

Thieves' Guild 2



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FOREWORD

As a prelude to this second installment to Thieves' Guild, we'd like to thank our supporters in the buying public for making our first volume such a rousing success! As we'd hoped, a lot of FRP gamers already loved running thief characters, and were just waiting for an opportunity to step into the limelight (quick, Jake, hand me my cloak of invisibility!), with adventures designed to suit their special abilities. Now, as these scenarios (and the follow-ups that resourceful GMs have surely designed) appear in more campaigns, we think that more and more players will have a chance to experience the joys of committing "the perfect crime", and will agree with our basic premise --

Sometimes, it's more fun to play the BAD GUYS!!!

So... what's new in the world of crime this issue? This time around, our centerpiece adventures take place in the legendary Valley of Tombs, burial ground of the great merchants, mages, and heroes of the fallen city of Shale-Chuun. The bands of brave (crazy??) thieves may match wits with the ancient tomb builders to evade diabolically clever death-traps, while attempting to secure a veritable king's ransom. Of course, there may be a few other minor distractions -- like 1,000 fanatical Deathguards, or a certain large red dragon named Hranugh.

In addition, there are 10 new Highwayman adventures, new rules for the acquisition, care, and feeding of hirelings, and expanded descriptions of weapons specifications and magical spells.

So fellows and gals, stop wasting precious moments reading forewords -- it's crime time!

DEDICATION

This book is dedicated to all those brave souls who died (screaming, kicking, and cursing) during the play-testing of the Tombs of Shale-Chuun. (There's a side crypt back of Tomb Complex 58 with your names on it, folks -- may your Kha rest in peace!)

ACKNOWLEDGEMENTS

Dennis Cooke, Kevin Hardwick, the gang from the old Chimera, and Computer Services by Arens and Automated Datatron, Inc., for computerized typesetting support.

Thieves' Guild II

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Index of Key Abbreviations

Throughout this book, a number of abbreviations are commonly utilized. The meanings of these abbreviations are summarized below.

<p>AC - Armor class; represents the protective value of armor, shields, and skin</p> <p>APP - Character's appearance rating</p> <p>CDN, CD - Character's coordination rating</p> <p>D (3D6, 1D8, etc) - Number and type of dice to be thrown in resolving a given situation</p> <p>DSC - Character's discretion rating</p> <p>EAC - Effective armor class; represents armor class + character's Dodge ability</p> <p>FRP - Fantasy Role-Playing</p> <p>GM - the GamesMaster, or moderator, of an FRP game</p> <p>GP - Gold pieces; 1 GP = approximately \$5</p> <p>HACO - Die roll that must be exceeded on a D20 in order to successfully strike an unarmored foe</p> <p>HP - Hit probability</p>	<p>HTK - Hits to kill, the amount of damage a character can sustain before dying</p> <p>IQ - Character's intelligence rating</p> <p>MA - Movement allowance; number of 5' hexes (or squares) a character can move in one melee round</p> <p>MAG - Character's magnetism rating</p> <p>MGR, MR - Character's magic resistance rating</p> <p>mr - Melee round; a 15-second time span used to regulate the flow of play</p> <p>NPC - Non-player character</p> <p>REF, RF - Character's reflexes rating</p> <p>SP - Silver pieces; 10 SP = 1 GP</p> <p>STM, SM - Character's stamina rating</p> <p>STR, ST - Character's strength rating</p> <p>TAL - Character's magical talent rating</p>
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CHAPTER 5

Additional Rules

ADDITIONAL COMBAT RULES

1) Modifications to Weapon Characteristics

A new, enhanced WEAPON SPECIFICATIONS table is provided in this chapter; this table replaces the original version presented in Thieves' Guild. The new table provides specifications for a number of weapons that are not normally part of a thief's arsenal, but are frequently used by hireling fighters or NPCs encountered during scenario adventures. In addition, a number of the weapons previously included have been reworked in order to conform with new rules modifications governing measurement of damage done by a weapon, and the effects of weapon "minimum requirements." These rules changes are summarized below.

2) Calculating Weapon Damage

The amount of damage done by a blow from a Close weapon is assumed to be primarily dependent on the amount of physical force a character can put into a blow. This is measured by the difference between the STR minimum required to properly wield a weapon and the actual STR rating of the character using it. Each weapon lists a base die roll for Damage Done at Normal and Expert levels of skill; this base represents the damage potential of a weapon in the hands of a character possessing average qualifications for its use. Characters with STR ratings far above or below the minimum requirement listed for the weapon adjust this damage die roll in the following manner:

If character STR - Weapon STR minimum =	
-8 or less	Weapon cannot be utilized by player.
-3 to -7	Roll one less damage die of the type listed. Subtract -1 from HP for every point below STR minimum.
-1 to -2	Normal damage. Subtract -1 from HP for every point below STR minimum.
0 to +4	Normal damage; no HP change.
+5 to +7	Roll one additional damage die of the type listed.
+8 to +9	Roll two additional damage dice of the type listed.
+10 or greater	Roll three additional damage dice of the type listed.

Example: The WEAPON SPECIFICATIONS table indicates that the STR minimum for properly using a broadsword is 9, and that the weapon does a Normal damage of 2D4 per successful blow. If a character wielding a broadsword has a STR of 15 (6 above the minimum), he would do 3D4 of damage; while a character with STR 18 would do 4D4 (two extra dice) of damage. If, conversely, the character had a STR of only 5, he could still use a broadsword, but would do only 1D4 of damage, and would further more swing at a -4 to normal HP (hitting ACO on a 12 instead of an 8).

These STR adjustments to damage replace the Requisite bonuses to Damage Done formerly

awarded to characters with high STR ratings. STR adjustments are not applied to attacks made with Ranged weapons, or to those Close weapons identified with an asterisk (*) on the weapon table (e.g., rapier, dagger).

3) Hit Probability Effects of Weapon Minimums

In Thieves' Guild, a character attempting to use a weapon for which he did not possess the minimum requisites suffered a -4 to his HP, regardless of the size of the gap between these minimums and his/her actual abilities. Given the sizable nature of this penalty, weapon minimums were often relaxed below logical limits. The new Weapons table sets down more stringent minimum requirements, which are combined with the following revised system of penalties. For each point of STR or CDN a character is below a stated weapon minimum, he has -1 subtracted from his basic HP with that weapon.

Example: Morningstars have a base HP of 11, and STR and CDN minimums of 11 as well. A character with STR 9 and CDN 10 would therefore have a base HP of 14 with a morningstar; a character with STR 14 and CDN 9 would hit ACO on a 13 (Note that having a STR rating in excess of minimum requirements does not negate the penalty imposed on HP for being below CDN minimums, or vice versa).

4) Hit Probability Adjustments to Missile Attacks

The basic hit probabilities identified for Ranged (missile) weapons represent a character's chance of hitting a stationary target. Negative adjustments to HP are made whenever a player fires at a moving target.

For purposes of this rule, a character is considered to be stationary if a) he is standing still, b) is engaged in combat, or c) is moving in a straight line, at a consistent pace no faster than a brisk walk directly toward or away from the player. Otherwise, a player must make appropriate adjustments to his hit probability, based on the type of evasive action being taken by his target (the three numerical values listed in parentheses in each movement category represent the HP adjustments made at short, medium, and long ranges).

- Running in a straight line (0/-1/-2). Any character running as a result of demoralization or panic is considered to fall into this category of movement. Horses and animal-driven wagons are also considered to move in a straight line when running, for purposes of this rule.
- Moving rapidly in a direction lateral to the attacker's line of fire (-2/-3/-4). A self-explanatory condition.
- Consciously dodging (-4/-6/-8). While consciously dodging, a character may not move more than two-thirds of his normal movement allowance (MA). A dodging character may not carry extremely heavy items -- such items are presumed to be laid down or dropped at the spot where he begins dodging.

WEAPON SPECIFICATIONS

Close Weapons

Weapon Type	Basic Hit Prob (HACO)	Damage		Minimum Requirements			Notes
		Normal	Expert	STR	CDN	REF	
<u>Swords</u>							
Shortsword	9	2D3	3D3	7	11		
Broadsword	8	2D4	3D4	9	10		
Rapier *	7	1D8	1D12	3	13	13	
Bastard Sword	7	2D6	3D6	13	8		
Greatsword (Zweihander)	6	2D8	3D8	16	8		
<u>Axes</u>							
Francisca (Small Ax) **	9	2D3	3D3	7	8		
Battleaxe (single-bit)	8	2D5	3D5	11	7		
Battleaxe (double-bit)	8	2D5	3D5	11	13		a
Large Axe	7	2D6	3D6	14	6		
<u>Blunt Weapons</u>							
Cudgel (Sap)	10	2D2	3D2	5	7		
Club	9	2D4	2D4	10	7		b
Mace	9	2D4	3D4	8	9		
Maul (Thor-hammer) **	9	2D3	3D4	7	11		
Morningstar	11	2D8	3D8	11	11	8	
War Hammer	9	2D6	3D6	11	9		
Great Hammer	8	2D10	3D10	16	6		
<u>Pole Weapons</u>							
Javelin **	11/13	2D3	2D3	5	6		b
Boarspear **	8/9	2D4	3D4	9	9		
Spear **	7/10	2D5	3D5	9	7		
Lance (Mounted) *	10/NA	2D12	3D10	9	13		c
Halberd	5/9	2D6	3D6	10	11		
<u>Dagger Types</u>							
Dagger *	11	1D4	1D6		11	9	
Knife *,**	11	1D4	1D5		8		
Main Gauche *	9	1D6	1D8	6	13	9	d

- * - Weapon does not receive strength bonuses to Damage Done
 ** - Weapon may be used as ranged weapon; requires separate weapons training

Ranged Weapons

Weapon Type	Basic Hit Prob (Sht/Med/Long)	Damage		Minimum Requirements			Range Limits			Notes
		Normal	Expert	STR	CDN	REF	Sht	Med	Long	
<u>Bows</u>										
Short Bow	5/9/13	1D6	1D6	5			60	150	300	e
Horse Bow	5/8/13	1D6	1D6	8			60	180	400	e
Long Bow	4/8/11	1D6	1D6	9			100	250	600	e
Composite Bow	2/7/11	1D6	1D6	13			150	325	750	e
Light Crossbow	3/7/13	1D8	1D8	7			50	150	450	e, f
Heavy Crossbow	2/6/12	1D8	1D8	16			80	250	600	e, g
<u>Thrown Missile Weapons</u>										
Sling (with windup)	3/8/13	1D4	1D6		13		45	90	200	
Sling (flat)	8/13/17	1D4	1D6	8	13		30	50	75	h
Knife	5/9/14	1D4	1D5		8		30	75	120	e
Francisca	6/11/15	1D6	1D8	9	11		15	45	90	e
Maul	5/11/17	1D6	1D8	11	13		15	50	120	e, i
Bolo	4/9/14	1D5	1D6	7	11	8	30	60	100	f, j, k
Net	8/NA/NA	Tangle			11		20	NA	NA	k, l
Javelin	4/8/13	1D8	1D10	7	11		50	125	200	e
Boarspear	5/11/16	1D10	1D12	11	12		40	80	120	
Spear	5/10/15	1D10	1D12	11	11		50	100	150	e

- a - If misses on first attack in melee round, gets return strike at -4 HP.
 b - No expertise possible with this Close weapon.
 c - Base HP is 5 if target is stationary.
 d - May be used to add +2 to defense instead of as an attack weapon.
 e - Expertise adds +2 to Critical Hit Prob
 f - Attacks once every 2 melee rounds
 g - Attacks once every 4 melee rounds.
 h - Attacks 2x per melee round
 i - For successful attack at Medium range, add 1D3 to damage done; at Long range, 1D6.
 j - Attacks at -4 to HP when attempting to do damage
 k - May be used to tangle a foe's leg (incapacitated for 1D6 melee rounds)
 l - Attacks once every 3 melee rounds.

- d) Consciously dodging between cover (-6/-8/-10). While dodging from cover to cover (in the form of bushes, trees, large boulders or buildings), a character may not move more than one-half of his MA. In addition to the above restriction on carrying capability, there is a 15% chance each melee round that a character dodging between cover will drop his ready weapon in the course of his exertions.
- e) Hiding in cover (-3/-4/-5). While in actions a - d, a character may not make any attacks of his own, he may fire Ranged weapons while hiding in cover. Such attacks are made at a minus to the character's own HP (-2/-3/-4).

EXPERIENCE

- 1) Experience Tables for Fighter/Mage Classes
If player-thieves use the Hireling rules presented in this chapter, they will often hire experienced NPC characters and need to know what increases to their fighting and/or spellcasting abilities the hirelings have accrued. This information is contained in the table FIGHTER/MAGE LEVELS, ABILITIES, AND EXPERIENCE. Explanation of the information in this table is provided below.
- (GM's Note: All bonuses awarded for experience are cumulative - thus, if a 9th level fighter wearing chainmail receives a +1 to his Dodge at 4th level, and another +1 at 8th level, he receives an overall +2 bonus to his effective armor class for experience).

Fighter Levels, Abilities, and Experience

Mage Levels, Abilities, and Experience

Hit Die	Hit Bonus	Prob Dodge Bonus	Weapons Expertise	Level	EP Needed	Hit Die	Hit Bonus	Prob Dodge Bonus	Saving own	Roll opp	Other Notes
	+2			1	0.OK						(1)
	+2			2	1.5K		+1		+1		(2)
*	+2	+1 Q,L,C	*	3	3.OK		+1				
	+2			4	6.OK	*	+1			-1	
*	+2	+1 S,P		5	12.OK		+1	+1 Q,L(3)			
	+2		*	6	25.OK		+1		+1		(4)
*	+2	+1 Q,L,C		7	50.OK		+1				
	+2		*	8	100.OK	*	+1			-1	
	+2			9	200.OK		+1				
*	+2		*	10	300.OK		+1	+1 Q,L	+1		(4)

(1) Automatically senses magic use, within 50'

(2) 40% chance of detecting presence of magic item within 10'

(3) Mages may not wear metallic armor, because metal perverts the effect of spell casting power

(4) Attains weapons expertise with any non-metallic weapon.

- a) Hit Die - For each level marked with an asterisk that a character has attained, he receives an additional roll of his Hit Die, and adds the result to his total Hits to Kill. The type of Hit Die rolled is dependent on the character's STR and STM rating (see charts presented in the Hirelings section of Chapter 5).

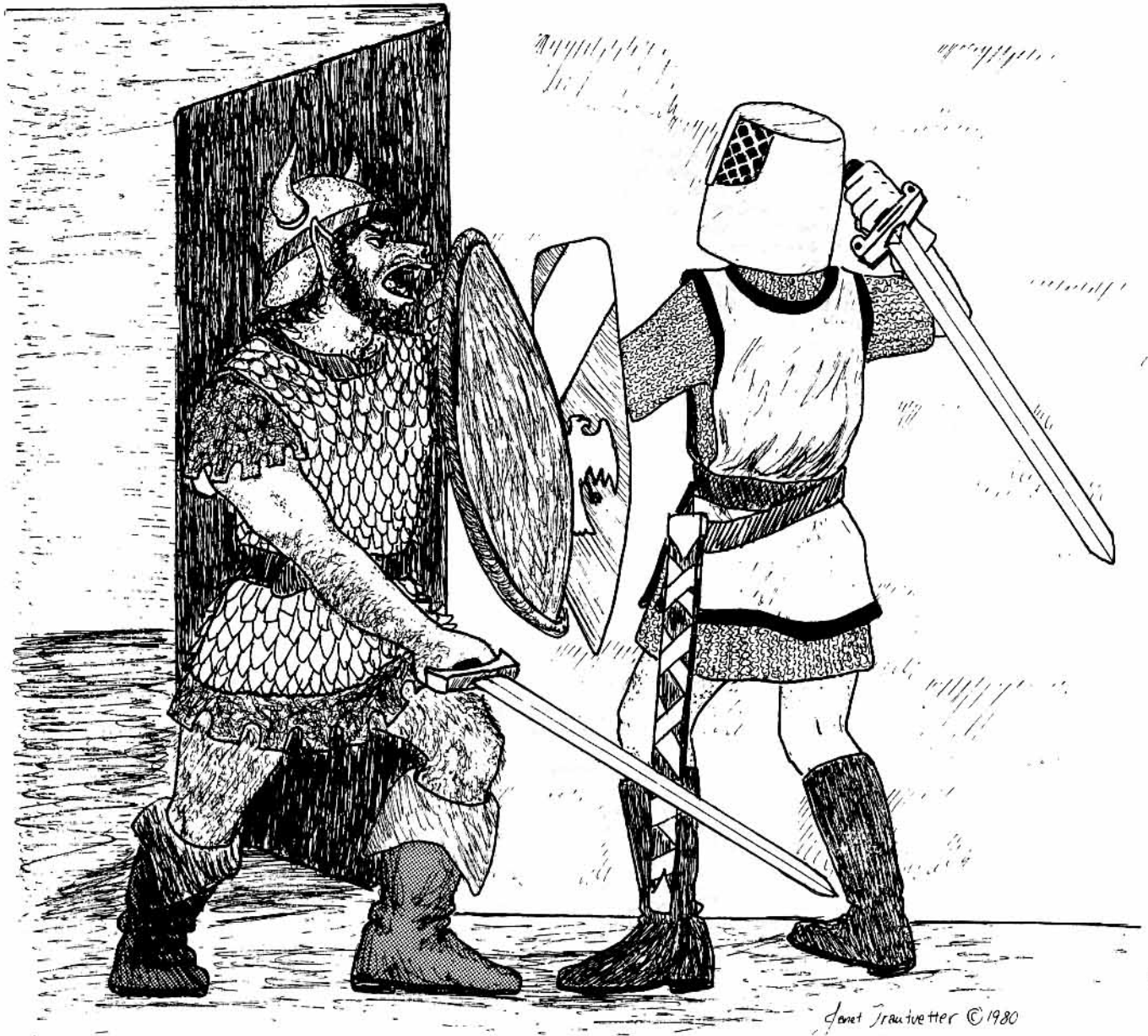
For NPC guards and travelers contained in the various scenario descriptions, HP bonus points have already been allocated, and are reflected in the HACO ratings assigned to each weapon listed in the Character Description tables. For hireling characters, the hiring players may decide how to distribute any bonus points accrued.

- b) Hit Probability Bonuses - At each experience level attained, characters receive a certain number of bonus points which can be used to improve their hit probabilities with various weapons. The cost of improving skills with a given weapon rise in an arithmetic progression (i.e., it costs 1 bonus point to improve HP by +1, 2 bonus points for the second point of HP improvement, 3 points for the third +1 increase, and so on). Players can spend points to improve several weapons, or may concentrate on a single weapon. Bonus points may be saved until a player accumulates enough points to finance his next level of HP improvement.

Example: At 6th level, a fighter has received 10 bonus points - 2 for each experience level gained. He could use these points to improve his HP with a single weapon by +4 (costing 1+2+3+4, or 10 pts), or improve his HP with one weapon by +3 (1+2+3) and in another by +2 (1+2), with 1 point saved in reserve; or to increase HP with three separate weapons by +2, with yet a fourth raised by +1.

- c) Dodge Bonus - Pluses recorded in this column are added to the character's Effective Armor Class rating. For fighter characters, Dodge bonuses are attained at different levels, depending on the type of armor worn by the character. Thus a fighter in leather armor receives a +1 Dodge at 4th level, while the same fighter wearing plate armor would not receive this bonus until 6th level. Since both the Thief and Mage classes are restricted in the types of armor they can wear, all receive Dodge bonuses at the same experience level.

- d) Weapons Expertise - At certain levels, characters receive "expertise" in one weapon (player's choice). For most close combat weapons, expertise increases the number of Damage Dice rolled after a successful attack (see Weapons Specification table presented earlier in this chapter). For ranged weapons and special close weapons (e.g., rapier), expertise increases Critical Hit Prob ability by +2 - thus, an expert needs to roll a result only 8 above his effective HP in order to critically wound his foe.



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e) Adjustments to Magic Resistance (MR) Saving Rolls (Mage class only - +1 bonuses recorded under the DWN column are added to a mage's own MR rating when he makes saving rolls against spells or other sorcery. The -1 penalties in the OPP column are subtracted from an opponent's normal MR rating when he makes saving rolls against spells cast by this character.

