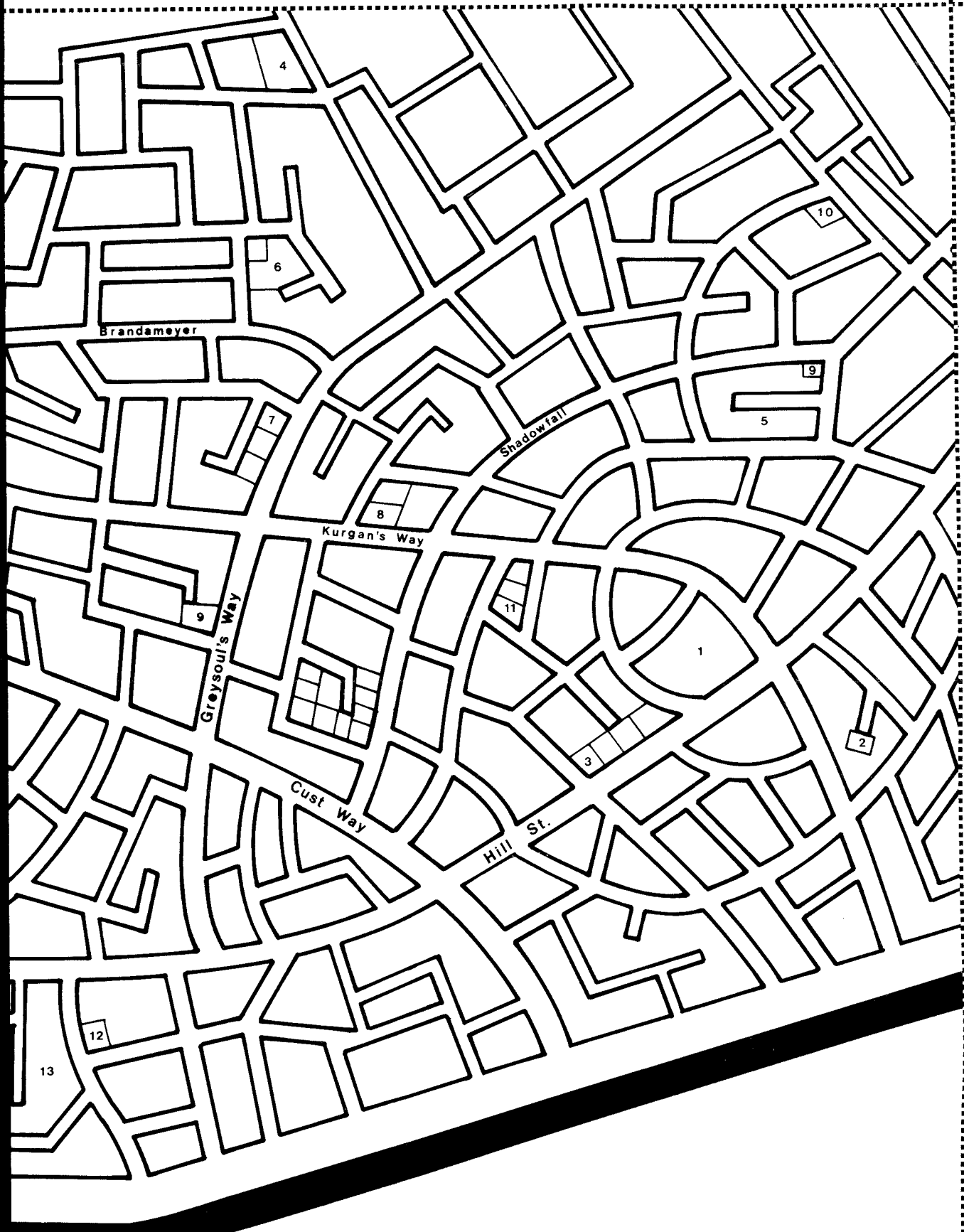
XXII



6

MAP XXII
The Labyrinth

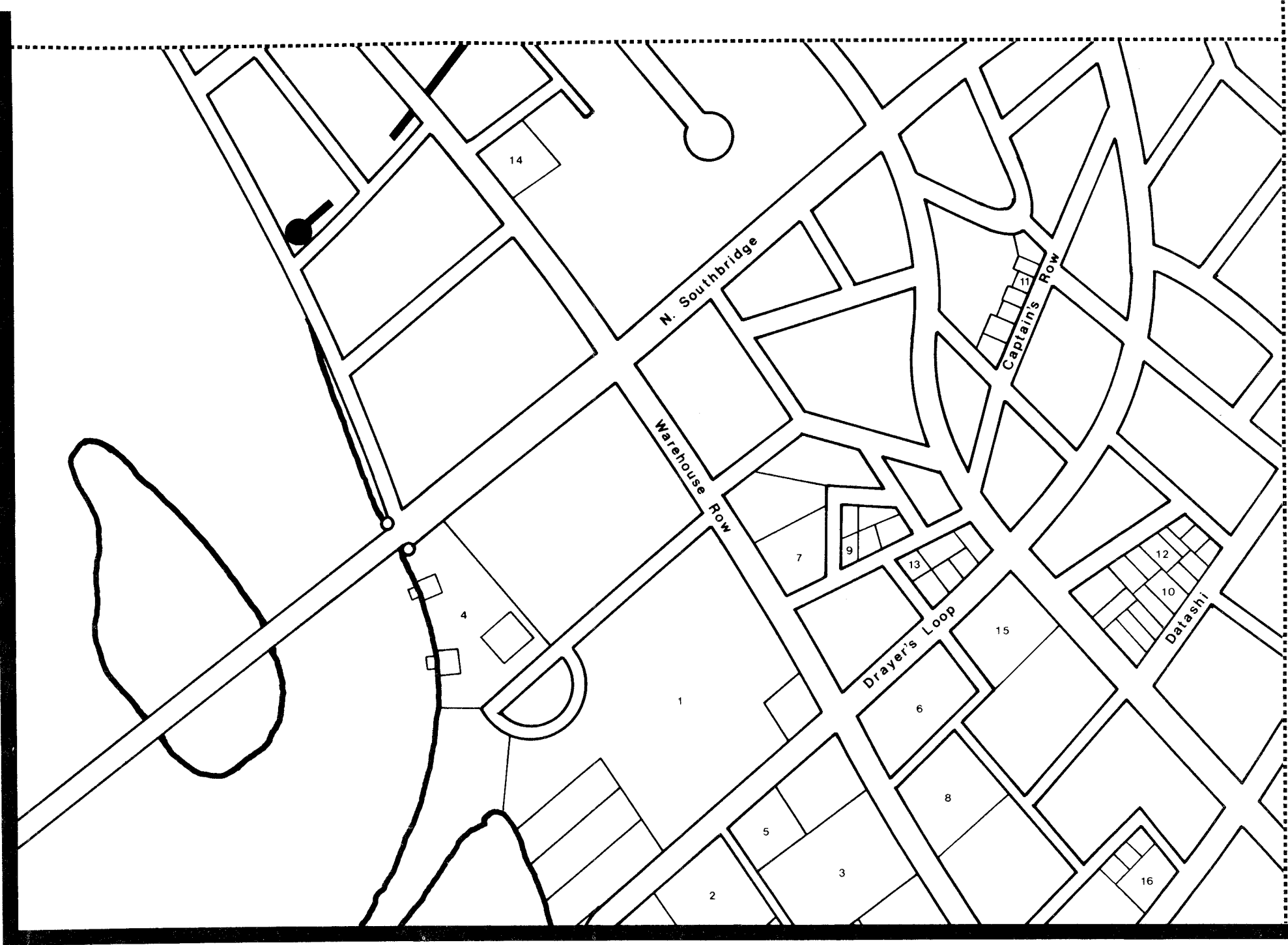
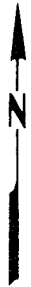
Map		
<u>Key</u>	<u>ID#</u>	
1	L-31	Stonecutter's Yards
2	L-32	Durbinmeyer's Mill
3	L-33	Southbridge Barracks
4	L-34	Lexington Fish Market
5	L-35	Old Wall Market
6	L-36	Fisherman's Cay
7	L-37	Clanahan's Pub
8	L-38	Dublin Lumber Yards
9	L-39	Paddy's Wagons
10	L-40	Mrs. O'Leary's Rooms



MAP XXIII

The Labyrinth

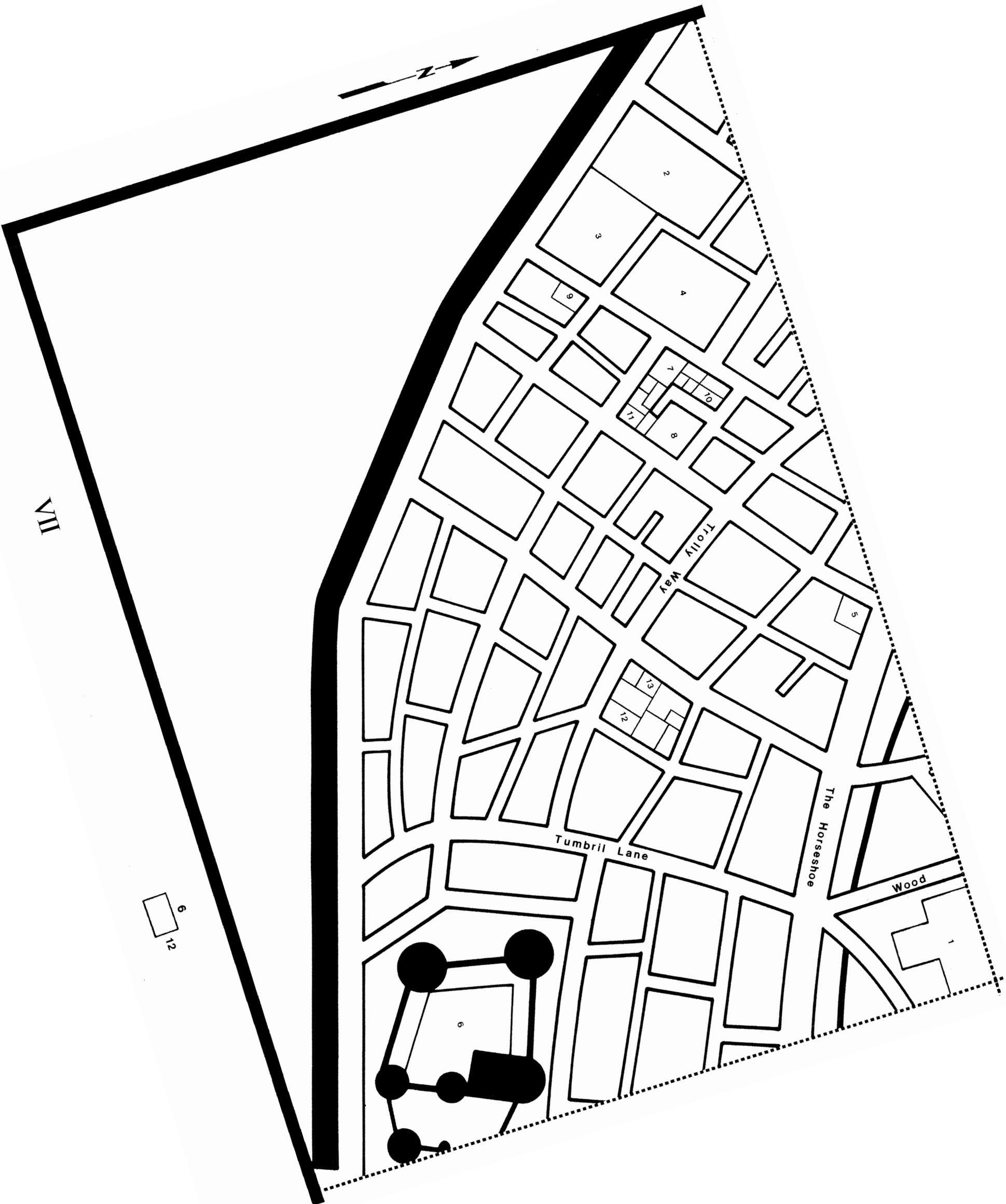
Map Key	ID#	
1	L-62	Kurgan's Hill Apex
2	L-63	The Bronze Rat Memorial
3	L-64	The House of Mordecai, Healer
4	L-65*	Halsen's Stable and Livery
5	L-66*	Thieves Guild House
6	L-67*	Rocky's Tavern and Arena
7	L-68*	The Fluttering Veil
8	L-69*	The Green Griffin
9	L-70*	Crotofiran Missions (2)
10	L-71*	Pocheffski's School of Arms
11	L-72*	Walyn's House of Wonders
12	L-73*	House of Fagin Childstealer
13	L-74	The Orc Warren