2. Changes to Thief Experience Table
 The THIEVES' LEVELS, ABILITIES, AND EXPERIENCE table presented in Thieves Guild inadvertently omitted identification of the levels at which Weapons Expertise is obtained. In addition, that table does not reflect the hit probability bonus point system outlined in this section. Consequently, these columns are printed in their revised form below.

REVISIONS TO THIEVES' EXPERIENCE AWARDS

Level	Hit Prob Bonus	Weapon Expertise
1		
2	+1	
3	+2	
4	+1	
5	+2	*
6	+1	
7	+2	
8	+1	
9	+2	
10	+1	*
11	+2	
12	+2	
13	+2	
14	+2	*
15	+2	

OBTAINING HIRELINGS

For certain types of criminal adventure (such as the tomb-robbing expedition described in this volume), a group of thieves may deem it wise to add to the capabilities of their party. Two basic types of assistance are likely to be sought: muscle, or magic

The following section presents some ground rules to be used when thieves attempt to obtain hirelings. The rules are organized into three sections: 1) finding candidates and setting terms of employment, 2) determining characteristics of the hireling, and 3) measuring the loyalty of the hireling.

1. Attracting and Convincing a Candidate. Player-thieves may search for prospective hirelings in a number of ways. Chances of success and also the quality of the candidates attracted, will differ widely with the method used.

a) The "old boy" network. The thieves spread the word through the local grapevine that they are seeking a good "_____", and hope that their friends or casual acquaintances know of a person that will fit the bill. Base chances of locating a candidate - 5%/day for a fighter (10%/day in small city, 15% in a large city); 2% for a mage (4% in small city, 8% in large city). Type of candidate found: 45% green, 45% intermediate, 10% veteran.



b) Posted advertisements. Players place a notice in a public establishment, such as a tavern. Since advertisements inciting individuals to participate in major felonies tend to draw the attention of the local constabulary, the notice should be

subtle, referring to "adventure" as the goal of the party. Most establishments will charge a small sum (5SP to 2GP) to display a notice. Base chances of locating a candidate - 5%/day for each advertisement posted (fighter or mage). Type of candidate found: 70% Green, 20% Intermediate, 8% Veteran, 2% Elite.

c) The Guild. If a thief is a member of the local Thieves Guild, he may ask the Guild to make inquiries about hirelings in his behalf. (If the thief belongs to a Guild in another area, there is an 80% chance that the local Guild will extend him a similar courtesy. A refusal will usually signify that the two Guilds are not on the best of terms, and may be accompanied by a beating - or worse). In exchange for providing this search, the Guild will demand a larger than usual share of the loot recovered (40%-50% for locals, 60%-75% for out-of-towners), and insist on knowing "full details" of the planned crime. This price is admittedly steep; however, the Guild has an 60% chance of locating a hireling each day, and has the connections to insure that the candidates they provide are of good quality (all Guild candidates will receive no less than a +2 to their requisite attributes on the Bonuses and Penalties charts in the next section; reroll all lower results). Type of candidate found: 10% Green, 45% Intermediate, 40% Veteran, 5% Elite.

Once a candidate has been located, determine race and sex with two D100 rolls. Racial background: 01-60= human; 61-85= player choice of race (elf, dwarf, hobbit, centaur); 86-00= player choice of race (orc, kobold, UrukHai, goblin). Sex of candidate: 01-80= male, 81-00= female.

This determined, the thieves then bargain to procure the candidate's services. If the candidate has been located by non-Guild means, there is some chance that he is of upstanding moral fiber, and is totally opposed to illegal activities. (10% chance if method 'a' is used, 35% if method 'b'). Individuals of this type will never accept the thieves' offer; if the thieves have said too much about their plans, the GM may even want to have him go to the authorities with his information, creating interesting sub-plots in the planned adventure.

For all other candidates, the likelihood that they will join the thieves is dependent on their ability level, and the amount of payment offered by the thieves. Payment may take several different forms.

- Daily salary.
- Lump sum payment (usually paid out 50% initially, remainder at conclusion of job).
- Offer to pay for outfitting the character for the expedition.
- Offer to give the character a magic item (weapon, ring, potion, etc.) to use during the adventure, or keep.
- Shares of the booty recovered.
- 1st choice of the booty recovered.

**EFFECT OF SALARY OFFERS ON CANDIDATE'S DECISION
(Fighter Class)**

Level				
Payment Type	Green	Intermediate	Veteran	Elite
Daily Salary	1% for each GP per day	3% for each 5GP per day; min req 3 days pay (**)	2% for each 5GP over 25GP per day min 7 days pay	1% for each 5GP over 50GP per day min 10 days pay
Lump Sum Payment	3% for each 25GP offered	3% for each 50GP offered	1% for each 40GP offered	1% for each 75GP offered
Offer to Outfit (*)	+30%	+10%	0	-10%
Offer Use of Magic Item	+30% per item	+20% per item	+15% per item bonus awarded only if allowed to keep	+10% per item bonus awarded only if allowed to keep
Offer Shares of Treasure	+25% per share	+15% per share	+5% for 1st share +15% for each additional share -20% none offered	0% for 1st share +10% for each additional share -50% none offered
Offer 1st Choice of Treasure	+80%	+50%	+35%	+20%

* Definition of outfitting for fighter hirelings: all food and lodging for period of employment, appropriate clothing (e.g., winter wear if adventure takes the party into cold climate), armor (leather), 1 weapon, and up to 50GP in miscellaneous equipment (ropes, packs, torches, etc.)

** If minimum requirements are not satisfied, candidate will refuse the job offer, regardless of whatever other incentives are offered.

**EFFECT OF SALARY OFFERS ON CANDIDATE'S DECISION
(Mage Class)**

Level				
Payment Type	Green	Intermediate	Veteran	Elite
Daily Salary	1% for each GP per day	3% for each 5GP per day; min req 5 days pay (****)	1% for each 5GP over 25GP per day min 10 days pay	1% for each 10GP over 50GP per day min 14 days pay
Lump Sum Payment	3% for each 25GP offered	1% for each 50GP offered	1% for each 100GP offered	1% for each 100GP offered
Offer to Outfit (*)	+15%	+10%	0	0
Offer Appropriate Magic Item (**)	+40% per item	+20% per item	+10% per item offered	+5% per item offered
Offer Shares of Treasure	+25% per share	+15% per share	+5% for 1st share +15% for each additional share -20% none offered min 50% of all magical items	0% for 1st share +10% for each additional share -50% none offered min 75% of all magical items
Offer 1st Choice of Treasure	+100%	+75%	+45%	+30%
Protective Ability of Group (***)	+1% each rating point over 100 -1% each rating point below 80	+1% each 5 rating points over 150 -1% each rating point below 120	+1% each 5 rating points over 250 -1% each rating point below 200	+1% each 10 rating points over 400 -1% each rating point below 350

* Definition of outfitting for mage hirelings: all food and lodging for period of employment, appropriate clothing, and up to 50GP in miscellaneous equipment (ropes, packs, torches, etc.)

** An appropriate magic item must contain a spell that the hireling does not already possess. Reduce stated bonus by 1/2 if the item offered can only be used once (e.g., a scroll).

*** Party's Protective Ability rating equals the sum of the following - 10 pts for each level of character experience above 2nd, 1 pt for each HTK of the various party members.

**** If minimum requirements are not satisfied, candidate will refuse the job offer, regardless of whatever incentives are offered.

The thieves may offer any one or a combination of these payment methods to the prospective candidate. The candidate will then evaluate the offer. Using the row in the table that corresponds to his level and class, calculate the candidate's base chance of accepting the job.

These base chances are then modified to reflect circumstances specific to the current situation:

- +20% for payment in advance (you are thieves, after all!).
- +20% if more than 80% party members are the same race as the potential hireling.
- 40% if the candidate is an elf, dwarf, or hobbit and the party is primarily composed of orcs, Uruks and kobolds (and vice versa).
- 30% for each former hireling of the party leader (or party) that has been killed (-10% if this occurred far away from current location).
- ((1D12 - 2) X 5%) if the adventure proposed is very risky (like tomb-robbing in Shale-Chuun, for example). The variable nature of this penalty reflects the fact that people react very differently to the threat of danger.

In addition to these general adjustment factors, mages have two special concerns that influence their employment decisions. All Veteran or Elite level mages will insist on receiving at least 1/2 of the magical items found on the adventure as an absolute condition of their employment. Also, mages have a very sensible aversion to violating any stronghold owned or guarded by a living, higher level mage. If the planned adventure involves such an undertaking, the normal percentage chances of locating a candidate, the chances that a mage will accept the job, and loyalty of the mage if hired are all reduced by 1/2.

After all adjustments to base chances have been made, roll a D100. If the result is equal to or less than the adjusted success percentage, the candidate accepts the job; the player turns to part 2 of these instructions to determine the requisite and special abilities of the new hireling. If the die roll is greater than this success percentage, the candidate rejects the offer. The players have one opportunity to attempt to change the candidate's mind by increasing their offer. If the candidate refuses again, the players must locate a new candidate, following the procedures outlined in this section.



2. Determining Hireling Characteristics

Once an NPC has been hired a succession of die rolls are made to determine the character's basic abilities. These procedures differ somewhat between fighter and mage characters, as detailed below.

- a) Requisite Attributes Roll 3D6 to determine the base value for each of the 10 characteristics (STR, CDN, REF, STM, DSC, IQ, TAL, MGR, MAG, APP). Make the normal racial adjustments to these base values as

listed in Thieves' Guild (If you do not have a copy of Thieves' Guild, simply use the result rolled regardless of hireling's race). Then, roll a D100 on the appropriate table below to determine what additional adjustments may be made. Where the die roll result indicates pluses or minuses to abilities, the hiring player/party may distribute these points in any way they wish, except that no requisite may be raised above a natural 18 or lowered below 1.

FIGHTER Adjustments to Requisite Abilities	
Die Roll	Effect
01 - 05	-8 from base values
06 - 12	-5 from base values
13 - 20	-2 from base values
21 - 40	no change to base values
41 - 55	+3 to base values
56 - 70	+6 to base values
71 - 85	+9 to base values
86 - 92	+12 to base values
93 - 97	+15 to base values
98 - 00	+20 to base values

Talent for a mage must be adjusted to a 15 or higher even if the normal result of the adjustment die roll did not provide sufficient points to do so, by subtracting the difference from the other characteristics.

MAGE Adjustments to Requisite Abilities	
Die Roll	Effect
01 - 04	-4 from base values
05 - 10	-2 from base values
11 - 20	no change to base values
21 - 38	+3 to base values
39 - 57	+6 to base values
58 - 79	+9 to base values
80 - 91	+12 to base values
92 - 97	+15 to base values
98 - 00	+18 to base values

b) Weapons Used. Use the appropriate table below to identify the types of weapons used by the hireling. He will use the most powerful weapon in each category for which he can satisfy STR, CDN, and REF minimum requirements. See the Weapons Chart on page I-36 for a complete list of the weapons available.

Hireling Fighter Weapons Knowledge	
Die Roll	Weapon Category Known
01 - 20	Sword
21 - 30	Sword and bow
31 - 45	Axe
46 - 50	Axe and thrown missile
51 - 60	Blunt
61 - 65	Blunt and thrown missile
66 - 85	Pole
86 - 90	Pole and bow
91 - 00	Bow and dagger

Hireling Mage Weapons Knowledge	
Die Roll	Weapon Category Known
01 - 05	carries no weapon
06 - 20	dagger (close range only)
21 - 45	quarterstaff
46 - 60	bow
61 - 70	sling or bolo
71 - 84	dagger (hand and thrown)
85 - 94	quarterstaff and bow
95 - 00	dagger and bolo

c) Armor Worn. Roll a D100 to determine the type of armor worn by the hireling. Certain types of armor reduce a character's effective CDN and REF while worn, affecting saving roll chances and possibly reducing HP and Dodge Requisite Bonuses. These penalties are indicated in the table below.

Hireling Armor Type				
Die Roll	Armor Type	Armor Class (AC)	minus to CDN	minus to REF
<15	None	0	0	0
16-35	Cloth	2	0	0
36-70	Leather	4	0	1
71-93	Chain	6	1	2
94-105	Scale	8	2	4
>106	Plate	10	3	5

For mage hirelings change all rolls of chain or better to leather armor. Add 20 to the above die roll if the character is Elite level; add 10 if Veteran; subtract 20 if Green.

d) Experience Level. Although the general level of the hireling has already been identified, the character's precise experience level must be known to determine the specific ability bonuses he receives. Actual experience level is determined by one of four D100 rolls:

Green 01-40 1st level, 41-00 2nd
Intermediate 01-40 3rd, 41-75 4th, 75-00 5th
Veteran 01-60 6th, 61-85 7th, 86-00 8th
Elite 01-70 9th, 71-00 10th

e) Hits to Kill (HTK). Add character's STR and STM and compare result to the table below to determine the type of hit die used. Divide STR + STM by 2 (rounding up), and add the result of a hit die roll. Consult the Fighter/Mage Experience Table; if the hireling's experience level entitles him to additional hit die rolls, add these results to the above total.

STR+STM	HIT DIE USED
<10	D4
10-19	D6
20-29	D8
30-35	D10
36-45	D12+D4

f) Experience Bonuses to Hit Probability, Dodge, etc. Consult the Fighter/Mage Levels, Abilities, and Experience Table in the experience section of Chapter 5 to see if the hireling's experience level entitles him to certain bonuses. If he receives hit probability (HP) bonuses, the player-thieves may decide how to distribute these bonuses among the hireling's weapons. For example, a 4th level fighter would receive 6 bonus points. These could be used to raise HP with one weapon by +3 (costing 1+2+3 points, or 6), or raise two separate weapons by +2 (costing 1+2 points each). In addition a character may have achieved expertise in 1 or more weapons. Consult the Weapons Specifications table to determine the effects of weapons expertise.

At certain levels, hirelings may receive bonuses to their Dodge abilities. These

bonuses are added directly to the base armor class of the character.

- g) Requisite bonuses to abilities. High or low requisite attribute values for CDN or REF will affect a character's HP or Dodge abilities, in the following manner:

CDN Rating	Hit Prob Adjust	REF Rating	Dodge Ability
1	-6	1	-4
2	-5	2	-3
3	-4	3	-2
4	-3	4	-2
5	-2	5	-1
6	-1	6-14	0
7-13	0	15-16	+1
14-16	+1	17-18	+2
17-18	+2	19-20	+3
19-20	+3		

(The following characteristics pertain only to mages.)

- h) TAU power or power points is the amount of magic power that a mage has. TAU power is consumed whenever a mage casts a spell. To calculate how many power points you have, add Talent plus Stamina and this will be your power points base. Using the Hit Die chart find out your TAU power die. Roll this die one time for each level of experience attained. Add the sum of these rolls to the power point base; the resulting number equals the total power points available to the mage. A mage will regain one-half his level an hour in power points until he gets back to his maximum allowed.
- i) Learning and casting spells. The table below lists a representative sample set of spells from the Fantasy System. To compile the list of spells that a hireling mage know, make an IQ saving throw for each spell desired, with the die roll being modified by a) the indicated difficulty factor of the spell and b) an experience adjustment equal to 2 X (level - 1) The player may attempt to "learn" the number of difficulty levels based on the following chart.

level	maximum # of spells	maximum # of difficulty levels
1	4	12
2	6	16
3	8	23
4	10	31
5	12	40
6	14	50
7	16	61
8	18	73
9	20	86
10	22	100

There are two power point expenditure costs associated with casting a spell. The first number represents the power needed to activate the spell. The second represents the amount of TAU power needed to rejuvenate (recharge) the physical body of the mage after the spell has been cast. A mage can recharge by resting completely the number of mr's equal to the recharge value;

he may not do anything else during this period. A mage may also choose to recharge by expending power points; it will take 1 mr no matter the cost involved. A mage may elect to cast a spell and then extend it many times without stopping to recharge; the cost for each extension is one-half the initial cost. These spells are identified with an '*' in the table. However, at the end of such a spell casting phase, he must pay one-half the recharge cost per extension plus the regular recharge.

- j) List of Spells. (Difficulty factors indicated in parentheses; A = spell automatically known, / = cost per increment.)

- 1 READ MAGIC (-3) 1 - 0
will enable the caster to understand magical writing if he can read the language used. This is good for one page of text from a book.
- 2 DETECT MAGIC (A) 1 - 0
will detect the presence of magic in an object or a 10' by 10' area.
- 3 MAGIC MISSILE (6) 4/ - 3
fires a magic bolt as if a +2 arrow shot from a composite bow at short range. Caster may fire (level+1)/2 rounded down bolts per spell cast, but may not direct them at separate targets until 11th level. Bolt range is 90' and then it disappears.
- 4 MOONLIGHT (4) 4* - 0
will produce a glow equal to the light of a full moon it will affect any creature affected by moonlight. Lasts 40 mr.
- 5 SHIELD (4) 2/* - 0
will raise the AC of the caster by 1 for 1 mr for each increment of power points expended.
- 6 VOICE TOSS (2) 2/* - 0
allows caster to project his voice 20' per power point increment, but not thru solid material. May talk for 4 mr.
- 7 FIND DIRECTION (0) 1 - 0
will give compass direction in which caster is facing.
- 8 AWAKEN (3) 2 - 0
will awaken any one sleeping being.
- 9 READ LANGUAGES (-1) 1 - 0
will enable the caster to understand the meaning of any written message except magical runes. This is good for one page of text from a book.
- 10 DETECT ALTITUDE (-4) 1 - 0
will determine height above or below sea level
- 11 CHARM HUMANOID (10) 12 - 0
will put any specified humanoid under the control of the caster. May be broken, check every period of time according IQ=3 - one month, IQ=18 - one day and make scale for the rest. Will break if suicide or extreme danger ordered

- 12 DETECT LIFE (2) 2 - 0
will determine if there is anything living in a specified 10' by 10' area.
- 13 HOLD PORTAL (8) 6 - 6
will cause a door to be held as if barred by a 1' by 1' cross section of oaken beam.
- 14 HOT SHOT (7) 5 - 3
is a small fireball causing 1D6 of damage.
- 15 LISTEN (4) 4 - 0
raises hearing ability by 60% for 4 mr.
- 16 NOISE (3) 2/ - 0
will create a distracting noise at a distance of up to 10' per power point increment
- 17 SLEEP (5) 8 - 8
will cause living beings to fall into a deep, natural slumber, from which they may be awakened by 2 mr worth of shaking. The spell affects 50 + (25 X caster's level) hit points, starting with the lowest hit point being in the spell area.
- 18 PROTECTION FROM EVIL INFLUENCE (4) 8* - 0
will increase your saving throws against evil influences or spells cast by evil opponents by 4 or 1/3 your MR, whichever is greater. Lasts 4 mr.
- 19 DETECT ENEMIES (6) 4* - 0
will determine if there are enemies present within a range of 100'.
- 20 DETECT EVIL (6) 2 - 0
will determine if a specified being or object harbors evil influences.
- 21 DETECT GOOD (7) 2 - 0
will determine if a specified being or object harbors good influences.
- 22 DETECT VALUE (9) 1 - 0
will give the exact value of an object 75% of the time, +/-5-30% {5% x 1D6} 20% of the time, and a completely erroneous value (+/- 10-1000% {10% x 1D100}) 5% of the time.
- 23 DAYLIGHT (9) 8* - 0
will produce light equivalent to the light in a shaded room during the day. Will not harm beings who are susceptible to the sun's rays. Lasts 40 mr.
- 24 SENSE HIDDEN (10) 10 - 0
will determine if anything has been hidden or concealed in a specified 10' by 10' by 10' volume. Does not reveal location or type of object.
- 25 LIMITED INVISIBILITY (11) 8* - 4
will render invisible any living being or object, human-sized or smaller. Does not allow movement or attack. Lasts 20 mr
- 26 CHARM SMALL ANIMALS (9) 14 - 0
enables caster to charm 1D6 rabbit-sized or smaller animals. Complicated directions will break charm.
- 27 DETECT SECRET DOOR (7) 4 - 0
will determine if a secret or concealed door, panel, opening, etc. is present in a 10' by 10' by 10' area.
- 28 DISCERN MAGIC SPELL (6) 3 - 0
will determine what spells have been embedded in an object. First successful cast reveals number of discrete spells embedded in object. Will only reveal 1 spell per successful cast. Spells are revealed in order by level starting with the lowest.
- 29 SPHERE OF DARKNESS (15) 6 - 6
will cause a sphere of lightlessness to form about a specified point in line of sight up to 50' away. Sphere is 10' in radius and lasts 8 mr.
- 30 KNOCK (10) 6 - 0
will cause any locked door or object to open for 2 mr, then will close.
- 31 LEVITATE (12) 14* - 8
will raise the caster's center of gravity from the surface up to the rate of 20' per mr. Newton's Law will apply if free floating. Lasts 40 mr.
- 32 STRENGTHEN (12) 12 - 10
will add to the STR rating of beings: +1D6 to fighter classes, +1D5 to roguish classes, +1D3 to the other classes. Lasts 2 hours and receptor must rest for 1 hour afterwards.
- 33 TANGLE FIELD (12) 12* - 6
creates a volume 10' by 10' by 10' in which one moves as if in molasses. Any blows struck are at 1/8 speed and -8 HP. Any object entering the field is affected.
- 34 DETECT INVISIBLE OBJECTS (14) 6 - 0
will determine if something invisible is present within a 30' by 30' area. Will not see object or know what it is or know where it is in the area.
- 35 BLAZE OF NOON (15) 16* - 0
produces light equivalent to full noontime daylight. Beings who can be hurt by the sun's rays will be hurt by this spell. Lasts 40 mr.
- 36 BASH (12) 14 - 4
will deliver a blow equal to the blow of a battering ram to any specified door, object, or living being. To a living being it does 3D10 of damage, or nothing if MRST is made.
- 37 HASTE (14) 8 - 16
will speed up receptor by 1/2 current speed. Lasts 40mr.
- 38 HOLD PERSON (16) 20 - 6
will prevent 2D4 intelligent beings from approaching caster, or will function as a charm spell at -6 ST on 1 intelligent being.
- 39 NIGHT SIGHT (12) 16 - 0
allows the receptor to possess hypervision for 240 mr