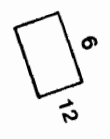
MAP XXVIII

The Commons
The South Docks

<u>Map</u> <u>Key</u>	<u>ID#</u>	
1	C-29*	Nimrodel's South City Shipyard
2	C-30	The Foundry
3	C-31*	Blackbourne Warehouse
4	C-32*	Redonso's Grain Mills
5	C-33	Office of Ports and Shipping
6	C-34	Tandouray Spice Co.
7	C-35	Culvaran, Ltd., Storage
8	C-36*	Warehouse of Marcus Neeman
9	C-37*	The Waterlogged Rat
10	C-38*	Dalbert's Apothecary
11	C-39	Home of Captain York
12	C-40	Home of Linneas Mauray
13	C-41	Grimsby Farsteel - Pawnshop
14	C-42	Lazarini's Baths
15	C-43	D'Lormaii Warehouses
16	C-44	Andre de Monteville's Spice Emporium



VII



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12

Tumbiril Lane

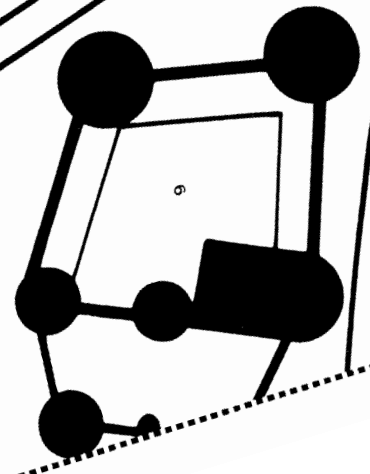
Trolley Way

The Horseshoe

Wood

6

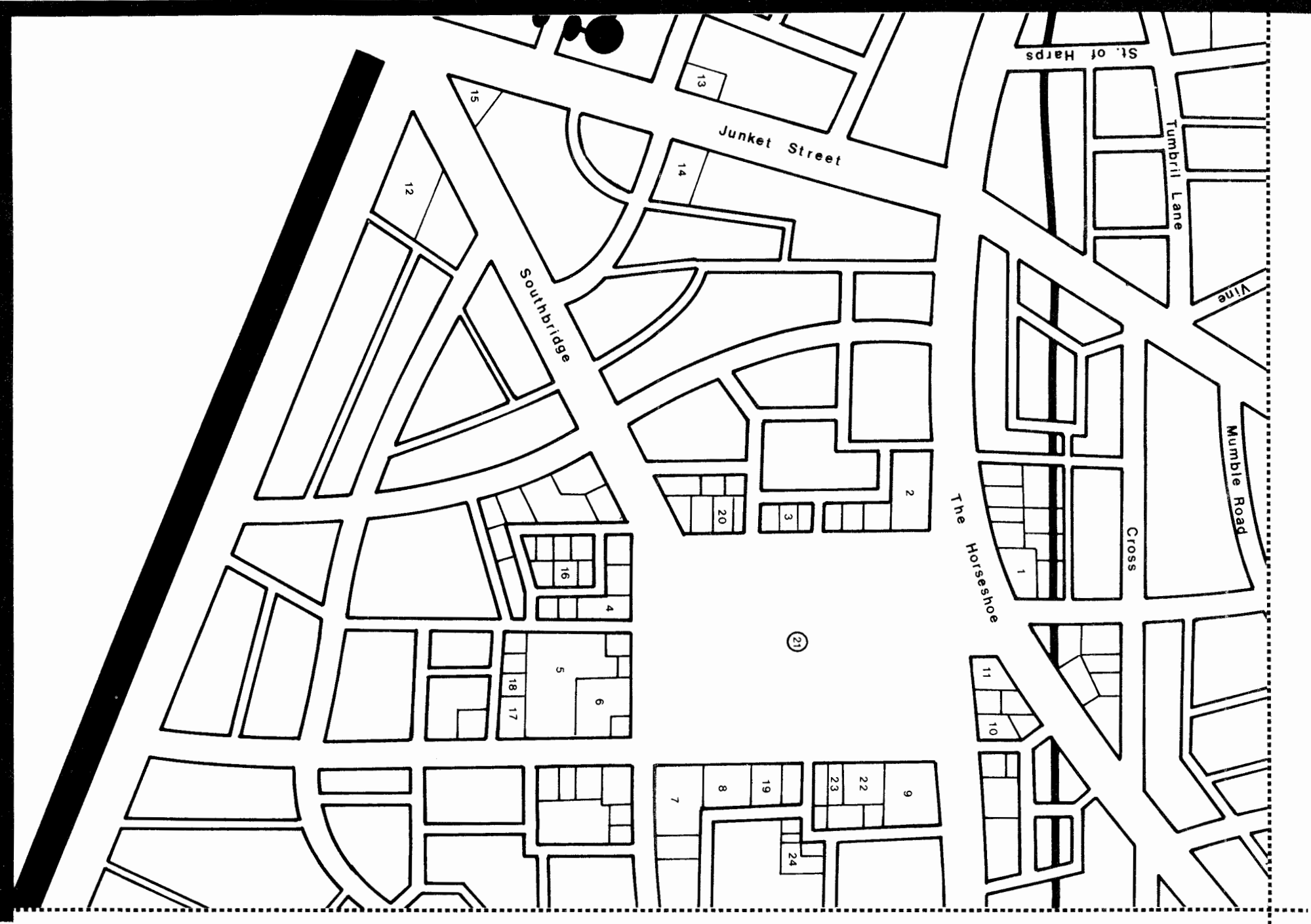
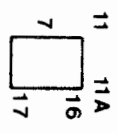
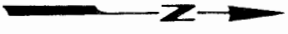
1



MAP VII

The Academy
The Grey Halls

Map Key	ID#	
1	S-5*	Guild Hall of Entertainers
2	S-71*	The Guard Academy
3	S-72*	The Armory
4	S-73*	The Training Field
5	S-74	The Shady Rest Inn
6	S-75*	The Grey Halls
7	S-113	Spearchucker's
8	S-114	Honsen's Weapons Foundry
9	S-115	The Bronze Halberd
10	S-116	Hood, Fletching and Bowery
11	S-117	Locks and Keys Made
12	S-118	The Widow Shelakii - Rooms
13	S-119	Holsum, Greengrocer

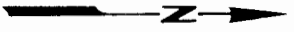
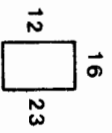


MAP XII

Thieves' Market

The Grey Halls

Map Key	ID#	
1	S-76*	The Knighte Oute
2	S-77*	The Boar's Head
3	S-78*	Frogal's
4	S-79*	The Silver Stringed Bouzouki
5	S-80*	Tobler's Livery Stable
6	S-81*	The Cock and Bull
7	S-82*	Rackley's Museum of Oddities
8	S-83*	The Crooked Constable
9	S-84	The Market Inn
10	S-85*	The Golden Sovereign
11	S-86*	Piringolli's Emporium
12	S-87	Judgement Gate Barracks
13	S-120	Bendelhoff's Supplies
14	S-121	Mintaki's
15	S-122	Gallows Hill Tavern
16	S-123	Taki's Storage
17	S-124	Grande Salle d'Armes
18	S-125	Dunnigan's Pawnshop
19	S-126	The Bar None
20	S-127	Hotel d'Ville
21	S-128	Fountain of Porpidolphus
22	S-129	Brodsky's
23	S-130	The Card Shop
24	S-131	Harrido's Rooms to Let