- 40 SLOW (12) 8 - 6
will slow receptor to one-half current speed. Lasts 40 mr.
- 41 DETECT SMALL TRAPS (9) 6 - 0
will determine if there is a small trap on an object or in an area 3' by 3'
- 42 LOCATE LARGE OBJECT (16) 10 - 0
will reveal the direction and distance of a specified object, within a range of 250'. Object must be clearly pictured in the mind.
- 43 DETECT POISON (10) 6 - 0
will determine if poison or venom is present in a living being, object, or a volume 10' by 10' by 10'.
- 44 DISPELL MAGIC (10) 16 - 0
will dispell another's magic 80% of the time. There is a +/- 5% per level difference in trying to dispell a magic spell.
- 45 FULL INVISIBILITY (18) 14* - 10
will render invisible any living being or object that is human-sized or smaller. Receptor may move but any attack will render receptor visible again. Lasts 20 mr.
- 46 LIGHTNING BOLT (20) 20 - 8
sends a lightning bolt (3' diameter, 60' length) up to 300' away in direct line-of-sight. The bolt will travel a minimum of 120', even if it must rebound to do so. Bolt will do 4D10 points of damage to any being or object struck, half damage if MRST is made.
- 47 MISSILE REPULSOR (16) 12* - 0
will repulse up to 10 points worth of missiles per mr: spear is worth 4 points, javelin 4, knife 2, bolt 2, and arrow 1. Lasts 4 mr.
- 48 SILENCE (10) 16* - 0
will create silence within a 15' radius of the receptor. Lasts 20 mr.
- 49 NOOSE OF FLESH (34) 150 - 0
creates a living circle of flesh up to 30' in diameter that is 4' wide. It contracts at the rate of 1' per mr until it meets and consumes itself. Will consume all organic matter within the circle.
- 50 NULL-MAGIC SHIELD (30) 40* - 20
projects a 6' diameter sphere which nullifies magic, both incoming and outgoing. Lasts 8 mr.
- 51 STONE TO FLESH (24) 40 - 20
will return the statue of a victim of stoning to the flesh state.
- 52 HEAL WOUNDS (20) 15 - 2/
will heal 2D20 points of damage on a specified person. Recharge of 2 points per point of damage healed.
- 53 DIMENSION DOOR (20) 20 - 10
creates a door thru anything up to 50' in any direction which allows up to 6 people to pass thru. Door lasts for 10 mr
- 54 EXPAND (18) 14 - 0
will cause the receptor to double in size in 40 mr. Strength and weight do not change, only size.
- 55 SHRINK (18) 14 - 0
causes receptor to shrink to 1/2 size. Reverses Expand.
- 56 CAMOUFLAGE (14) 25 - 0
causes any non-living object to be disguised as any other object of the same size.
- 57 SEE INVISIBLE (20) 12* - 0
allows receptor to see any invisible objects or living beings within a volume 10' by 10' by 50' in a direct line of sight. Lasts 4 mr.
- 58 SHAPE SEEMING (17) 6 - 6
allows caster to assume the seeming shape of any living creature of approximately the same size.
- 59 UNCURSE (15) 12 - 6
gives a percent chance equal to (IQ + TAL) + (level X 2) that curse is removed.
- 60 SUMMON MONSTER (19) 10/ - 0
will call the nearest "monster" of 1 hit die per spell point increment. The monster will not be under the control of the caster.

(Optional) - Hiring Special Characteristics

To make hiring NPCs more interesting additions to an adventure, GMs may want to round out a hiring's personality by providing him with distinctive preferences and paranoias. The GM may wish to generate each NPC character himself; or he may use the following random roll-up procedure to generate special characteristics for hirelings. Roll a D100 to determine if a character possesses unusual traits: 01 - 60, no unusual features; 61 - 95, one special feature; 96 - 99, two special features; 00, three special features. If special characteristics are indicated, the GM rolls a D20 and consults the table below to determine the trait possessed. Only the GM should be aware of this characteristic until it manifests itself in the course of play; indeed, sometimes the NPC will have no conscious knowledge of this trait

SPECIAL CHARACTERISTICS TABLE

- 1 - Afraid of water. Character cannot swim, will not voluntarily enter any body of water more than one foot deep.
- 2 - Afraid of undead. Will run in fear (or faint - 15% chance) if confronted by undead.
- 3 - Dislikes dwarves intensely. Is openly hostile to them even if they are party members. If NPC is dwarf, change this result to a dislike of elves.
- 4 - Dislikes orcs intensely. Same effect as #3. If NPC is orcish, Uruk, half-orc, change this result to dislike of humans.

- 5 - Extremely susceptible to poison. Subtract -8 from normal STM saving roll when saving versus poison. Will not voluntarily battle poison-bearing creatures (snakes, scorpions, etc.) at close range.
- 6 - Essentially immune to petrification. Add 8 to saving roll when saving versus either monsters with petrification ability (gorgon, cockatrice) or magical flesh-to-stone spells.
- 7 - Very anxious to impress members of the opposite sex. If there are party members of the opposite sex and they have APP ratings of 13 or higher, the NPC will attempt to show off his prowess to them at every opportunity.
- 8 - Eagle-eyed. Add +1 to NPC's calculated HP with ranged weapons; increase hireling's general chances of sight identification during daylight hours.
- 9 - Heavy drinker. Will seize any opportunity to drink. When drunk, becomes loud and obnoxious (likely to start bar fights, etc.). Gets badly hung-over; subtract 3 from normal HP for the first 12 hours that he is awake after a binge.
- 10 - Extremely superstitious. Looks for omens in almost any situation, and lets his judgment be ruled by them. Double all positive or negative adjustments made to character loyalty made as a result of events.
- 11 - Light sleeper. Add 20% to base hearing at night. Character is seldom surprised by night encounters.
- 12 - Master of First Aid. Knows techniques to heal 1D6 wounds of damage for any normal set of wounds; has 60% chance of knowing what to do in an emergency situation.
- 13 - Mental Mapping ability. NPC has 60% chance of retracting his steps correctly from memory, if necessary.
- 14 - Has extreme case of "hero worship". Hireling will attach himself to the party member with the highest MAG, and follow that character's lead - will agree with all suggestions, travel in close proximity, even commit acts of great bravery (or folly) in his hero's behalf.
- 15 - Excellent horseman. Hireling knows Horsemanship, comes equipped with a good quality medium horse.
- 16 - Wanted for murder. Hireling is wanted in a province about 50 miles west for the murder of an influential tradesman. Will try to discourage party from taking routes leading in that direction. If near this area, there is a 20% chance that the NPC will be recognized. If recognized, party will be pursued.
- 17 - Has inborn sixth sense for spotting secret doors and panels. Add 20% to normal chances of sensing secret doors.
- 18 - Braggart. In encounters with other

members of character races, will pass himself off as party leader, able to make decisions for the group. Overrates his abilities considerably, and fabricates stories of his prowess.

- 19 - Fumble-fingered with intricate devices. Suffers -30% penalty to normal chances of picking locks or disarming traps. Prone to drop small items that he handles.
- 20 - Stubborn. In crisis situations, character keeps own counsel on the best way to survive. There is a 30% chance that he will not obey orders given to him by the party (although he will not verbally disagree); he will instead follow his own instincts (as decided by the GM).

3. Measuring Hireling Loyalty

Hirelings are employees, not servants or slaves. They may be ordered to perform certain duties, but are completely free to refuse to perform tasks if they were not explicitly agreed to at the time the NPC was hired. Hirelings will not perform in a self-sacrificing manner, risking their lives for the good of the party -- they look out for their own interests first. If a hireling has been fairly treated, he will normally be willing to take an equal share of the risks in this adventure.

A hireling's base loyalty is equal to 20+ the roll of a D100. Only the GM knows this loyalty base. Whenever a hireling is confronted with a situation dangerous to life and limb, or is ordered to undertake a risky task, he rolls a D100 and compares the result to his current Loyalty rating. If lower, he will act in the party's interests; if not, he will refuse to risk his own neck.

A hireling's base loyalty may be altered by a variety of circumstances. Events improving hireling loyalty would include brave acts by his employers, the successful recovery of treasure, or accomplishment of a major objective. Events which would lower hireling loyalty would include non-payment of scheduled salary, poor rations, the sight of fear in his employer, or wounds sustained by the hireling. Additionally, loyalty becomes eroded when it is constantly called on. Reduce Loyalty rating by 10% after each occasion a Loyalty roll must be made. Thus, even a hireling with high initial loyalty will eventually reach his breaking point if the party remains unsuccessful in obtaining treasure, yet continues to place demands on the NPC.

Although these rules are primarily designed for use in generating hirelings, they can also be used to construct caravan guards or other encountered NPCs.

GENERAL INFORMATION FOR USING THE SCENARIOS

The scenarios that follow vary greatly in complexity and risk. The highwayman adventures are suitable for use with beginning player-characters, providing that they exercise some discretion in deciding who to attack. The tomb robbing adventures, on the other hand, are best suited for a fairly large (8-10) mixed group of intermediate and high level thieves. This mix is provided so that both experienced players with long-standing thief characters from other FRP systems and newcomers to fantasy gaming will have suitable tests to face. GM's should permit players to set up experienced characters if they wish to venture into Shale-Chuun before their other characters have accumulated sufficient experience.

These scenarios are specifically designed for use with the character creation and play rules described in Thieves' Guild. However, GMs should find it fairly easy to translate the NPC descriptions into other role-playing frameworks if they prefer to adapt these adventures for use in an existing campaign. This section briefly summarizes the working principles of the Thieves' Guild system, and

familiarizes the GM with the presentation formats used in these descriptions. Those who already own Thieves' Guild can go grab a sandwich for these two pages -- this is nothing you don't already know.

For most room and/or NPC encounters, two separate descriptions are provided. The first identifies what can immediately be seen or sensed by the players, and can be read directly to them; the second provides a more complete description of the situation to be privately used by the GM in refereeing the course of play. We also recommend that the GM carefully read the character sketches provided for key NPCs before beginning play; these descriptions often contain details on the character's reactions to different situations, his tactics, and (when applicable) his relationships with other companions.

A consistent table format is used to present CHARACTER DESCRIPTIONS. A sample line from these tables is shown below, along with a list of abbreviations used and instructions for interpreting the various information presented.

CHARACTER DESCRIPTION FOR TORBAN THE TURBULENT

CHARACTER NAME	CLASS	ST	CO	RF	SM	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
Torban	VET HU FTR	18	16	16	17	11	BDSWDe L BOWe SPEAR	4 -2/2/6 3/6	5D4 1D6 3D5		C/S 9	44	WRHOR
	(1)		(2)				(3)	(4)	(5)	(6)	(7)	(8)	(9)

- 1) The Character Code provides information on the character's experience level, his race, and his character class. There are four experience levels identified in the tables, these levels are used to determine the amount of experience points awarded for killing foes, as follows: Green - 6 EP per hit point dealt, Intermediate - 9 EP, Veteran - 14 EP, and Elite - 21 EP. The abbreviations used in the Character Code are defined in the table below. When a number follows the Character Code, it represents the purse carried by the NPC.
- 2) These columns represent the racially adjusted values of Torban's requisite characteristics for strength (ST), coordination (CO), reflexes (RF), stamina (SM), and magic resistance (MR). These values should be used by the GM whenever Torban needs to make saving rolls. All saving rolls are made against 2D12; the die roll must be equal to or lower than a character's adjusted rating for the requisite being tested.

Saving rolls may also be employed in situations when a character or NPC voluntarily attempts an action requiring above average skill. Examples of actions that might require saving rolls would include battering down a locked door (STR saving roll) or dodging out of the way of a falling object (REF saving roll). The GM

may assign pluses or minuses to the saving roll, or even require rolls of additional D12, to reflect the relative difficulty of the action attempted.

- 3) This column lists the various weapons carried by the NPC. Unless otherwise specified in the scenario description, the first weapon listed will be the character's ready weapon. The abbreviations used for weapons are defined in the table.
- 4) The values in this column represent the die roll result that must be equalled or exceeded on a D20 for Torban to successfully hit an unarmored foe (Armor Class 0) with the listed weapon. To compute a character's chance of hitting a particular foe, add the foe's effective armor class rating (see note 7) to the HACO values presented here. The HACO values in the character description incorporate any bonuses that the character receives as a result of high coordination ratings, weapon quality, or accrued experience. If the weapon is used in missile combat, like Torban's longbow, three separate ratings are provided for accuracy at short/medium/long range. Pole weapons (e.g., spear) receive two HACO ratings, one for first attack and the other for subsequent attacks.
- 5) This column indicates the dice that should be rolled after a successful attack to

measure the amount of damage inflicted to the target. These values incorporate any damage bonuses that Torban would receive for high STR ratings or weapons expertise.

- 6) This column identifies any unusual features of the weapons listed. It is used to indicate tactical notes, changes to frequency of attacks, or special weapon abilities such as built-in bonuses to damage or hit probability.
- 7) This column indicates both the type of armor worn by the character, and also his effective armor class (EAC). EAC includes both the normal protective ability of the armor worn (and any built-in bonuses), as

well as the character's Dodge ability. EAC is added to the opponent's HACO to determine the die roll needed for a successful attack on the NPC. Abbreviations used in this column are defined in the table.

- 8) This column represents the total amount of damage (in hits) that Torban can sustain before being killed.
- 9) This column is used only in Highwayman character descriptions, and indicates the type of riding animal a character possesses, if any. The abbreviations used in this column are defined below.

CODES AND ABBREVIATIONS FOR CHARACTER DESCRIPTIONS

Experience Level:

GR Green
(1st-2nd Level)
INT Intermediate
(3rd-5th Level)
VET Veteran
(6th-7th Level)
EL Elite
(8th-10th Level)

Race:

CE Centaur
DW Dwarf
EL Elf
HD Hobbit
HU Human
KO Kobold
OR Orc
PX Pixie
UH Uruk-Hai

Class:

ARC Archer
CEN Centurion
FTR Fighter
HLR Healer
MAG Mage
NON Non-Combatant
PRI Priest
PRM Priestly Mage
THF Thief
TRD Trader

Armor Type:

NON(N) None
CLO(Q) Quilted cloth
LTH(L) Leather
CHN(C) Chainmail
SCA(S) Scale
PLT(P) Plate
/S with shield
ANH Animal hide
SKN Natural (skin)

Weapons:

1BBAX Battleaxe,
single-bitted
BDSWD Broadsword
BOLO Bolo
CLAW Claws
CPBOW Composite bow
e expertise
with weapon
F HVS Front hooves
GRSWD Two-handed sword
HANDS Bare hands
HFSWD Bastard sword
(hand and a half)
2HHMR Two-handed hammer
HMR War hammer
LANCE Mounted lance
L BOW Long bow
LG AX Two-handed ax,
single-bitted
LXBOW Light crossbow
MACE Mace
MGSTR Morningstar
MILFL Military flail
QSTF Quarterstaff
RAPR Rapier
R HVS Rear hooves
S BOW Short bow
SCIM Scimitar
SHSWD Shortsword
SM AX Francisca
SPEAR Spear
WHIP Whip

Mode of Transport:

GTHOR Superheavy horse
HVDOR Heavy horse
WRHOR War horse
(HVDOR, barded
and combat-trained)
MDHOR Medium horse
CHRGR Charger
(MDHOR,
combat-trained)
LTHOR Light horse
MULE Mule



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BANDIT SCENARIOS

AND

HIGHWAYMEN SCENARIOS

GENERAL INSTRUCTIONS AND ADDITIONAL RULES

This module is designed to simulate outdoor encounters between thieves and the common sorts of merchant and other traffic travelling the roads and trails of the medieval landscape. The player-characters attempt to devise assaults on these groups that will produce the maximum profit while resulting in the lowest risks to the members of their outlaw band (groups of 4 to 8 characters are the most practical for running these scenarios). To be successful, the players must take advantage of available terrain, use ambushes and traps to improve their fighting odds, and most importantly, develop good judgment about which traveling groups to attack and which to carefully avoid.

The traveling groups provided here are designed to be compatible with the scenarios presented in Thieves' Guild; however, it is possible to run these adventures if you have not purchased the first volume of this book. Maps for three terrain types - clear, wooded, and mountainous - were provided in Thieves' Guild; GM's without that book may design their own surroundings. Players select a terrain type, and prepare their ambush strategy; they should indicate to the GM the time of day they are arriving at the map area. The GM then makes die rolls to determine when groups of travelers will encountered, making a roll every 20 minutes of daylight, and every two hours during the night. The percentage chances of an encounter vary according to the terrain and time of day (roll D100):

Terrain	Daylight	Night
Clear	01-25	01-10
Wooded	01-20	01-03
Mountainous	01-12	01

If an encounter is indicated, a second die roll is made to determine the type of group encountered; farmers, merchants, travelers, or warriors. Again, the percentage chances of meeting a particular type of party differ with terrain (roll D100):

Group	Clear	Woods	Mountains
Farmers	01-40	01-25	01-10
Merchants	41-65	26-60	11-30
Travelers	66-90	61-85	31-65
Warriors	91-00	86-00	66-00

Once the types of encounters for the day have been identified, roll an appropriate randomizing die to decide the specific group to be used. Add other random encounters (with local animal life, wandering monsters, or other players or NPCs from your campaign) to increase the variety of the day's adventures.

RULES ADDITIONS

(Note: If you already own Thieves' Guild, please read this section - it contains new material!)

1) Appearance of Posse:

If the thieves have been successful in their ambushes, but have had witnesses to their activities successfully escape, they will begin to achieve local notoriety. Eventually, this will lead to an outcry for the authorities to "do something". For every witness that has escaped, add 10% to the percentage chances that a posse will be formed (roll after each successful escape, until a positive result is indicated).

Roll percentile dice to determine the leader of the posse (01-55 led by deputy, 56-85 led by sheriff, 86-00 both sheriff and deputy). Roll 2D6 to determine the number of other posse members. The weapon skills for posse members are determined using the rules outlined for farmers, with two exceptions: a) chances of knowing broadsword are 25%, if spear is known, and b) chances of knowing quarterstaff are only 30%. Determine the race of the sheriff and/or deputy and roll up their physical characteristics. They will use the largest close range weapon they can effectively wield (see Weapons Chart). There is a 50% chance that they also carry a bow. The sheriff/deputy have only a 20% chance of becoming demoralized if they are wounded; they will always try to flee rather than surrender if things are going badly. Treat other posse members as farmers whenever morale checks are to be made.