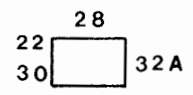


MAP XVII
The Labyrinth

Map Key	ID#	
1	L-41*	Ruins of Rogues' Roost
2	L-42*	House of Mr. Rasputin
3	L-43*	The Crotofiran Missions (2)
4	L-44	Emmetik, Greengrocer
5	L-45	Tiropodus, Wheelwright
6	L-46	Caddis Fly's Rooms
7	L-47*	The Silver Penny
8	L-48	Cacodyl, Potioneer
9	L-49	Flicker's Pawnshop
10	L-50	Roah the Tailor
11	L-51	Madame Zaurig, Oracle
12	L-52	The Bargain Barn
13	L-53	Fandral's Weapon Shop
14	L-54*	Thieves Guild Chapter House
15	L-55*	House of Jurgan Bland
16	L-56	The Hearth and Hound
17	L-57*	The Briarthorn Inn
18	L-58*	The Dreamseller's
19	L-59*	Zafforo the Lender
20	L-60*	Malikor's Exchange
21	L-61*	Dradd Plen-or, Guild Healer
22	L-74	The Orc Warren



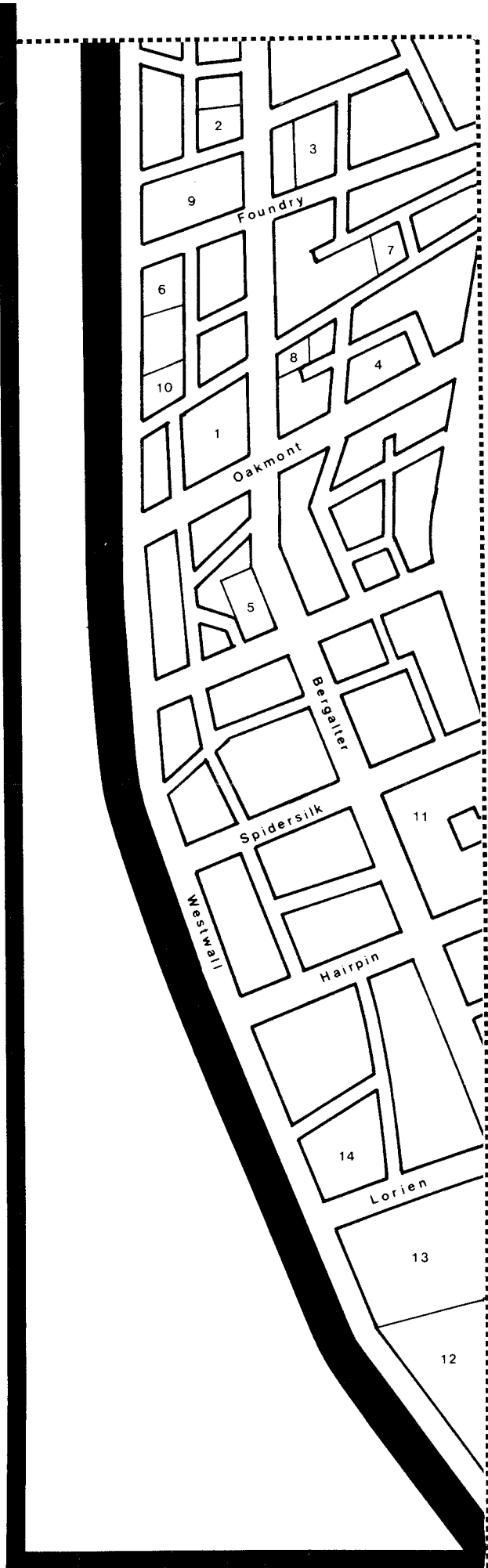
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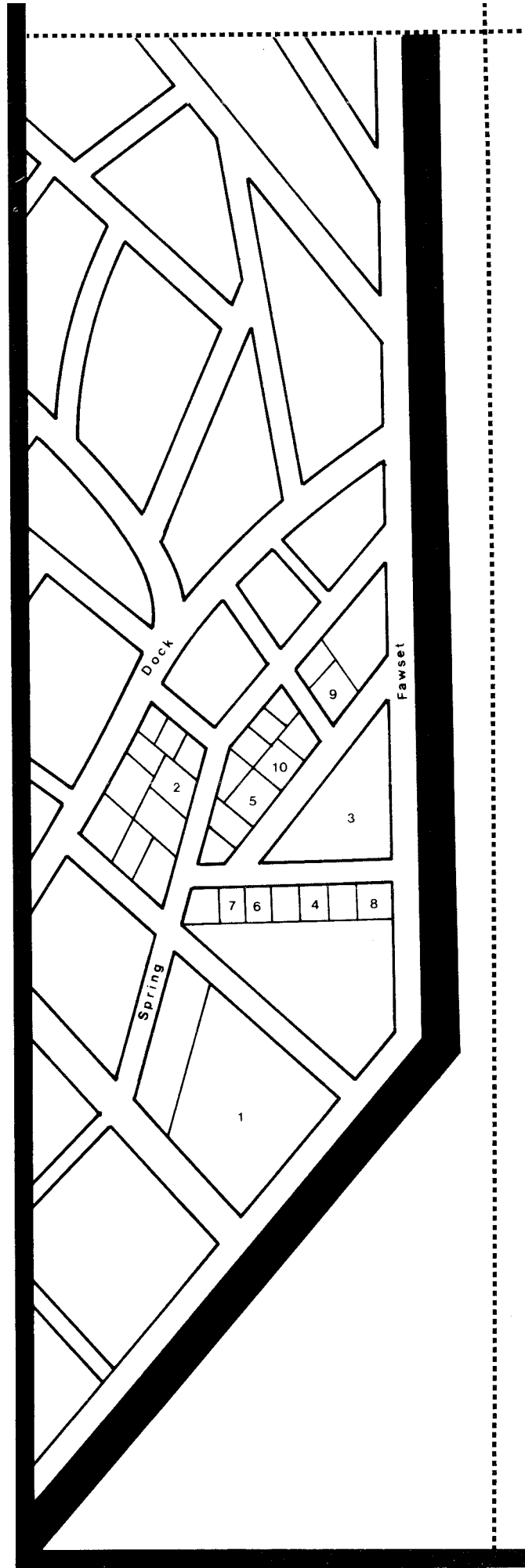
MAP XXIX