2) Horses:

The descriptions of the various traveling groups indicate the types of freight and riding animals used by the party. The various types of animals have the following hit to kill limits: Mule/light horse - 30, medium horse - 40, heavy horse - 55, and superheavy horse/war charger - 70. All animals have AC3 skin; horses wearing full barding have an armor class of 10

When a horse is struck (either intentionally or accidentally) in the course of combat, the GM must determine its reaction to the blow, and the effects of this reaction. The horse's reactions differ according to whether it suffers a grazing blow (1-3 pts of damage) or a full hit, as follows:

		Reaction		
		stand	kick	rear/bolt
type of hit	graze	01-30	31-50	51-00
	hit	01-10	11-20	21-00

The effects of these results are

Stand - No effect. Horse will respond to any commands given.

Kick - Horse will kick out with rear hooves in next melee round. If a character is in one of the horse's 3 rear hexes, roll a D20 to see if the kick successfully hits (rear hooves hit ACO on a 9, and do 2DB damage). Horse will not move forward for the next melee round.

Rear/bolt - Horse will rear up and attempt to run away at a full gallop. Several factors may prevent a rearing horse from bolting. If the horse is part of a team pulling a cart or wagon, calculate its chances for being restrained as follows: a) 20% for each unwounded horse in the team, b) 20% if the driver is actively tending the horses, and add 5% for every point of STR rating over 13. If the horse is kept under control, no further die rolls need to be made; any driver occupied controlling horses may not take any other actions in that melee round.

If the horses do bolt, they will run for 1DB quarter-miles (if in a team) or 1D12 quarter-miles (if alone). If a horse's rider

has been trained in Horsemanship, he must make a REF saving roll to retain his seat. If successful, he has a 55% chance of controlling the bolting horse; this increases 5% each additional mr of trying. Unschooling riders have only a 25% chance of staying on a bolting horse, and no chance to stop the horse.

Drivers may continue to attempt to halt a careening wagon every melee round. Their success chance per mr is equal to their STR bonus as computed above; thus, a driver with STR < 13 could not halt a rampaging team. There is, however, an additional 10% chance per mr that the wagon will wreck. There is an overall 50% chance that a driverless vehicle will be wrecked at some point before the bolting team of horses comes to a halt - if so, roll percentile dice to determine the portion of the total distance traveled by the horses that the wagon was carried. (A GM should use his discretion to determine the effects of a wreck on the cargo being carried; the base chance of a wreck may also be adjusted to reflect the quality of the road/trail being traveled.)

HIGHWAYMEN ADVENTURES

CATEGORY A

FARMERS

Groups of farmers, on their way to or from the open-air markets of medieval towns, were a common sight. However, there was little difference from one group to the next. In Thieves Guild, a procedure was outlined for generating farming caravans. For those players who do not own the first volume of this series, a shortened version of this roll-up procedure is provided.

- 1) Roll a D10 to determine the number of farmers in party.
- 2) Roll a D100 to determine the race of party (the whole party will be the same race).

01-75	human	(HTK=10+1D6, DSC=11)
76-85	hobbit	(HTK= 8+1D4, DSC=13)
86-92	centaur	(HTK=12+1D8, DSC= 9)
93-97	half-elf	(HTK=10+1D4, DSC=11)
98-00	half-orc	(HTK=10+1D6, DSC=10)

- 3) Roll percentile dice (D100) to determine weapons training, if any:
 - 35% know spear (HACO on a 7)
 - if know spear:
 - 25% also know short bow (HACO on 5/9/13)
 - 10% also know broadsword (HACO on 8)
 - if do not know spear:
 - 30% know sling (HACO on 3/8/13)
 - 60% know club (HACO on 9)
 - in addition, 70% of all farmers know quarterstaff (HACO on 8, +2 defense against close weapons)
 - if know quarterstaff:
 - 50% are expert in use (HACO on 4, +4 defense against close weapons)
- If a weapon's use is known, it will be carried by the farmer. If no weapon is known, the farmer may throw rocks or fight with bare hands, providing, of course, that he is not running away in sheer panic (80% chance of panic if untrained in weapon use; 15% chance if weapon trained). All farmers are unarmored.

The fighting morale of farmers is never high. There is always a 45% chance that an entire party will surrender as soon as any member of the group is killed. Each farmer must also make a saving roll against DSC after being wounded for the first time, or he will panic and run.

- 4) Roll D100 to determine the mode of transport being used:
 - 01-60 Foot only
 - 61-75 Foot w/handcarts
 - 76-00 Open wagon
- 5) Roll D100 to determine the cargo being carried. The size and value of the cargo is dependent on the results of step 4, as follows (F = foot, H = handcart, W = wagon):

Die roll	Cargo	Description
01-30	Grain	F - 1 sack barley (8 SP) per farmer H - 1 cart oats (6 GP) per 3 farmers W - 1 wagonload wheat (35 GP)
31-55	Vegetables	F - 1 sack onions (1 GP) per farmer H - 1 cart beans (25 SP) per 2 farmers W - 1 wagonload corn (50 GP)
56-75	Animal Products	F - 1 sack cheese (8 GP) per farmer H - 1 cart wool (20 GP) per 2 farmers W - 1 wagonload cream (105 GP)
76-00	Livestock	F - 1 goat (5 GP) per farmer H - 3 sheep (36 GP) per farmer (no cart) W - 1 wagonload fish (150 GP)

HIGHWAYMEN ADVENTURES

CATEGORY B

MERCHANTS

(Note: Complete character descriptions for the NPCs mentioned in categories B-D are presented at the end of this chapter.)

Party B-9

THE SLAVERS

What the Players See:

Three closed wagons, each pulled by four heavy draft horses, move at a moderate pace. There is a distance of about forty feet between each wagon. Four men on horseback ride around the perimeter of the group; they wear chain armor and carry a variety of weapons (flails, maces, whips, or bolos). The drivers of the wagons are also garbed in chainmail.

GM's Description:

This is the entourage of Marcellus the slaver. They are transporting a number of captives to the trading block. Marcellus, a chubby, rather effete fellow, is always in the third wagon -- and is frequently in the process of gorging himself with food and wine. He has 12 guard/employees in his party -- in addition to the four on horseback, and the three driving the wagons, two serve as personal bodyguards. There is a 30% chance that 1D3 of the other 3 guards will be in the first wagon, abusing one of the captive women; the remaining guards are in the 2nd wagon, keeping watch over their living cargo.

The guards have only a 20% chance of sensing an ambush, but have a 55% chance of recognizing snares or traps placed by the thieves (due to their frequent use of such devices). If this party encounters one or two lone travellers on non-clear terrain (this would include scouts or diversions used by the thieves), the guards will try to capture the travelers -- they are anxious to add to their cargo. They do not like it much when people fight back, and become demoralized more easily than their number would suggest. They will seek out their attackers if they are ambushed, but will break off combat and ride away if half of them have been wounded. The four outriders can fight from horseback if they desire; when doing so, both they and their foes attack at a -2 to their normal hit probability. The wagon drivers will not leave the wagons to join an attack (although they may take cover inside while combat is going on). Similarly, Marcellus's bodyguards will not leave his side. If the thieves get past the guards to Marcellus, he will immediately surrender and beg for mercy; at that point, however, he will not control the actions of the guards, who know him to be completely opportunistic (albeit wealthy), and not above sacrificing their lives to save his own skin. At such a juncture they would certainly try to flee, in an "every man for himself" manner.

Possessions and Cargo:

The first wagon contains the guards' possessions. Most of this represents common items -- blankets, spare clothing, foodstuffs,

canteens, utensils, and the like. If the individual piles/footlockers are searched, two items of greater-than-average value will be found -- a slender dagger with a small emerald set into the pommel (worth 200 GP), and a ceramic stein in the shape of a falcon (worth 80 GP). Each guard also carries 2D20 GP on his person.

The second wagon contains the slave cargo -- 6 females, and two muscular males. All are drugged -- the men would fight for their freedom if roused, but it would require 1D6 melee rounds to bring them to a state of alertness. There are some crude straw mats strewn about the wagon; there are also 3 sacks of grain all mixed with the drug (for each handful eaten, must make STM saving roll or lapse into a half-sleep stupor for 1D6 hours). If the thieves decide to keep the captives and sell them as slaves, they will receive normal market value, determined as indicated in the rules on prisoner ransom in Thieves Guild I.

The third wagon contains Marcellus' personal belongings. He carries some cash (500 + 1D10 x 100! GP), and wears some girlish over sized jewelry (an enormous sapphire pinky ring worth 400 GP, and a bronze medallion in the shape of a crescent, worth 35 GP). He has silk and satin clothing/bedlinens in rainbow colors. In short, Marcellus has the taste of a kobold -- and his possessions will be justifiably hard to resell to any save the blind or equally tasteless (try your local kobold slum).

Ransom Chances:

Marcellus - Ransom level 3; 5% chance of response; long distance.
Veteran Guards 2 and 3 - Ransom level 4; 40% chance of response; long distance.

Party B-10

THE RUG MERCHANT

What the Players See:

A mule-driven open wagon moves slowly along the roadway. Three guards on foot, with bows slung over their shoulders, walk alongside the wagon. A small dark-haired man sits behind the reins; two human females sit in the rear of the wagon. All the party members wear leather armor.

GM'S Description:

The rug merchant carries a cargo of carpets and tapestries to the marketplace of the nearest city. He has hired five experienced elite guards to protect the fruits of his labor. All the guards are armed with swords and bows. They have a 60% chance of sensing an ambush and a 45% chance of spotting traps and snares. If they succeed in detecting the thieves' presence, they will halt the wagon about 50' down the road. The merchant, Isidoro, will try to duck out of the line of fire; one guard will advance ahead to investigate, while the others take defensive positions. Two guards will always stay near

the wagon. If attacked from ambush, the guards will use similar strategy -- one or two will try to dodge and use cover alongside the road to get near the attackers, while the others try to use the wagon for concealment and keep up a steady stream of bow fire. After one-half the party is dead, they will surrender if they have not succeeded in engaging the thieves in close combat. Otherwise they need not check for morale.

Possessions and Cargo

(Note - Most of the cargo in this wagon is bulky, and it will take a substantial amount of time to remove.) The cargo consists of 4D12 rugs and tapestries; they are of good quality in terms of durability and materials used, although they contain rather pedestrian artistry and design work. Roll percentile dice and the result represents the portion of the total cargo made up of small wall hangings (each weighing 5 lb. and worth 60 GP). A second die roll indicates the percentage of the remaining items which are rugs (each weighing 40 lb., and worth 125 GP). The remaining items are wall sized decorative tapestries (weighing 30 lb., and each worth 250 GP). Each guard carries 40 GP on his/her person, while Isidoro has a purse strapped to his leg containing 100 GP in small coins and gems.

Ransom Chances:

Isidoro - Ransom level 2; chance of response 70%; local.
Guards - none

Party B-11

THE
COOPER

What the Players See.

A single wagon, pulled by four heavy horses, moves at a fairly rapid pace. Although the wagon has an open roof, heavy wood slats five feet high completely enclose the sides of the wagon; they extend from the rear to beyond the driver's seat. In the rear, there are a pair of heavy, maple doors. The contents of the wagon cannot be seen from ground level. The driver is the only visible occupant. (If one or more thieves are concealed at tree level, they will be able to see inside the wagon, but only at very close range, less than 20'. In such an event, they would see a variety of barrels, casks, and chests. They would also see a human male sitting on a canvas cot.)

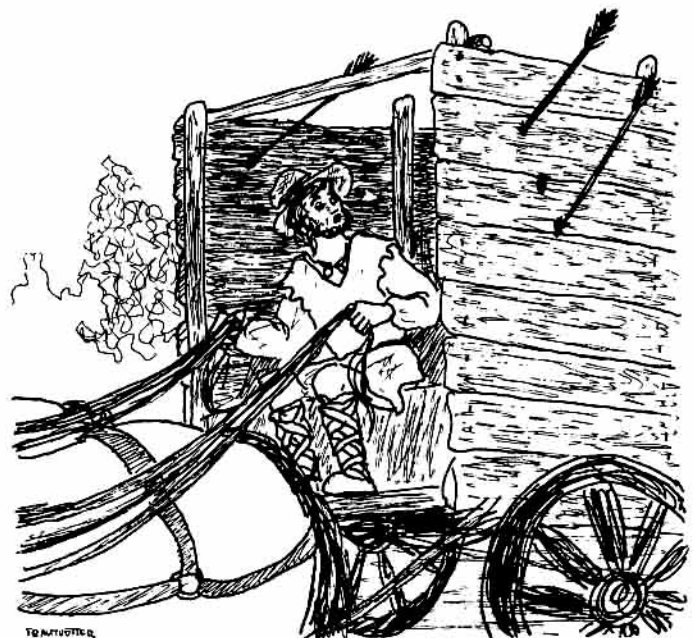
GM'S Description:

The cooper -- a medieval maker of barrels and chests -- and his assistant are on a three day journey making deliveries of ordered goods through the nearby countryside. While one drives (50-50 chance), the other sits in a slightly elevated area in the cargo section of the wagon. If they are encountered on the road, they will respond suspiciously -- the man in the rear will ready a light crossbow (taking 2 melee rounds), and thereafter will attempt to surreptitiously "cover" the encountered party. There is a 40% chance that the Bowman will be noticed by the other party, if the latter states that he/she is looking around carefully; otherwise, the chance is only 10%. If attacked from ambush without a

roadside diversion or other encounter, the driver will ride on until wounded. All ambushing thieves firing missile weapons at the driver suffer a -5 to normal hit probability due to the obstructing side panels and the speed at which he is traveling, unless they are facing the wagon directly head-on. Once wounded, the driver will stop the wagon and retreat inside, the interior of the wagon being the most defensible position. They will not leave this area voluntarily. A number of small observation holes have been drilled in the side walls -- they will use these apertures to watch the movements of their attackers. Thus, there is a reasonable chance that they will notice if the thieves come near the wagon (to attempt to scale the sides, or to set fire to the wagon to "smoke" the occupants out) They may at the GM'S discretion choose to climb up on a barrel to fire over a side wall at the thieves. The doors in the rear are bolted and latched; only one person at a time can enter the cargo area of the wagon from the front. Neither man will surrender unless near death (<5 hits left).

Possessions and Cargo:

The cargo area contains 80 barrels, casks, and chests in a variety of sizes. Most of the containers are empty or filled with straw. Sixteen of the items have been specially designed (GM'S choice on determining specific items); some (01-30) contain secret panels or false bottoms, others (31-90) are set with traps (1D10 poison hasps or 2D4 blade traps only), and still others (91-100) contain both features. If a chest is trapped, there is a 30% chance that the trap has been activated. Specially constructed items are worth 50-500 GP each (50x1 D1D10), if the seller is aware of this feature. Normal barrels/chests are worth 5-30 GP (5x1D6). Chests weigh 1-3 lbs, casks 8-12, and barrels 20-30 lbs. each. The cooper and the assistant each have a folding cot, there is also a cookstove and two days supply of food.



Their personal valuables are hidden in a small box concealed in one of the large barrels, under some straw. There are at least twenty large barrels so locating the box may be no easy chore. This strong box is trapped and is always activated. A poison gas (doing 2D10 damage, STM saving roll for 1/2 damage) will be released whenever the lid is opened, unless two concealed levers in the sides of the box are pressed. The contents of the chest are 600 GP in coins and small gems, and a letter of credit from a local merchant (worth 1000 GP). If tortured, the cooper and/or his assistant will tell the location of the strong box, but not of the existence of the trap.

Ransom Chances:

Cooper - Ransom level 5; chance of response 50%; local.
Assistant - None.

Party B-12

THE WINE
SELLER

What the Players See:

A open wagon, pulled by four large horses, rumbles slowly along. It is piled high with 20 large barrels; a large tarpaulin covers the front of the cargo area. The wagon driver is a burly blonde haired man. Two guards on medium horses, armed with spears and handaxes and dressed in chainmail, travel slightly ahead of the wagon.

GM'S Description:

The merchant is a seller of wine and fine spirits; the latter is packed in 60 glass bottles and decanters, each wrapped in burlap and packed in boxes beneath the tarpaulin. The guards he has hired are green, and have no particular wilderness skills. If approached on the roadway, the group is friendly. If

attacked, they will try to ride away from the danger. They will surrender fairly readily, particularly if they are confronted with a plainly superior force, or attacked from all sides. Should the horses driving the freight wagon bolt as a result of being struck, there is an 80% likelihood that a portion of the liquor cargo will be shattered (roll D100 to determine the percentage of containers destroyed). Any person reaching under the tarpaulin indiscriminately has a chance of cutting himself on broken glass (1D4 damage, lose 1 pt of STM every three melee rounds from bleeding until bandaged) if breakage has occurred. If no member of the thieves' party has a knowledge of brewery, and the thieves attempt to unload the barrels from the wagon, there is 20% chance that they will, in unloading any particular barrel, start the remaining barrels rolling as well (depending on the terrain and the position of the thieves when such an event occurs, the GM may want to check for barrel breakage, or insist on REF saving rolls by certain party members to avoid taking damage).

Possessions and Cargo

The party carries little cash (1D6x10 GP for Vermichelee the wine seller, 1D10 GP for each guard) since they are making only a two day journey. They carry only canteens and cold provisions for a midday meal. The wine in the large kegs is of reasonably good quality. Each keg weighs 100 lbs. and contains 12 gallons of wine (worth 200 GP). The bottles containing brandies, whiskey, and other liquors weigh 1-2 lb. apiece, and are worth 25-75 GP apiece.

Ransom Chances:

Vermichelee - Ransom level 5; chance of response 40%; local
Guards - none.

HIGHWAYMEN ADVENTURES

CATEGORY C

TRAVELERS

Party C-9

THE
FORTUNE
TELLER

What the Players See:

A muscular bald-headed man, naked from the waist up, leads a small cart pulled by a mule. He carries a large hammer in his right hand. Alongside him walks a shapely woman wearing several layers of colorful clothing; an opaque veil covers her face.

GM's Description:

This is the fortune teller, Druscilla, and her blacksmith companion, Galen. Together they eke out a living, working at the bazaars in various towns, wandering in accordance with the vivid dreams that Druscilla experiences. Galen and Druscilla share a deep, unspoken closeness; if Galen sees Druscilla in danger, he will fight like a berserk animal (+2 to normal HP) to defend her. In such a circumstance, he will battle to the death

against any odds, unless Druscilla pleads with him to stop.

If attacked, Druscilla will attempt to surrender, relying on her guile and instincts for self-preservation to save her. She will offer to do a reading of the future for the thieves in exchange for their release. She has the psychic power of Suggestion; if the thieves listen to her ideas, they must make a saving roll versus DSC or will be convinced of the course she recommends. Her veil is not a suggestion of availability as in Haven -- Druscilla wears it because her looks betray her age, and she is too young to be taken seriously as a fortune teller. If the thieves should attempt to sexually assault her, she will fight, using a sharpened hairpin (does 1D4 damage, and on her first strike, she may attempt to attack silently from behind for triple damage - 45% chance). Galen would also attempt to come to her aid. If she is disarmed and/or subdued, she will curse her captors with a variety of physical ailments and illnesses until silenced. Because she has

genuine psychic powers, Druscilla has some chance of actually transmitting such a curse (the GM makes a saving roll against MR +2 for each thief; if the save is missed, some physical ill will befall the player -- the seriousness of the problem dependent on the degree to which the saving roll was missed).

Possessions and Cargo:

The cart contains a small assortment of clothing and personal effects; a large, brightly-colored canvas tent; two small chairs and a table; a supply of incense and candles; a crystal ball; and an anvil and metal working tools. Except for the anvil (300 GP) and the crystal (75 GP), all the items are well-used, and of minimal market value. Galen carries a small leather purse containing 28 GP and 15 silver pieces; Druscilla wears some elaborate looking ornamental jewelry made from paste.

Ransom Chances: None.

Party C-10

THE
HEALER

What the Players See:

A sandy-haired man walks unhurriedly into view. His gaze wanders about as he takes in his surroundings. He is dressed in simple, greenish robes, and carries a slender walking stick. A cloth pack is slung over his back.

(GM's Note: Make a percentile roll before describing this traveler -- on a roll of 01-20, he will stop somewhere alongside the road to inspect some plant, tree or root, removing some flower/bark/berries and placing them in a torn strip of cloth taken from his pocket.)



GM's Description:

This wayfarer is Hezekiah Hollinwood, master of lore and practitioner of natural medicine. He is an eccentric, queer old fellow by any standards, and has spent years wandering the countryside, communing with nature, talking to the trees (and sometimes getting answers!), all the while filling little record books with descriptions of his findings. He shuns most contact with humankind, and will turn a deaf ear to all parties he encounters, with two exceptions:

- 1) he will accept assistance in increasing his supply of herbs, and
- 2) he will tolerate the questions of elves and hobbits, for he believes they share his love of unspoiled beauty.

If attacked from ambush with range weapons, he will leave the road and attempt to blend into his surrounding. In non-clear terrain, he has a 75% chance of successfully hiding in Cover and a 60% chance of Moving Silently. Though he is unarmored, his constitution is so robust from years of consuming his own remedies that he absorbs without damage the first 4 hits of any successful attack. If Hollinwood manages to escape by Moving Silently through the shadows, he will not seek out his attackers (however, the GM may want to play on the likely paranoia of the thieves by alerting them to every animal noise that occurs for a period of 1-2 hours). If Hollinwood is originally attacked from close range, or is successfully closed upon, he will immediately surrender, for he is weaponless.

Possessions and Cargo:

Hezekiah has no cash (or need of it), and forages for most of his food. He does carry 3 loaves of a thick bread made from wheat and honey, and a large leather flagon filled with fruit juices. He has a small pair of sharp cutting knives, a canteen, a partially-used bolt of white cotton, and a pen with a jar of black ink made from elderberries. He also carries two weatherbeaten, well-used books -- one in the Common language, the other in Elven tongue -- on plant lore.

The main contents of the healer's pack are a collection of flowers, berries, and roots, -- about 30 in all -- each individually wrapped in a small amount of white cloth. Each cloth has a number scrawled on it in ink. About 60% of these items have some demonstrated medicinal value, although only a few actually restore hit points. Others are used to counteract poisons or stanch bleeding, or swallowed to help cure internal ills. The remaining items have no known value -- Hollinwood has collected them to test their properties. A small notebook in one of Hollinwood's pockets represents the key to these various substances, providing observations -- and his sometimes inaccurate speculations -- about the purpose of each packet. The notebook also identifies where the samples were found. Hollinwood will try to conceal the notebook and save the treasure trove of information it contains, for it represents the product of several months of his travels (If the thieves gain possession of the notebook, the GM will have to develop the qualities of the various herbs; their usefulness should be kept somewhat limited to maintain balance in your campaign.)

Ransom Chances: None.

Party C-11

THE
COMPETITION

What the Players See:

Three tall, greyish-green figures, enter the thieves' area, lurking near the roadway. They are powerful-looking, but misshapened, and appear to be searching for something. The creatures carry large spiked clubs; two also carry coils of rope over one shoulder.

(GM's note: There is a 90% chance that the trolls will find a suitable spot to set up operations somewhere in the thieves' general vicinity. The GM should select this spot *see below!, and describe to the players the actions the trolls take to prepare their ambush.)

GM's Description:

This trio of trolls, like the thieves, has decided that this is a perfect place to waylay passersby. Unlike the trolls described in Tolkien, trolls in the Fantasy System can move and fight in broad daylight at no penalty to abilities. They suffer permanent damage only from fire and silver-tipped weapons. They regenerate all other damage at the rate of 3 hits per melee round. They do not need to check morale, but may decide to run if greatly outnumbered.

The trolls will pick a spot that offers some simple cover on both sides of the road, and look for an out of the way place (like a hollow tree or cave) to stash their loot. Their ambush methods are not subtle -- one of them will step out in front of any slow-moving group, brandishing his weapon and screaming threats, while the others converge on the travelers from the side. The technique is fairly effective against small groups on foot.

If the thieves remain in the general area to observe the trolls, there is only a 20% chance that the trolls will sense their presence (even less if the thieves have made a successful effort to conceal themselves). If the thieves attempt to approach the trolls to attack them, they will need to make Move Silently ability rolls to move into close range; but add +20 to their normal percentage chances of Moving Silently due to the limited perceptiveness of trolls.

Possessions and Cargo:

Come now! The trolls wouldn't be out here setting up ambushes if they were rolling in gold. They have their clubs, their hunting knives, and the ropes - PERIOD.

Ransom Chances

None.

Party C-12

THE
PLAGUE
WAGON

What the Players See:

Four horses pull an open freight wagon. The wagon appears filled with a mass of dark cloth; occasionally, small movement in this pile can be observed. The driver is dressed in black trousers and a tunic; a quarterstaff lays beside him on the driver's seat. A spear is stuck into the back of the wagon.

GM's Description:

This is a plague wagon, its passengers dead or in the last throes of expirations. The driver has already contracted the disease, and survived; he has taken this as a sign from the god he worships that he should serve the afflicted. He shepherds these passengers to a small burial ground in the woods. If he sees anyone approaching, he will attempt to warn them off, calling "stand aside". If attacked from ambush, he will spur the horses on, trusting in his righteousness to save him (unfortunately; Providence isn't adding to the protective value of his ACO skin today). If seriously wounded, he will halt the wagon, and say nothing to his attackers.

Possessions and Cargo:

The passengers carry plague - lots of plague. Copious contractable amounts of plague. Maybe you're immune, like the driver (5% chance). Most likely you're not. If a character has come within 20 feet of the wagon, he must make a STM saving roll, or contract the disease. Simply stated, if you're close enough to be reading this section, consult your local doctor - he'll probably tell you you're dying.

Nothing of value has been left on the bodies. The driver carries a small amount of cash (45 GP), and normal wilderness equipment. All of this has of course been exposed to the plague, and is highly contagious.

HIGHWAYMEN ADVENTURES

CATEGORY D

WARRIORS

Party D-5

THE
KNIGHT
ERRANT

What the Players See:

Two men on horseback travel at a brisk trot along the road. The man in the lead wears scale armor and a Norman helm adorned with eagle's wings; he carries a lance and has a two-handed sword at his belt. He rides a chestnut war horse in full barding. The

second man rides a light grey horse, and carries a banner depicting a silver eagle aflight on a blue background; he wears leather armor, and has a short bow and spear.

GM's Description

The knight Grymmwald (and his squire) long ago set out to right wrongs and win glory for himself and his king. They have no special wilderness skills, but possess great courage. If attacked by the thieves, the knight will try to bring them to justice.

CHARACTER DESCRIPTIONS FOR HIGHWAYMEN ADVENTURES

CHARACTER		GP	SI	CD	RF	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
<u>B9. The Slavers</u>															
NAME	CLASS	2D20	18	14	13	10		16	MILFlE	6	2D8	(1)	CHN 7	32	MDHOR*
Riding Guard 1	VET HU FTR								WHIP	6	1D8	(2)			
Riding Guard 2	VET HU FTR	1D20	9	11	14	9		7	MACE	5	2D4		CHN 7	24	MDHOR*
Riding Guard 3-4	INT HU FTR	1D20	13	11	13	9		9	BOLoe	O/5/10	1D6	(3)	CHN 7	24	MDHOR*
Drivers 1-3	INT HU FTR	1D20	17	7	8	13		12	MGSTR	3/8/13	3D8	(3)	CHN 6	23	
Bodyguards 1-2	VET HU FTR	2D20	15	18	16	9		13	L BOW	2/7/10	1D6		CHN 8	23	
Other Guards 1-3	INT HU FTR	1D20	7	12	9	12		10	HFSWDe	1	1D10	(2,4)	CHN 6	17	
									WHIPE	4	2D4				
									MACE	7	1D6	(3)			
									BOLo	4/9/14					
<u>B10. The Rug Merchant</u>															
Guard 1	EL HU FTR	40	16	14	6	8		11	GRSWDe	1	3D8	(5)	LTH 6	27	
Guard 2	EL HU FTR	40	14	13	14	16		14	CPBOWe	-2/3/7	1D6	(6)	LTH 8	38	
Guard 3	INT HU FTR	40	13	8	13	11		10	GRSWDe	2	3D8	(6,8)	LTH 4	23	
Guard 4	VET HU FTR	40	6	18	19	10		11	CPBOWe	-1/4/8	1D6		LTH 8	21	
Guard,5	VET HU FTR	40	10	12	9	13		12	SHSWD	7	3D3	(8)	LTH 5	38	
									L BOW	3/7/10	1D6	(9)			
									RAPR	2	1D8				
									L BOWe	O/4/7	1D6				
									BDSWDe	5	3D4				
									L BOW	2/6/9	1D6				
<u>B11. The Cooper</u>															
Cooper	INT HU TRD	5	13	13	17	12		6	LXBOW	1/5/11	1D8	(10)	CLO 4	26	
Assistant	INT HU TRD	20SP	12	10	12	12		10	BDSWD	7	1D8	(10)	NDN O	22	
									LG AX	9	2D6				
<u>B12. The Wine Seller</u>															
Guard 1	GR HU FTR	1D10	11	10	7	15		10	SPEAR	7/10	2D5		CHN 6	19	
Guard 2	GR HU FTR	1D10	11	9	18	13		14	SM AX	9	2D3		CHN 8	20	MDHOR
Wine Seller	INT HU TRD	10D6	13	8	8	11		10	SPEAR	7/10	2D5		CHN 8	20	MDHOR
									SM AX	9	2D3				
									HMR	8	2D6		CLO 2	15	
<u>C9. The Fortune Teller</u>															
Galen	GR HU TRD	30	15	11	13	13		9	WRHMR	9	2D10		NDN O	21	
Druscilla	GR HU TRD		4	9	13	11		15	PIN	10	1D3		NDN O	13	
<u>C10. The Healer</u>															
Hollinwood	VET HU HLR		14	9	15	15		12	NONE				NDN O	40	
<u>C11. The Competition</u>															
Troll 1	INT TR FTR		18	11	11	17		12	CLUB	6	4D4	(11)	SKN 5	32	
Troll 2	INT TR FTR		23	10	8	20		16	CLUB	6	5D4	(11)	SKN 5	42	
Troll 3	INT TR FTR		16	10	5	29		13	CLUB	6	4D4	(11)	SKN 4	45	
<u>C12. The Plague Wagon</u>															
Driver	INT HU NDN	45	12	8	10	17		8	QSTF	7	1D6	(12)	CLO 2	24	

CHARACTER

NAME	CLASS	GP	SI	CO	RE	SM	IQ	MR	WEAPON	HACO	DAMAGE	WEAPON NOTES	ARMOR CLASS	HTK	RIDING ANIMAL
D5 The Knight Errant Grymmwald	EL HU FTR	130	15	15	11	13		12	LANCEE GRSWde	6	3D10 3D8	(22) (14)	SCA13 (13)	40	WRHOR*
Robben	VET HU FTR		9	13	12	11		15	SPEAR SBOWe	5/8 2/6/10	2D5 1D6	(15) (16)	LTH 5	22	LTHOR*
Warhorse			22	21	15	22		12	FHVS RHVS	5 9	1D10 3D8		BRD10	55	
D6 The Berserkers Frytagg (19)	VET HU BER		12	8	11	14		10	1BBAXE BRSRK	4	3D5 4D5	(20)	ANH5/3 (17)	35 (18)	
Skern	VET HU BER		17	11	13	12		8	1BBAXE BRSRK	2 4	4D5 6D5		ANH5/3	39 (18)	
Halder	VET HU BER		15	15	11	13		11	1BBAXE BRSRK	3 1	3D5 5D5		ANH5/3	31 (21)	
Brunwald	INT HU BER		16	10	9	9		14	1BBAXE BRSRK	5 3	4D5 5D5		ANH4/2	42 (18)	
Kervak	INT HU BER		13	7	8	12		15	1BBAX BRSRK	6 4	2D5 3D5		ANH4/2	25 (21)	
Fasolt	INT HU BER		17	10	12	18		11	1BBAX BRSRK	6 4	3D5 4D5		ANH4/2	30 (18)	

- (1) If the die roll for a flail attack is 5 or more above the minimum needed to hit, any human or smaller-sized opponent will be knocked off their feet.
- (2) Whip can make 3 attacks every two melee rounds; may elect prior to die roll to attempt for foot tangle and trip instead of doing damage
- (3) Attacks once every 2 melee rounds; may attempt to try for foot tangle (60%/40%/20% chance at short, medium, and long range, respectively) instead of doing damage.
- (4) Whips are balanced to a +2 to normal hit probability (non-magical)
- (5) 50% chance that the sword has greater than normal sharpness (add 1D8 to base damage roll indicated in chart)
- (6) Bows are of +1 accuracy (non-magical).
- (7) Armor has been magically enchanted; adds +2 to normal AC of leather.
- (8) These guards each possess 3 firebomb arrows. They are fired at -8 to normal HP; anyone successfully struck by a firebomb takes 1D6 points of damage the 1st melee round, 2D6 the 2nd melee round, and 1D6 the 3rd melee round. If an archer fumbles while shooting a firebomb, there is a 40% chance that it will explode in his face.
- (9) 60% chance that rapier has been balanced to +1 sharpness (non-magical)
- (10) Fires once every 2 melee rounds
- (11) On a successful attack, the trolls have a 40% chance of knocking their opponents off their feet (REF saving roll to avoid this consequence)
- (12) Quarterstaff may be used for defensive purposes in close combat - adds +2 to defender's armor class.

- (13) Grymmwald's armor is magically enchanted; it adds +3 to the normal AC of scale armor. While worn, it also renders the wearer immune to fire damage.
- (14) The sword has been enchanted and contains a 1D8 damage bonus.
- (15) The squire carries a number of special arrows in his quiver. He has 1D4 arrows of +2 sharpness, 1D8 arrows of +1 sharpness, 3 fire arrows, and 2 silver arrows.
- (16) There is a chance that a successful blow from the charger's front hooves will knock its opponent down; opponent must make saving roll against STR or fall.
- (17) The first value for armor class represents the character's AC when normal; the second his armor class when berserk.
- (18) Subtract 2D6 hits from this total to determine character's current damage absorption capacity.
- (19) For purposes of determining whether party members go berserk (or come out of their battle frenzy after combat is finished) use the following values for character discretion (DSC) = Frytagg - 7, Skern - 12, Halder - 9, Brunwald - 6, Kervak - 10, Fasolt - 5.
- (20) This second row of weapon values represents combat abilities using their battleaxes while in the berserk state.
- (21) Subtract 3D6 hits from this total to determine character's current damage absorption capacity.
- (22) When attacking a stationary foe, Grymmwald hits ACO with his lance on a 1.
- (*) - In the column Riding Animal indicates that the rider knows Horsemanship.

Grymmwald can fight from horseback if he chooses; if using the lance when doing so, he fights at normal hit probability (HP), while those attacking him fight at a -3 disadvantage to their HP. (If attacking with his zweihander, all parties fight at a -2 HP.) If he dismounts, his horse is trained to fight at his side -- it can use either its front or rear hooves to kick. The squire will always fight on foot; his horse, while not combat-trained, is well-disciplined and unlikely to bolt. Neither knight nor squire will give up the fight due to injury; they must be overpowered and disarmed to be taken alive.

Possessions and Cargo:

Grymmwald's armor and sword have enhanced abilities, as described in the character description table. He also carries several tokens from his travels:

- 1) A gold-encrusted ram's horn, given to him by the people of a small village that he defended from an evil wizard. If blown within their boundaries, any who hear it are pledged to come and offer aid to the bearer. It is worth about 200 GP.
- 2) A platinum bracelet worn by a damsel saved from distress; she retains its duplicate. It is an excellent piece of craftsmanship, worth about 2500 GP, but the story of her rescue and reward have some notoriety; there is a 25% chance that any potential

Party D-6

THE BERSERKERS

What the Players See.

Six muscular, red-bearded men walk in single file; they wear rams horned helms and bear skins. All carry large axes and shields, and the first and last men in line carry bronze chests of moderate size under one arm. One man wears a large bandage around his upper leg; another carries his right arm in a sling.

GM's Description:

This group of berserkers from the glacier-ridden wilds of Aesirhjolm (about 350 miles toward the colder regions) are returning triumphant from a successful raid on a stone giant's lair. It was a hard battle and the group still shows some of the effects; the two with external evidence of wounds have sustained 3D6 hits of unhealed damage; the others, 2D6 of unhealed damage.

If attacked, berserkers make a saving roll against their DSC each melee round; if missed, they go into a raging frenzy. Once berserk, they attack at a +2 to their normal HP; they lose 2 from their effective armor class and receive no dodge. They have no awareness of normal damage, and can absorb 2X their normal damage in hits to kill while berserk (thus, for every 2 hits of damage taken while berserk, only 1 hit of damage is sustained). Even if a berserker sustains fatal damage, he will continue to fight 1D3 melee rounds. While berserk, add 4 to STR rating for the purposes of calculating damage bonuses received on successful attacks (the effects of these changes are identified in the

buyer will be aware of the history of the bracelet, and know that it is "hot".

- 3) This item is carried by the squire in his pack. It is a small glass vial filled with a blood red fluid. The substance is said to be water drawn from the hidden "River of Life"; one may make of these claims anything one wishes. Regardless of its source, the contents do have the power to heal 3d10 hits of damage if swallowed (it may even be poured down the throat of an unconscious or recently killed character). However, in order to receive healing benefits, the consumer must make a STM saving roll, or take an equivalent amount of damage from system shock.

In addition to these items, Grymmwald's belt and helm, both engraved with the eagle crest, are recognized symbols of knighthood in his kingdom. They will bestow their wearer with honor and respect (and occasionally, free food and lodging), if the wearer is able to carry off a courtly impersonation. The closer one gets to Grymmwald's home province, the harder this subterfuge would be to sustain -- he hails from a small city 300 miles south of the current location.

Ransom Chances:

Grymmwald - ransom level 1; chance of response 90%; long-distance.
Squire Robben - ransom level 5; chance of response 80%; long-distance.

notes on the Character Description table).

It is likely that the berserkers will simply drop their treasure in the roadway in their frenzy. If, however, some of the party does not immediately go berserk, those members still in control of their senses will carry the chests to a "safer" hiding place. The thieves, of course, may make any reaction they like to the charge of the berserkers. An experienced thief has a 70% chance of recognizing berserk frenzy; if successful, such a character is likely to attempt to make a rapid exit from the immediate area.

Possessions and Cargo.

The two chests carried by the berserkers contain the cache of the defeated stone giant. One contains 5000 GP worth of assorted coins and gems. The second contains two items:

- 1) a large bronze goblet (with lid), ornately engraved, which contains a never ending supply of mead; and
- 2) a cloak of the Aesir (gods of the coldlands), which, when worn, provides the wearer with complete cover at night (the wearer cannot be seen unless he stands directly between an observer and a source of light, and even then, only a shadow-shape is revealed). It provides no advantage to stealth when worn in daylight.