The South Docks

Map		
<u>Key</u>	<u>ID#</u>	
1	C-5*	The Navy Yard of Haven
2	C-6	Hamilton - Corder
3	C-7*	Jasmine's House of Tattoos
4	C-8*	The Seasick Parrot
5	C-9	Bidurum - Chartmaker
6	C-10*	Petals of the Rose
7	C-11*	The Crystal Ship
8	C-12	Widow Bupkes' Rooming House
9	C-13*	Sym's Storage Co.
10	C-14	House of Fashion
11	C-15	Jakkob the Sailmaker
12	C-16	The Slop Chest
13	C-17*	Alekhine's Boarding House
14	C-18	Honest Boris - Fine Jewellery
15	C-19	Ship's Chandler - Martin Boggle
16	C-20	Mintar, Ship's Weaponry
17	C-21	Soul's Anchor
18	C-22*	Voelker's Sea Transport
19	C-23	The Mermaid
20	C-24*	Red Nick's Tavern
21	C-25*	Black Padre's
22	C-26*	Longshoreman's Inc.
23	C-27*	Caradello's Storage
24	C-28*	Dockside Services, Ltd.



I B



XXXII A

MAP XXXIIA

The Commons

Map Key	ID#	
1	C-45	Billoto Leather Company
2	C-46	Geraldine's Rooms
3	C-47	Fawset Street Market
4	C-48	Malin Kenny, Cobbler
5	C-49	Hyrin's Looms
6	C-50	Dynasty Potters
7	C-51	Franklin's Odds Bodkins
8	C-52	Merry Maid Tavern
9	C-53	Mrs. McKenzie's Boarding House
10	C-54	Brisket Butcher Shop

MAP IB

The Cauldron
The Horse Market

Map Key	ID#	
1	O-80*	Malbar Printing and Bindery
2	O-81*	Boar's Head Tavern
3	O-82*	The Ironmongery
4	O-83*	The Axe and Anvil
5	O-84	Kwartz, Stonemason
6	O-85*	Home of Balin arn Malbar
7	O-86*	Home of Nikkolai
8	O-87*	The Master's Quill
9	O-88	Vekkio's Foundry
10	O-89	Studio of Albrekki arn Dur, artist
11	O-90	Home of Jarius Gildenhoof
12	S-99	Public Corrals
13	S-101*	Stables and Pens of Darankis t'Goran
14	S-102	The Carriage House

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