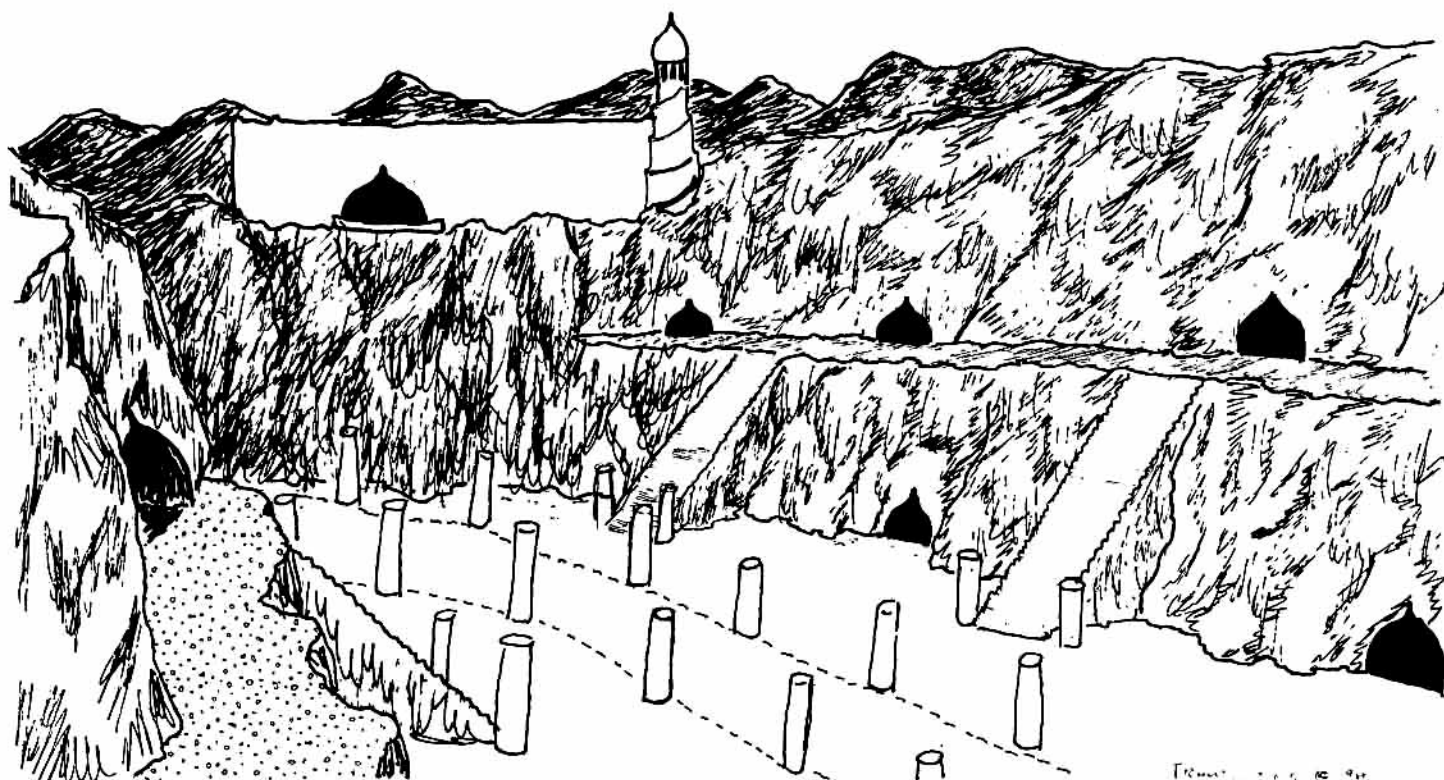
The berserkers also carry a plentiful supply of food and drink in their packs (to recover the prodigious amounts of energy consumed in battle frenzy). The weapons and armor they carry are not enhanced in any way -- the weapons, in fact, are well-used and would not bring market value.

Ransom Value None.

TEMPLE-LOOTING SCENARIOS

AND

TOMB-ROBBING ADVENTURES



A. THE TOMBS OF SHALE-CHUUN

Many long centuries ago, the lands surrounding the city of Shale-Chuun were lush and fertile; the city was the abode of many warriors and merchant-princes, as well as powerful mages. Built in the mountains above the fertile flood plains of Terago], the city was easily defensible, and was situated at a crossroads of four major caravan routes. Life was easy.

And death was respected, and viewed as the reward of a long, useful life. Great care was given to the preservation of the dead heroes, mages, and merchants of this metropolis. In a narrow, cliff-lined valley not far from Shale-Chuun, many spacious and luxurious tombs were carved from the virgin stone. The religious leaders of the city proclaimed that each individual's essence or Kha, lived on after death, and would wander, seeking rest (and creating havoc among the living) unless given a suitable resting place, with many mundane comforts.

The more a man had had in life, the more it would take to satisfy his Kha in the life after death; thus, the tombs of the merchant-princes and the great mages were immense, and rich, and luxurious beyond man's telling. Occasionally, even favorite slave-girls were buried with their masters,

preserved in their loveliness forever by petrification. A great general might have an honor guard of elite soldiers to accompany him on his journey through eternity. And the tombs of the rich were filled with treasures, gold, gems and jewelry, and many enchanted items, some simple to make the daily existence of the Kha less of a chore, others powerful mementos of the life the Kha had forsaken. Why, a good thief could retire for the rest of his life on the contents of a single tomb.

And there are many tombs.

But, one might ask, why have these tombs not been totally stripped and looted in the past millenia? Why are there so many of these fabulous treasures still untouched? What has happened to the many good thieves, surely, who have attempted the Tombs of Shale-Chuun?

During the prime of the city of Shale-Chuun (which lasted for over three thousand years), the Guard of Death, a special group of 1000 men, ensured that the rest of the tombs' inhabitants would be undisturbed. Many good rogues tried to slip past their vigilance -- and, sad to say, many of these paid for their impertinence on the gibbet or the flaying table. There were some successes, but even then, there were many from whom no word was ever heard again.

When the rivers' sources dried, and the grasses on the great plains of Teragol withered and fell into the encroaching sands of what is now the Kurgandee Desert, the caravans turned aside to easier routes. The city of Shale-Chuun began to wither also, the source of its greatness cut off. The Guard of Death was called back to the city, for they were needed to help maintain order as discontent turned to civil strife, and the greedy and powerful fought over the crumbs of the once-mighty riches. And many more thieves, hearing that the Guard was no longer present, essayed their skills to empty the Tombs of Shale-Chuun of all valuables. Again, there were some successes; yet even without the Guard, many never returned from the valley, and their friends and brothers were forced to assume their deaths.

Now grew the legends of the Valley of Tombs -- of the man-eating monsters, the ghouls who wandered the corridors of the tombs, of the rich treasures and potent magics brought out by the lucky few to survive. Bards sang tales of wondrous sights, and of ghastly death...

Sometime in the past eight centuries, a new danger has been added to those of the tombs themselves. Hranugh, a very large red dragon, had heard of the opulence of the Tombs of Shale-Chuun, and with typical dragon greed, determined to possess the major portion of the treasures therein. His lair is high above the valley, in the quarters once occupied by the Guard of Death, and he will exact a tax of 90% of whatever is brought out of the Tombs by any so unfortunate as to fall into his talons; he is, however, scrupulously honest in his dealings, and will take only 90%, never more.

Those rogues who have managed to enter the tombs and survive are few, and they will tell grisly stories of traps of fiendish ingenuity, of hordes of undead, and tales of glittering piles of coins and gems, of necklaces and bracelets and cups encrusted with filigree and gleaming jewels. They will likely also tell of Hranugh...

The scenarios for the Tombs of Shale-Chuun contain maps of the main corridors of the tomb complex, complete descriptions for two tombs, and a map and description of the barracks of the Guard of Death, now the lair of Hranugh. Only a most skillful (or an extremely foolhardy) group is likely to dare enter the den of the great red beast.

It is possible to take a tomb description, and retrap and retreasure it so it can be used again; many of the treasures and magic items are given either in outline description, or in table form, to make regeneration of a tomb relatively easy. It is suggested, however, that the GM redistribute the various traps and safeties or resets, so the players will not memorize their locations (having what was previously a safety set off the trap is a good way to jolt a party out of their complacency).

The composition of the party should include thieves of all levels -- some to serve as cannon (or dragon) fodder, and others to do the actual tomb robbing. It will probably require at least two elite level thieves or four veteran level thieves (and a total party of 6-10 characters) to successfully negotiate the various traps and pitfalls installed by the builders of the tombs. The GM will note the apparent lack of undead types in the tombs; the culture of Shale-Chuun did not encourage the proliferation of those other than guardian skeletons, and the only other undead to be found will be the revenants of the many thieves who have died over the centuries in their quests for the fortunes of the tombs' occupants. These are rare and will each be fully described in the areas in which they occur.

It is possible for the GM to run a Tomb adventure during any of four different time periods:

1. The prime of the city, with the Guard of Death in full panoply and attendance;
2. During the death of Shale-Chuun; the Guard is not present, and neither is the dragon;
3. The early years of Hranugh; the dragon is neither as rich or as powerful as he is in the modern times; and,
4. Present times, with Hranugh in his full power.

Complete character descriptions are provided for the various patrol groups of the Guard, and for Hranugh at two different ages. The GM may pick and choose to create the time period he wishes.

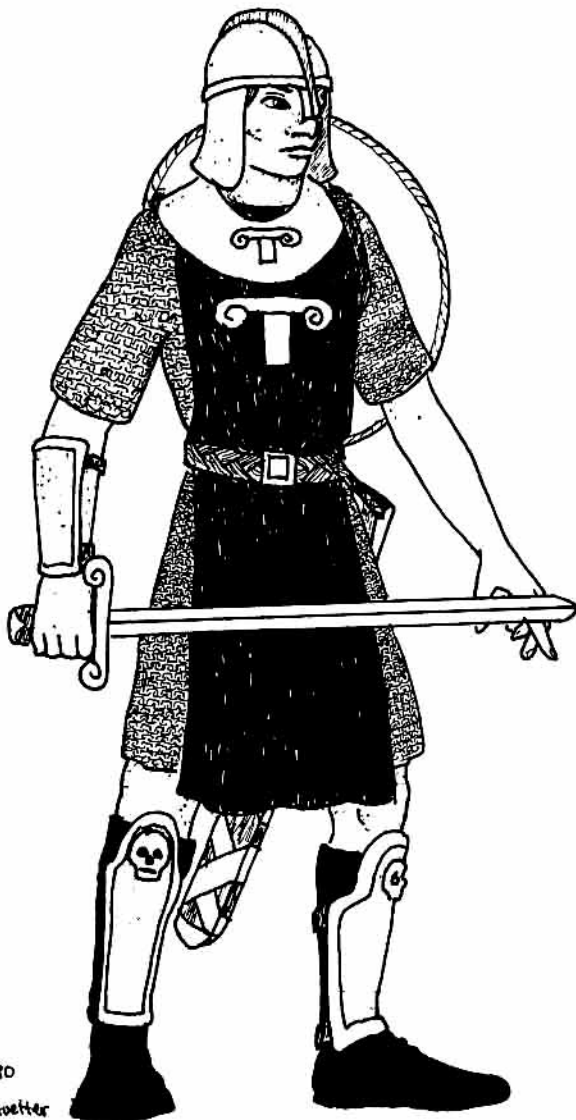
THE GUARD OF DEATH

The Guard of Death was a monastic order devoted to Kathilla, the Goddess of the Underworld in the religious beliefs of Shale-Chuun. They were a group of elitist warriors, who looked to their duty in the Valley of Tombs as a sacred trust, which would earn them a special reward in the afterlife. This reward was unspecified, but it took strict devotion to duty to earn it; if a Deathguard died in the pursuance of his calling, he was supposedly ensured of the reward.

For over three thousand years, the Guard of Death lived in the grim greystone edifice atop the cliff of the Valley of Tombs. When the city of Shale-Chuun fell into decline, they were recalled by the high priestess of Kathilla. It is rumored among the thieves that have tried the valley's hazards and survived that the Deathguards are still true to their trust, if not in corporeality, then as revenants.

The Guard of Death was organized along the lines of a battalion, with the Priests of the order sharing command responsibilities at each level with the more experienced members of the Fighter corps. At the top of the hierarchy was the Commandant, an elite level priest, and his Aide-de-Camp, an elite level fighter. Two elite priests and two elite fighters completed the Inner Circle of the

Guard; this group was responsible for all major decisions. Beneath the Circle, the men were divided into six companies, called "Honors"; each Honor was led by a high veteran level priest and a lower level elite fighter. Each Honor was further broken down into four platoons, called "Respects". Each Respect contained 50 men, including the leaders, a priest and fighter of veteran level. Each Respect was composed of eight patrols, known as "Hands"; the patrols consisted of five guardsmen, commanded by either an intermediate level priest or an intermediate level fighter. Finally, there was one additional Respect assigned directly to the service of the Commandant, and comprised of veteran level fighters.



The men of the Guard engaged in a constant training schedule, involving both armed and unarmed combat; all this training was devoted to ensuring the rest of the dead in the tombs. If a group of thieves was discovered in the tombs, reasonable efforts would be made to capture them ("unreasonable" was defined as any guard wounded); if this appeared impossible, they fought to kill, and would fight to the death to protect their deceased charges. The Deathguards were, in general, a relatively skilled group in fighting tactics, in single, small groups, or larger contingents. It was a matter of honor to the order that only enough of the Guard were sent to an intrusion to balance the invasion, not to overwhelm their opponents.

If a scenario in the time of the Guard is desired, it will be necessary to develop a patrol schedule for the Tombs. During the daytime hours (6am to 6pm), three Respects patrol the plateau around the monastery, observing the various approaches to the Valley. A fourth Respect mans the watchtower; between them, the Guards have a 70% chance of spotting a party entering the southern edge of the Valley by daylight. At night, eight Respects patrol the tomb areas, two on each terrace level on each side of the Valley. There is a 10% chance that a group of thieves will be accosted by a night patrol, with an additional 5% per party member over three (four would be 15%, five 20%, etc.); a patrol will be one Hand under normal circumstances, but will be increased as circumstances dictate (if the Hand is outnumbered by 2 to 1 or more, reinforcements will be sent, sufficient to bring the odds to 3 to 2 at the worst). If a huge raiding party is put together to descend upon the Tombs, they will be met with equal force; the priests of Kathilla do have some spies, and other arcane means, for obtaining information, and the spy network extends deep into the underworld.

It is suggested that the GM roll for each member of the patrol separately, using the charts below. This will give a representative mix for the group with which the thieves will engage in combat. The actions of a patrol are reasonably fixed. First, upon arrival, the leader of the patrol will call upon the thieves to surrender -- if this is accepted, the thieves captured will be branded upon the left cheek with a particular symbol, and then released with a warning never to return. Second, if surrender is refused, the patrol will attempt to subdue the thieves forcibly -- if this is successful, captured thieves will be branded and suffer the loss of their opposite hand (a right hander will lose his left hand), and be released as above. Third, if a guard is wounded or killed, the patrol's aim will be the slaughter of the group of thieves, at whatever cost to themselves. If the patrol is all slain, the thieves should probably attempt to escape immediately, since any other patrol that accosts them (+15% to original chances for each patrol dispatched) will also attempt to kill the thieves outright; use of battle magic by the thieves will bring retaliation in like form from the high level priests of the order.

FIGHTING ABILITIES

<u>Type</u>	<u>Roll</u>	<u>Description</u>
<u>Patrols:</u>		
Hands:	01-20	Green Type A
	21-60	Green Type B
	61-90	Intermediate Type C
	91-00	Intermediate Type D
<u>Patrol Leaders:</u>		
Fighters:	01-20	Intermediate Type C
	21-65	Intermediate Type D
	66-00	Intermediate Type E
Priests:	01-30	Green Type A
	31-55	Green Type B
	56-75	Intermediate Type C
	76-90	Intermediate Type D
	91-00	Intermediate Type E
<u>Respect Leaders:</u>		
Fighters	01-35	Intermediate Type E
	36-70	Veteran Type F
	71-00	Veteran Type G
Priests:	01-20	Intermediate Type D
	21-55	Intermediate Type E
	56-80	Veteran Type F
	81-00	Veteran Type G
<u>Honor Leaders:</u>		
Fighters.	01-30	Veteran Type G
	31-65	Elite Type H
	66-90	Elite Type I
	91-00	Elite Type J
Priests:	01-35	Veteran Type F
	36-70	Veteran Type G
	71-00	Elite Type H
<u>Inner Circle:</u>		
Fighters:	01-60	Elite Type I
	61-00	Elite Type J
Priests:	01-50	Elite Type I
	51-00	Elite Type J
Commandant:	01-00	Elite Type K

If the thieves successfully defeat three hands, the next group encountered will be from the Commandant's Honor Respect; add 30% to the roll for individual members of this patrol.

THE DRAGON

About eight centuries ago, the great red dragon Hranugh settled into the ruins of the monastery of the Guard of Death; many who have sought to loot the tombs of the great of Shale-Chuun have left the largest portion of what they secured in the claws of this dragon. Hranugh is now about eleven centuries old, and is of immense size personally (as is the treasure he has garnered from unwary tomb robbers). He is also is a bit of a hypochondriac, and frequently imagines a cold, or a case of the greasy green grumps, or whatever. He will usually, not always, be friendly toward groups which include a person introduced or garbed as a healer, particularly if the healer can play up to this huge hypochondriac, and convince him that the medicine the healer will give him will cure virtually anything. But woe to the person who gives Hranugh a good or pleasant tasting draught as a cure; the dragon is of the firm opinion that no medicine that does not taste terrible is capable of any curative action at all, and will frequently believe that this "so-called healer is a charlatan and a quack who is trying to poison me!" Little need be said of the results to the party of such a decision on the part of the dragon.

Hranugh is particularly fond of music, and will go easily to sleep with a restful ballad from a good bard; however, his draconic senses are alert even with his eyes closed, and there is a 70% chance he will detect motion and/or life within 25' of himself even when he is asleep. The instruments of the last six bards who assisted in a "you put him to sleep, and we'll (steal his treasure/kill him)" adventure adorn the walls of the Great Hall in which the great saurian has his lair. Their skulls adorn the floor in the corner near the cliff, along with the bones of their confederates.

It is truly said that a dragon knows each piece of his treasure. Hranugh will attempt to hunt down and kill any who steal from him. He is still mourning the loss of a fine jeweled cup that was snatched from his hoard over three centuries ago (no one has been successful since that time), and if he "ever lays a claw on that cowardly little shrimp with the hairy feet." If there are hobbits with the party, Hranugh will be at a lower reaction figure -- normal reaction to parties is:

	<u>Base</u>
01-20	friendly
21-50	neutral
51-90	grumpy
91-00	hostile

Adjustments to Die Roll

Hobbits in party	+25%
Healer in party	-60%
Per person/3	+5%
Offered sympathy for illness	-15%
Offered medicine for illness	-40%
Medicine tastes very foul	-20%
Medicine tastes pleasant/good	+95%

There is always a small chance that Hranugh will be out hunting (possibly prey other than his normal food). On the day the party enters the valley, there is a 10% chance the dragon will be absent. If he is not, there is a 50% chance he will see the thieves in the course of his normal daily patrol and investigate. If he is absent, there is a 40% chance he will be absent the next day also, and a 15% chance of a third day. Hranugh will never be absent more than three consecutive days, and if he returns to find a looted hoard, his anger will be terrible. If the party is still in the valley, there is an 85% chance he will locate them: if within one day's travel, 60%; if within two day's travel, 35%. If the party returns the purloined goods immediately, there is a 40% chance the dragon will be satisfied with only the rest of the party's treasure as a penalty; any recalcitrance will most likely result in the destruction of the entire group.

If the party goes directly into one of the tomb complexes, reduce Hranugh's normal chances of noticing their presence by 15%. On the other hand, should the thieves linger outside the entrances to the tomb complexes in the evenings, increase Hranugh's chances of noticing the party by 45%. If he is in the area, however, there is also a 15% chance of



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the presence of another party. If this party is in the tombs (85% chance), there will be no problem; Hranugh will simply exact his normal 90% tax, subject to presence of the dragon and the party being spotted. If the other party has elected to attempt to loot the dragon's hoard (the remaining 15%), and Hranugh spots our thievish party, he will believe they are the culprits; there is a base 35% chance he will believe the party's protestations of innocence, with a 40% bonus to this roll if there is a healer in the party, and a 25% penalty if a hobbit is present. Allowing a search of the party's possessions will give an additional 25% bonus, although Hranugh will take his usual 90% of all treasure type items.

THE VALLEY
OF TOMBS

The Valley of Tombs is a long, narrow limestone valley -- about 4 miles long and 1 mile wide. Direct entry into the valley can only be made from the south; sheer rock walls extend upward on the other three sides for some 500 feet. Fine stonemasons in the age of Shale-Chuun's greatness sculpted these walls to satisfy the desires of Kathilla. About one-third of the way up the valley face, two terraces have been constructed that traverse the entire length of the eastern and western walls. At half-mile intervals, rough-hewn stairways have been carved from the rock, connecting the terraces with the plateau above and the valley below. At the northern end of the valley an enormous edifice stands (the monastery of Kathilla's Death Guard); a slender 200 foot watch tower looms above the rest of the structure.

Entrances to over 200 tomb complexes are irregularly spaced along the valley and terrace walls. Each entryway opens into a 20 foot wide, 15 foot high corridor that extends for 200 x 100 feet. At 50 foot intervals along this main corridor, side passages lead to the individual tombs.

Side passages are 10 feet wide and 10 feet high, leading 30 feet to a set of double doors. On both sides of one of these short passages will be found a total of twelve crypts, arranged in a pattern 3 long and 2 high on each of the two sides. The crypts are plastered shut (unless they have been broken open); occasionally, an inscription in a strange tongue identifies the name and rank of the occupant. Within each crypt will be found the skeleton of a warrior, with shield and broadsword. At the head and foot of each skeleton will be found a small brass bound chest (25/50/75% chance the chest has disintegrated, except for the fittings, in time periods 2, 3, and 4). The chests contain various personal possessions deemed to be of importance to the warrior's Kha. These are the mortal remains of Deathguards, faithful to their duty through the ages. If a crypt is broken open, the skeleton will rouse itself after 106 melee rounds, and attempt to fulfill its purpose. There are four different skeletons given in the character descriptions -- roll 1D4 to determine which is contained in a particular crypt. There is a 15% chance that 1D8 crypts in a given passage have been broken into; if so, there is a 45% chance (for modern times; in the time of the Guard there is no chance) of finding 1D10 skeletons in the passage (the bony warriors and their last victims).

On each side of the doors at the end of the passage will be found a plate pivoted on a bar vertically mounted in the center of the plate. These two plates are well hidden, requiring a secret panel sensing or search to locate; they are about four feet up from the floor, and six inches from the doors. Both must be pivoted in a certain combination in order to open the doors. The plate to the left of the door must be turned left if the tomb is on the left-hand side of the entry corridor, right if on the right-hand side. The plate to the right of the door is turned left if an odd-numbered tomb (counting inward from the entrance), right if an even-numbered tomb.



If the plates are pushed in an incorrect combination, or if only one is pivoted at a time, the door(s) slam outward, smashing all who stand between door and wall for 4D10 damage. Affected characters may make saving rolls against REF and STM -- each successful save reduces damage by half, and success on both saving success rolls reduces damage by 3/4. When the correct combination is pushed, the doors slide noiselessly inward to the tomb proper.

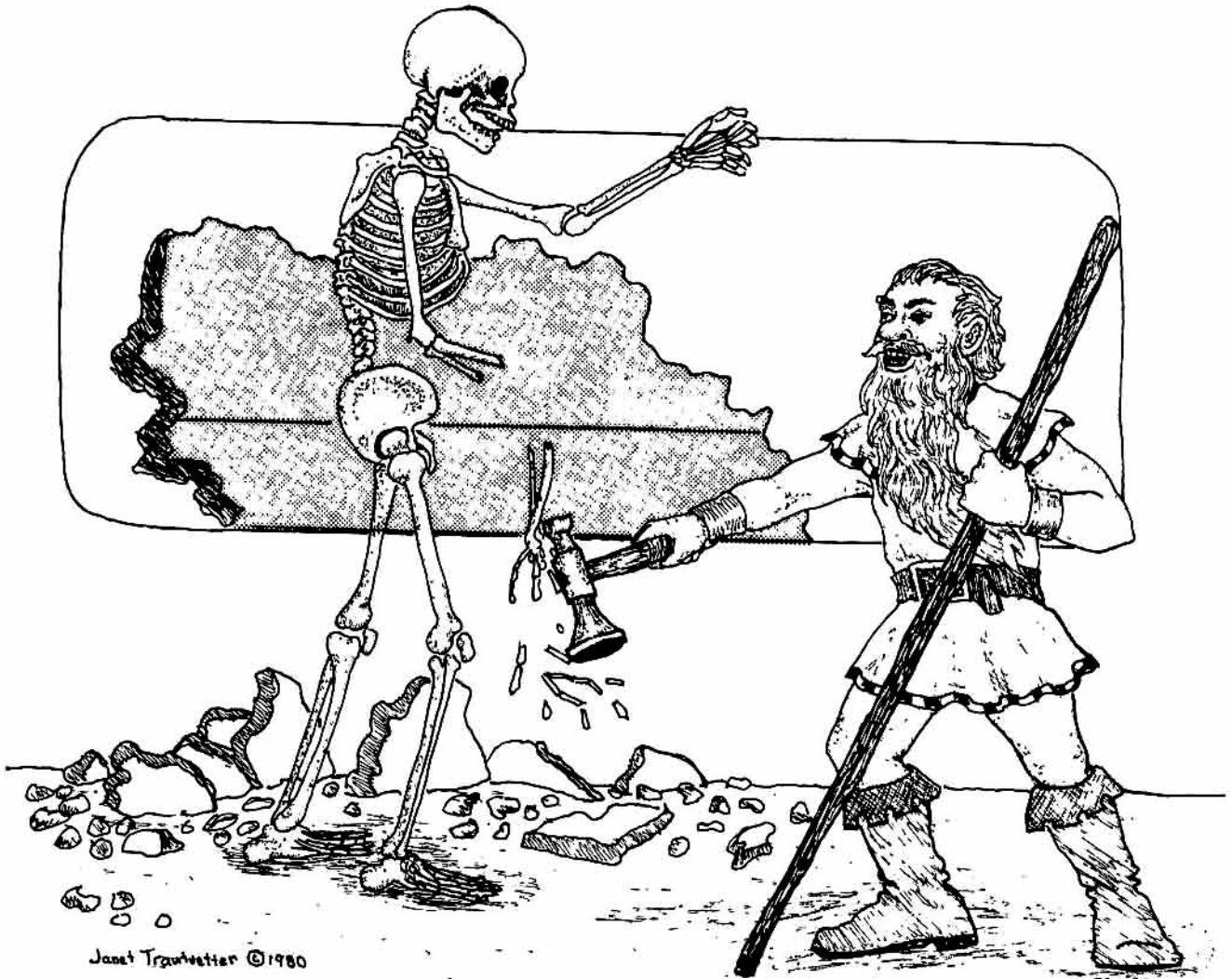
INDIVIDUAL
TOMBS

On the following pages are presented the descriptions and contents of two different tomb designs; the first is relatively easy (lethal factor of about 40%) -- the second is a harder test, with a lethal factor about 65%. The lethal factor represents the percentage of a group of thieves which will probably be killed in that particular tomb design, provided the party uses their wits; unconsidered blundering about usually has a lethal factor of 100%.

There is a 35% chance that a particular tomb will have already been looted; this will not be discovered until the party has managed to open the initial doors to the tomb and surveyed the situation. It is possible that the previous looting of the tomb will not be discovered until the party has managed to penetrate beyond the "living" room of the occupant of the tomb. If a tomb is discovered to have been looted, determine how far the previous visitors proceeded from the table below; frequently the main portion of the tomb's treasure will have been untouched. (The GM may also choose to add some remains of the prior looting party to the room descriptions, to increase the ominous portents of the adventure).

TOMB DESIGN 1

<u>Die Roll</u>	<u>Penetration</u>
1	First room only
2-3	Small side rooms
4-7	Worship room
8-9	Dead end rooms
10	Treasure chamber



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TOMB DESIGN 2

<u>Die Roll</u>	<u>Penetration</u>
1	First room only
2-3	Small side rooms
4-7	Living room
8-9	Throne room
10	Treasure chamber

If a particular area has been identified as looted, it will be virtually cleared out of treasure (90+%); there is a 65% chance that each trap in a looted area has been safetied.

In each of the tomb designs are a number of traps, indicated on the tomb diagrams by a numbered shaded area. Also indicated are safety switches and reset switches; a safety switch, if set, will prevent activation of the trap(s) for which it is marked; a reset, when hit, will reactivate (if deactivated) the trap(s) for which it is marked. In both cases, an audible click for each affected trap will be heard, when the switch is thrown; these clicks will sound only for active traps which are deactivated (if a safety deactivates four traps, but three are already deactivated, either by safety or by having been set off, only one click would be heard), or deactivated traps which have been made active again.

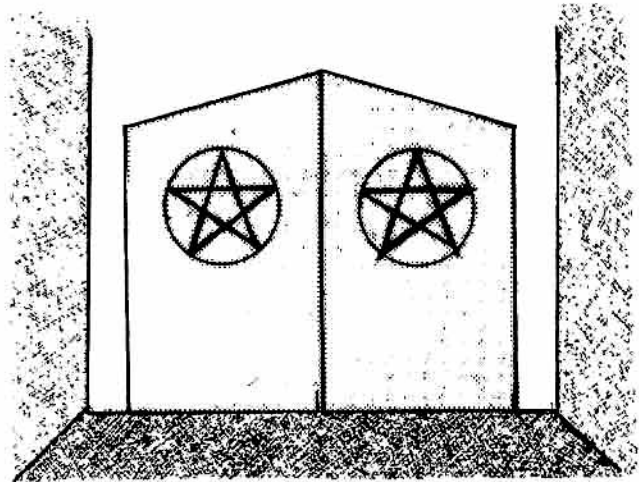
The various safeties are well concealed; players must locate them by sensing or searching for secret panels. A thief's base chance of locating secret doors or panels is equal to one-half of his Trap Sensing/Locating Abilities. Elves and half-elves receive racial bonuses to secret door abilities, and certain training fields can also increase secret door talents (as noted in Thieves' Guild). When searching for safeties, players will operate at 1/2 their normal abilities, due to the painstaking care exercised by the tomb-builders in concealing them. The reset switches, however, are just short of obvious, and will be sensed at greater than normal abilities.

The trap removal process for the tombs requires notice of the fact that the particular area is trapped (trap sensing ability), location of the trip for the various traps (trap location ability), and removal of the danger of the trap (trap disarming ability). Note that it is impossible to completely remove or disarm a trap, and that it will be reset by the proper reset switch being thrown. Some traps, such as pits disguised by illusions, are sensed only at half ability, not at normal.

TOMB DESIGN

I

In this tomb lies a powerful mage. Emblazoned on the double doors leading into the tomb proper are two enameled red circles with inlaid symbols of pentagrams in silver; this was the badge of the spellcaster in Shale-Chuun.



SAFETIES, RESETS, AND TRAPS

There are a number of safeties for the various traps lying in wait for the unwary trespasser in the tombs; there are also resets which will reactivate traps thought safe because they were either set off or safetied. In Tomb Design 1, both safeties and resets are hidden behind small concealed panels about 5" high by 8" wide; these panels may be detected at twice normal abilities if they are resets, and half normal abilities if they are safeties (it is suggested that the GM never allow the players to know the results of the die rolls for sensing or searching, and that he make a reasonable number of unnecessary rolls). Behind the panel on the outside is another small panel; this has a small pull, on the right side for a safety, on the left for a reset. On this small (3" high by 5" wide) inner panel are two small paintings, one of an ankh, the other a dagger; the drawing beside the pull indicates the type of switch inside -- the ankh (symbol of life) if safety, the dagger (symbol of death) if reset.

When the second panel is opened, the switch functions; there is a compartment behind it, 2-1/2" x 4-1/2", containing a small pyramid with a button on top. If this button is pushed, the clicks representing traps disarmed or rearmed will sound (they will not sound unless the button is pushed).

The GM should not include detailed descriptions of any of these items as a matter of course; the players should ask for the details, which they do need to figure out the puzzle of the traps -- after all, only the truly observant can legitimately expect to survive the tombs of a civilization that believes in eternal preservation and the desire for material wealth and possessions continuing after death.

TRAPS IN TOMB 1

1) Fog of forgetfulness -- covers all the shaded area; it requires two saving rolls, the first against MGR, the second (if the first is missed) against DSC; if both are failed, the victim(s) will function as babes of 1-6 months for a period of two weeks.

2) Fog of blindness __ covers all the shaded area; it requires two saving rolls, the first against MGR, the second (if the first is missed) against STM; if both are failed, the victim(s) will be totally blind for 1D4 weeks; there is a 15% chance the blindness will be permanent.

3) Acid spray - will hit every square inch of the shaded area; there are various strengths of acid possible due to aging:

Die Roll	Strength	Die Roll	Strength
01-10	Level 0	81-90	Level 24
11-35	Level 8	91-96	Level 32
36-80	Level 16	97-00	Level 50

Acid will do 1 point of damage per level; a STM saving roll will reduce that damage by half.

4) Spring-loaded floor -- A REF save allows a character to jump off. Otherwise, there is a 40% chance of being smashed upward against the ceiling (STM save to avoid instant death from crushing, 2D10 damage if save made), and 60% to be flung 6', 12', or 18' (60%, 30%, 10%) one way or the other down the corridor, most likely setting off the trap on which the person lands.

5) Oil slick -- will appear when trap is sprung; REF saving roll to retain footing, CDN saving roll to avoid sliding into next trap.

6) Oil slick -- as #5

7) Big boom -- a thundering noise sounds; in trap square allows STM saving roll to avoid permanent deafness, and unconsciousness for 3D6 hours, victim is deaf for 4D6 hours in any case; if within 20' of trap, STM save to avoid deafness for 3D6 hours, hearing will be reduced by half for 2D12 hours; over 60' distance, STM save to avoid reduced hearing for 2D6 hours

8) Super-flash -- a flash of incredibly bright light -- even closed eyes are no help. In trap square allows STM save to avoid permanent blindness, victim is blinded for 4D12 hours in any case; over 20' distance, STM save to avoid blinding for 2D12 hours, no secret panel sensing for 2D6 hours in any case (sight is important in that ability); over 40', STM save to avoid sensing penalty for 2D4 hours. The light is of such brilliance as to equal a modern spotlight (about 5,000,000 candlepower), and will penetrate even around corners.

9) Spears -- 5 sharp spears (4' reach) jab out from the wall, evenly spaced at about waist level. A REF saving roll at a penalty of 3 allows escape by jumping either to the side up the corridor or back toward trap 8, else the person will be hit by 1 (75%) or 2 (25%) of the spears. If the person making his save jumps forward, he will be safe. One who jumps back, or who is standing in the space between traps #8 and #9 will be hit after a 1 mr delay by a spear from the side wall, again at waist level; all spears are HACO 0, being driven by strong springs, and do 2D5 damage.

10) Sweeping blade -- emerges from wall at waist level, HACO -2 (40% of the time neatly halves victim at waist, otherwise does 4D4 damage). Saving roll against REF at penalty of 3 allows situation similar to #9, except 4 evenly spaced 4' sword blades shoot up from the floor between traps #7 and #10 after 1 mr delay, HACO 0 (3D4 damage, 25% chance of disembowelment).

11) Silly gas -- endows the victim with a DSC of 4 (or less), and a diabolically clever and ingenious IQ of 6 (i.e., he thinks up great tricks to play on his comrades, but is totally unreasonable otherwise). REF saving throw is allowed to avoid inhaling the gas; GM's whimsey is encouraged for the character's tricks, but it is suggested that none be fatal; effects last until a STM saving roll is made at 1/3 STM (roll once per 10 mr).

12) Ecstasy gas -- will grant the victim the illusion that his every desire is being gratified; a REF saving roll is allowed to avoid inhaling; if inhaled, the effects will last for (30 - STM)xD12 mr; if a STM saving roll is missed, the time is doubled, and there is a 25% chance the person will never recover.

13) Thunderbolt -- will blast forth from the panel midway down the short corridor; a saving roll vs 1/2 REF allows the victim(s) to dodge the bolt on the first shot, and a second is required for the rebound from the mirror at the end of the corridor (the mirror is polished silver, not glass; it bends, but does not break); a saving roll against STM avoids instant death, a second against 1/2 STM allows the victim to get up and move (having sustained {4 + 1D4} damage) - a miss leaving the victim at 0 HTK and in coma.

14) Thunderbolt -- duplicate of #13.

15) Complex of traps -- the floors and ceilings of both areas 15A and 15B contain a regular pattern of holes (1/4" diameter) arranged in a lattice 30 by 30; the floor and ceiling areas of 15 are smooth and plain.

A) Quarrels -- shot at HACO 3; any person on the area will be struck by 4D4; these come from the floor.

B) Quarrels -- again, but these come from the ceiling and are shot at HACO 1.

15) Paralyzation -- with a 33% chance of permanence if the spell takes effect; a saving roll against MGR (at a penalty of -3) allows person to ignore all effects of the ray; the effect covers the entire area, including the side blocks.

SAFETIES

Symbol	Trap(s) Affected
A1	Safeties all traps
A2	Only #1
A3	Only #2
A4	Safeties #4 to #10
A5	Only #5
A6	Only #6
A7	The #15 complex
A8	Only #12
A9	Only #9
A10	Only #10
A11	Only #11
A12	Only #8
A13	Only #7
A14	Only #14
A15	Only #13

The remaining A-markers activate various sliding doors; A16 works Sliding Door 1 (near Trap 9), while A17 controls Sliding Door 2 (near Trap 10). A18 controls the opening of the thick Sliding Doors D, but also resets Traps #3 and #4; A19 safeties Trap 15A, but closes Sliding Door 2, while A20 safeties Trap 15B and closes Sliding Door 1.

RESETS

Symbol	Traps Affected
B1	Locks all traps on (single safeties ineffective)
B2	Resets all traps
B3	Resets #15 complex and closes Sliding Doors D

The Burial Chamber

What the Players See:

As the doors swing aside, a soft glowing light is seen. Directly in front of the entrance is a large rug in red, black, and gold. On the opposite side of the rug is a black basalt catafalque bearing the body of a man; on the front is a symbol in gold and red of an ankh (looped cross) in a circle surrounded by golden flames. At the feet of the recumbent figure is a small chest.

There are eight statues in the room, two of lovely young women, the other six of huge guardian figures armed with huge scimitars. The two female figures are placed at the narrow ends of the bier; two guardians stand behind the deceased, and the other four are ranged two on each side of the room. All of the statues appear to be incredibly detailed; even the individual strands of hair appear to be separate, and small blood vessels show through the translucent skin of the female figures. There are also two 8' tall poles with 3" diameter hooks placed on either side of the bier.

There are four wooden doors set in the walls. On each door is a one foot square golden plate with a handle; the plates are set between two wooden bars across the door.

On all of the walls are murals: directly behind the bier is one depicting the deceased summoning small elementals of fire. Various other feats of magic are depicted around the room, including one scene of a mage summoning a horrific demon.

GM's Description:

The ceiling has been enchanted, and a Moonlight spell embedded, so there is no need for lighting (if the main doors to the tomb are left open in the time of the Guard, there is a 25% greater chance of being spotted by a Hand on patrol).

The mage has been petrified to prevent deterioration: he is clad in the formal robes of the city of Shale-Chuun (the clothing is also petrified). He holds an ankh in his right hand and a dagger in his left. These items are used as symbols on the various secret panels; the ankh indicates a safety switch, and the dagger a reset.

The small coffer at the mage's feet is trapped; the trap is Comp(lexity) 2 for disarming, Comp 1 for other thievish trap abilities; if it should be set off, it is designed to deliver a spurt of level 50 poison gas to whoever is in front of the coffer (use the poison deterioration table in Trap 8 of Tomb 2 for actual strength). A REF saving roll allows an unsuspecting person to hold his breath and step back, suffering only half the effective levels of poison; a person who voluntarily elects to hold his breath while opening the chest takes no damage. The coffer

contains 1000 GP in coins and small gems, and a collar. The collar has the power to detect poison within 3' of the wearer, and will glow brightly when such is the case. The collar is approximately 10" wide, and is similar to the collars on the figures in the various murals that abound in the tombs. It is made of linked 2" squares of silver, and has a base value of 1,350 GP; if the magical ability is known (not just "this collar is magic"), it would be valued at 4,000 GP.

The statues are actually petrified people: six giant guards and the mage's two familiars (actually succubi, rather than human females). If any desecration of the mage's body is attempted, the guards will be released from petrification, and will attack (see the character descriptions at the end of this chapter for NPC descriptions). Close examination of any of the stoned bodies will have no effect on the guards, but any attempts to destroy one will activate all the guards. Examination will reveal that each of the four guards along the side walls has a stone key around his neck; if the guards are activated and destroyed, these keys may be used to open the four doors in this room.



The rug is 12' wide and 24' long, and brightly colored; it is also enchanted. The carpet flies, and has a number of spells embedded which allow the possessor to control its flight to his satisfaction; it will, however, respond only to someone who speaks the name of the mage (this can be discovered in the worship room, or if someone has access to a Read Languages spell, and thinks to read some of the inscriptions on the murals in the room). As noted, the carpet has spells in it which respond to simple thought commands (speed, turning, stop/go), once it has been activated. The carpet's value is 500 GP, and is worth an additional 7,500 GP if it can be used to fly.

The eight foot poles are -- eight foot poles.

The four doors lead to smaller side rooms; the plates with handles appear to be solid gold, but are actually gold-plated lead. The plates conceal compartments in the doors; in doors A and C are the severed heads of medusas (if the compartment is looked at when the plate is removed, it requires a MGR saving roll to avoid petrification; one saving roll is sufficient for each head). In doors B and D are basilisks (again, a MGR saving roll, but to avoid fire damage - 2D8; a new saving roll is required each time the compartment is gazed upon). All four of the doors are locked, with the locks openly displayed; the locks are Comp 1.

The Small Side Rooms

Rooms A & D
(Rooms A and D are mirror images of each other.)

What the Players See:

In the center of these 10' by 10' rooms stand cruciform tables covered by fitted red velvet cloths. The tables are comprised of two 6' by 2' arms, and appear to be covered by a collection of miniature brass lamps (in the Aladdin style).

GM's Description:

The miniature lamps (there are approximately 250 of them in each of the two rooms) are worth about 10 GP each, and weigh one-quarter pound each. They have no magical power of any type, although one in ten has been enchanted; many of these were used to provide storage for either imps (small demons) or Tau power (the power that fuels magical spells).

In the marked corners are trap doors; they are both very well concealed, and as a result are sensed at half normal ability. If sensed, they will be found at normal search ability, but if they are not sensed, they will be found at half normal search ability. The trap doors both lift toward the wall paralleling the main corridor, and stairs leading downward will be found. These represent the only access to the Worship Room of the Tomb.

Rooms B & C
(Rooms B and C are mirror images of each other)

What the Players See:

Catercorner from the entrances to these 10' by 10' rooms are sets of bi-level shelves. Upon these shelves will be found a collection of varied chalices, cups, and goblets, of assorted materials ranging from metallic to ceramic. There is little else but dust apparent.

GM's Description

The goblets, etc., are of moderate value, even though garishly decorated, and might bring 1D10 x 1D6 each on the open market. There is an aura of magic about these rooms, which will be sensed (85% chance) by any spellcaster. As some 10% of the chalices are enchanted, the sensing mage will most likely turn in that direction.

On the inner wall of each room, at the farthest end of the wall, is a 4' wide, 8' high opening; these openings are unlikely to be seen since they are masked by very good illusions of the same surface as the rest of the room. These openings, if found, lead to a T-shaped hall. If traps #1 and 2 have not been safetied, they will be activated when a player enters the T-shaped hall. At the base of the T a sliding panel can be found at eye level (quite easily, since no attempt at disguise was made). The panel offers a view of the burial chamber through the eyes of the mage in the mural behind the two guardian statues near the bier. There are no other items of interest in the hallway, and no other exits

The Worship Room

What the Players See:

The stairs lead down into a brightly lit room with several unusual features. Set into the floor at the bottom of the steps is a large medallion of carnelian inlaid with a golden ankh, and outlined in golden flames. There are five niches, three feet deep and four feet wide, arranged two on each side wall and one on the far end wall; in each niche is an altar underneath a medallion set onto the wall. Toward the back of the room is a 6' diameter table; on this table is a large stemmed bowl in which a thick syrupy substance bubbles and plops. The niches contain (working clockwise from the stairs):

- 1) a medallion with a golden sheaf of grain on a green background, with some dried flakes of some substance beneath on the altar cloth;
- 2) a medallion of an anvil overlaid with a hammer, in a greyish metal on a blue background -- on the altar is a model of a ship;
- 3) a pentagram in silver on a deep red background on the back wall -- underneath on the altar are two small covered cups with a silvery dagger lying between them;
- 4) a black metal wheel on a gold background for the medallion, and a small pile of coins on the altar; and,
- 5) a medallion showing a crossed sword and mace in proper colors on a red background, with a skull on the altar.

All of the medallions are affixed to the wall at the back of the niche with the altar tight against the wall beneath. The altars are covered by a shimmery cloth of the same color as the background of the medallion above; the cloths hang down about a foot on each of the sides (the altar blocks are about 3' wide and 2' deep -- they stand 3' high and appear to be solid)

GM's Description

The ankh conceals the safety; to open the secret area (which can be sensed at double normal abilities), one must press the foot, and both arms of the looped cross. At that time, the donut-hole of the ankh will pop open. There are also four small metal scarabs with jeweled carapaces concealed here; all four are enchanted, and form half of a set of "wards" -- the remainder of the set is concealed under the syrupy, plopping substance in the stemmed bowl (wards may be set up

around a campsite, etc., and will provide warning of the approach of anything hostile which is big enough to ignore their power -- anything relatively small will simply be turned away).

The switches in the niches are hidden behind the medallions on the walls; even if the medallions are removed, it will require normal sensing and searching rolls to discover them. The altars are simply that, large, solid blocks of wood (on the backs of which are drawn fine lines which seem to indicate secret panels -- there aren't actually any there). The medallions are symbols of the five professions of Shale-Chuun, and are worth about 400 GP each -- the little offerings in each niche are also symbolic, but they have value and power:

- 1) farmer - the dried flakes (approximately 8 ounces of them) are capable of producing nourishing hot soup if a quarter ounce portion is put into two gallons of cold water (the flakes even provide the heat).
- 2) artisan - the ship model will function as a self powered boat (speed up to 5 mph in still water) for up to 6 people; when it is put into water, it expands -- when withdrawn from the water, it contracts.
- 3) mage - the two cups are the homes of two imps (small demons) who are bound by potent magic to obey within their limits the possessor of the dagger lying between them; one of the imps has the power to glue (to cause any object to stick tightly to another) for the period of concentration + 1 minute. The other has the power of itch -- which will cause virtually any creature (90% chance) to scratch to the exclusion of all other activities -- the victim will even attempt to remove any armor or clothing that gets in the way of scratching -- the desire to scratch will disappear when the imp's attention wanders (a 17% chance each mr).

Both imps are capable of teleportation (of self plus up to 1 lb of other substance), and while they will not materialize in walls or floors, there is only a 50% chance that the popping imps will arrive exactly where they desired -- the other half of the time, they will arrive 1D10 x 5' from their target in a random direction and facing in a random direction (use D6 to determine the various random directions for the hex sheet, a D8 if the field of play is squares) -- there is even a 10% chance they will arrive upside-down.

If a non-mage and/or non-demonologist gains control of the cups and dagger, the imps will attempt to steal the dagger each time they finish a mission, if they are not specifically ordered back into the cups; the glue imp has a 25% chance of pickpocketing successfully if the dagger is not in the person's hand, and the itch imp 20%; neither will attempt to steal it unless the person sticks the dagger in his belt, etc., or puts it down somewhere unattended. When the dagger is successfully stolen (as it will be eventually), the dagger, the imps, and the cups will all disappear.

- 4) merchant - each of the coins (there are 10-20 of them -- 2D6 + 8) allows the possessor to make a deal at a 10% to 60%

(1D6 x 10%) advantage to himself, providing he spends or otherwise uses the coin in the deal; it is considered reasonable to use one of the coins, and then recover it in any way short of outright theft or murder (the coins will lose all magic if this happens -- blood and curses have considerable power in the realm of magic)

- 5) warrior - the skull is that of a famous enemy general, Tharses the Sly, known for his sneaky solutions to various problems, and is enchanted to answer questions of strategy and tactics. There is a 40% chance that the answer given will bestow an advantage of +1, +2, or +3 (roll D6: 1-3 = 1, 4-5 = 2, and 6 = 3) to the questioner for the military problem indicated in the question. Unfortunately, Tharses is a bit cranky about being roused, and 30% of the time his answers will cause a disadvantage at the same rate as the advantage.

Under the altar cloth in niche #3, the mage's altar, is a small (3") representation of a pentagram done in silver. If placed in the center of the larger pentagram in the red medallion, it will cause the panel back of the altar to drop, revealing the passageway to the treasure chamber. The silver pentagram is worth about 500 GP, and functions as a demon detector -- if any demons are present within 50', it will glow, and the stronger the demon, the brighter the glow.

The stemmed bowl on the table is also enchanted; it contains two teleportals, one in the bottom of the bowl portion, and the other fixed in the air about 18" above the first. The bowl used to contain wine, which has long since turned to a foul-smelling vinegar; if any liquid half the consistency of honey is placed in the bowl, it will produce a striking fountain effect. Under the thickened vinegar will be found four small cubes that appear to be carved from emerald; they are worth about 900 GP each, but are part of the set of wards (with the scarabs). If the wards are set out, first the emerald cubes at the cardinal points of the campsite, then the scarabs on top of them, they will function as described above. The idea of wards is fairly common, and any character who figures out that the scarabs and cubes may go together has an IQ saving roll to remember that he has heard of them before, and to realize what they are.

The altar cloths are spider-silk, and are worth about 350 GP each; their weight is negligible, but they will increase the appearance of any female they adorn by 25% of her current beauty (only APP is altered, not MAG, which is a different characteristic entirely).

The Lower Corridors

What the Players See

When the panel behind the altar descends into the floor, the players can see a well lit 10' wide passageway leading 25' to a wall. At that juncture, there is a 3-way intersection -- the other two corridors turn after 20' (and eventually rejoin to form a perfect 40' square). The walls of the corridor are made of a polished reddish-brown stone; the floor is marble, and latticed in a diamond pattern.

GM's Description:

GM's should carefully note the locations of the numerous traps in this corridor and their operation. At the southeastern and southwestern corners of the square, two sliding doors conceal the entryway to rooms E and F. In the middle of the northern corridor, there is a hidden switch that activates the huge stone double doors leading to the Main Treasure Chamber (see details below).

The Dead End Rooms

Rooms E & F
(Rooms E and F are mirror images of each other.)

What the Players See:

Short (10') lengths of corridor lead to closet-like rooms; these rooms are softly lit, and appear to be filled with a large pile of coins and gems. The rooms are about 10' square.

GM's Description:

Once the players have discovered the hidden activators for the sliding doors (there is no other way to gain access to either room), and tripped them, the grind of the sliding mass of foot-and-a-half-thick stone will be heard even at the other end of the corridor. These rooms are simply treasure repositories, and coinage and gems are determined in the same manner as the dragon's treasure (see the description of Hranugh and his hoard, page 9-27). It is suggested that the GM allow the players to carry away as much of the treasure in these rooms as they wish; remember that there are 100 coins to the pound. A small sack will hold about 10 lbs without breaking, a medium sack about 40, and a large about 100 lbs. There is also a limit to how much any one person can carry. A belt pouch can hold about 25 lbs. of coins, a money belt about 5, while a good leather backpack will contain about 60 lbs (the backpack would have to be totally emptied to contain that much), and canvas about 25 lbs. The two rooms contain about 250,000 coins and gems between them. (GM's Note: Remember to adjust the movement allowances of money-laden figures to reflect encumbrance.)

The Main Treasure Chamber

What the Players See:

As the 2'-cross-section doors move into the chamber and begin to slide to the sides, many wondrous items can be seen. Directly ahead is a 7' x 12' carpet; on the other side of the rug is a profusion of small and large items. There is a large four-poster bed, a gilded throne, a chariot, piles of rich cloth and sparkling pieces of jewelry, and numerous other items. On the back wall, directly across from the entrance is an 8' diameter medallion of Shale-Chuun, the gold ankh on red, circled by golden flames.

The room appears to be almost 30' wide and 20' deep; the ceiling is about 15' up, and has been painted to resemble a cloud-filled spring sky. Murals depicting great feats of magic cover the walls.

GM's Description:

The rug at the entrance covers a 5' x 8' pit, 30' deep; there are jagged pieces of metal at the bottom. Use the Falling table in the Monastery description to determine damage if someone does fall in; however, there is additional damage from the metal shards, dependent on armor type:

Armor Type	Damage Die
None or cloth	+1D10
Leather	+1D8
Chain	+1D4
Scale or Plate	none

This damage is in addition to that suffered from the fall itself. There is a foot-wide ledge near the large doors; it requires a CDN saving roll to successfully negotiate the ledge. If a person starts to fall, he may attempt to grab hold of the thick stone of the door by making a saving roll at one-half REF. It is also possible to jump the pit (given a "running start" from the back wall of the corridor); the percentage chance of success is (50% base + 2xSTR + CDN). A dwarf has a 15% penalty because of lack of stature, and hobbits, kobolds, and goblins 25%; there is no penalty for any armor up to the weight of leather, but chain reduces chances by 30%, and scale or plate by 50%. The rug will disappear into the pit along with the first person to discover the pit the hard way; if the party is smart enough to pull the rug aside, the pit (and the ledges available) will be revealed. The rug is enchanted; when it is laid by a particular person in an entryway or hall, it will moan if stepped upon by someone with hostile or unfriendly thoughts or intentions toward the one who laid it. If the rug is laid by a servant, it will protect the servant, not the master for whom (but not by whom) it was laid. The rug is worth 300 GP base value, and its arcane function, if discovered, will add another 1,200 GP in value.

The bed must be disassembled to remove it from the chamber; its various pieces weigh a total of 60 lbs. There is a 5% chance that it will be reassembled incorrectly, thereby losing the arcane effect contained by the bed. The bed is extremely comfortable, enabling the person using it to get by on half the sleep (or rest) he would normally require; the bed is also climate conditioned, and will maintain an ambient air temperature of about 70 degrees, while scenting the air with the attar of flower fields. The bed's innate value is about 1,500 GP, and the special effects, when discovered will add another 6,000 GP.

The gilded throne has an aura of magic about it, but the only spells embedded in it are to allow the person seated in it to know if whoever is addressing him is telling the truth or lying. The throne weighs about 450 lbs. Its pure monetary value is about 3,000 GP, and discovered magic adds 4,500 GP.

The chariot is capable of flying, provided it is being drawn by a flying steed of some sort (pegasus, griffin, hippogriff, etc.); it is worth about 5,000 GP (50,000 if accompanied by a flying steed who has been trained to pull it), but will present a problem in removal, since it is 5' wide, and 4.5' from wheel rims to guard rail. If it is used in combat, it will be discovered that is also equipped with a triple strength Repulse



Missiles spell (this will turn up to 30 points of missiles each mr, where a spear is 4, a javelin 4, a quarrel 2, and an arrow 1)

The bolts of cloth are valuable simply as cloth, and are not enchanted. They are worth

Die Roll	Cash Value
1 Cotton	$(10 + 1D10) \times 1$ GP
2-4 Linen	$(10 + 1D10) \times 5$ GP
5-8 Satin	$(10 + 1D10) \times 10$ GP
9-12 Velvet	$(10 + 1D10) \times 15$ GP
13-15 Silk	$(15 + 1D10) \times 20$ GP
16-19 Lame	$(40 + 1D10) \times 20$ GP
20 Gemcloth	$(40 + 1D20) \times 25$ GP

per bolt, and there are 10 to 80 ($10 \times 1D8$) bolts in the chamber; each bolt weighs about 15 lbs.

There are 21 to 30 pieces of jewelry ($20 + 1D10$) in the room; determination of types and values should be made using the rules set down for Hranugh's hoard. There is a 15% chance for each piece that there will be a

presentation case or box for the piece, which may be worth 5% to 100% ($1D20 \times 5\%$) of the value of the piece it contains.

Additionally, there are $5 + 2D10$ other magic items in this chamber. The individual descriptions may be found in the magic item chart at the end of this chapter; there are 40 different items, and the GM may either choose them specifically, or roll randomly for the items. Duplications are possible, but should be kept limited within a single tomb (it is of course quite likely that magic items will be duplicated from tomb to tomb).

The medallion on the back wall positively reeks of arcane power; it has two major powers

- 1) it will automatically store in itself half of the spell point power currently held by any person who touches it; this transfer will not be noticed by any but a mage of Veteran or higher level. A spellcaster can

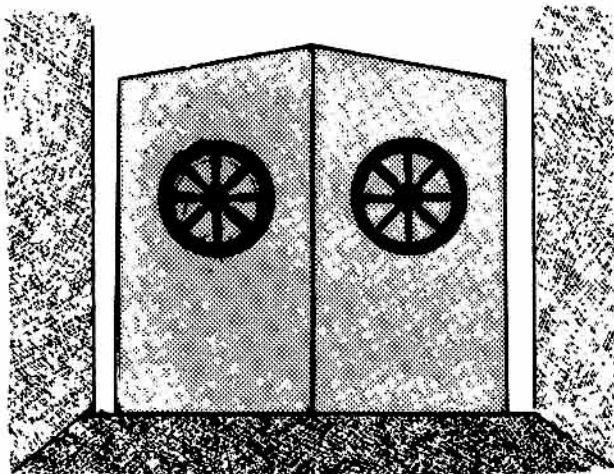
draw power from the medallion by invoking the name of the deceased mage, and concentrating on the eye of the ankh. If properly used, the mage will receive from 5-100% (5x1D20) of the stored spell power. The medallion can perform either function at any time, but will only perform a total of 10 times per 24 hour period for both functions. The medallion is currently powered with 348 spell points.

- 2) it will turn spell points into hit points, replacing 1 lost hit point for each spell point a person has up to the limit of his power. For this function to work the person to be healed must be standing against the medallion, with his arms on the arms of the ankh, and his head touching the loop; an unconscious person may be held by others, or the medallion may be placed on the floor and the person laid upon it. There is a small ledge at the foot of the ankh, which would allow a normal height human to stand upon it in proper position for the healing function to occur. This medallion may be readily removed from the wall, but it is extremely bulky and hard to handle. If dropped at any time there is a 65% chance that it will shatter.

TOMB DESIGN

II

This is the tomb of a wealthy merchant. The doors leading into the tomb are both emblazoned with the merchant's symbol, an eight spoked wheel with a wide rim, in black enamel on the yellowish metal of the door.



SAFETIES, RESETS, AND TRAPS

In Tomb Design 2, all safeties and resets are hidden behind small panels 3" wide by 5" high. Inside each panel will be found a small figure (which happens to resemble the merchant

buried in the tomb); each figure will either have arms crossed across the chest or hanging at the sides. Operation is initiated by touching the figure; the crossed arms indicate a safety, while arms at the sides indicate a reset. The clicks counting traps disarmed or rearmed will sound when the figure is touched.

The panels concealing the various figures are well concealed if the option is safety; they can be sensed at about half normal abilities. If the option is a reset, the panel can be located at about triple normal abilities. Players should almost never be allowed to know the results of the rolls for secret panels, and a number of extraneous rolls should be made to confuse.

TRAPS

- 1) Sleep gas -- floods the entire small room with a slightly aromatic gas; failing a saving roll against REF means the gas has been inhaled; failing a second roll against 1/2 STM puts the victim(s) to sleep very soundly (it requires sufficient shaking to inflict 1D6 damage to waken the person) for 15 to 25 hours (13 + 2D6)
- 2) Rapier thrust -- will pierce a victim at waist height; the thrust is diagonal on the trap area, and attacks at HACO 2; a saving roll against REF allows +6 to effective armor class for "sucking in the belly".
- 3) Slicing blade -- springs out from the wall horizontally at hip height; it strikes at HACO -4, and any critical means the victim has been neatly divided into two halves, top and bottom; the blade swings in the quarter-arc from 'x' to 'y' on the map
- 4) See #1.
- 5) Crossbow quarrels -- thirteen of them (lucky number); a person facing the back wall will be struck by 5 to 9 (3 + 2D3), and a person turned sideways will receive 3 to 6 (2 + 1D4); they strike at HACO -1
- 6) Guillotine -- slashing down diagonally from the ceiling; a REF saving roll allows a CDN saving roll to avoid the blade; if the blade strikes, it will separate a person into 2 or more individual pieces depending on his position.
- 7) Oil slick -- onto a polished marble floor, released from small vents at the base of the wall; a failure to save on 3D12 against REF slides the person into the area of #8
- 8) Needle floor -- will pierce any armor other than leather, scale, or plate; if clad in those armors, but skin is exposed, there is a 20% chance of contact with the needles anyway -- this goes up as the amount of armor coverage goes down; the needles do little damage (1 point for each group of 10; a person lands on 5D20 needles), but they are covered with poison (see Tomb Design 1, Trap 3 for potency chart for the overall effect).
- 9) Acid drip -- from the ceiling covering the entire area (T-shape) indicated; the potency is as the chart for poison (see above, #8), but acid does 1 point damage per potency level to flesh, and 3 points per level to armor; the drip will leave behind a pool 1/4" deep.
- 10) Clumsiness spell -- cast at a saving roll penalty of -6; if MGR save is failed, victim(s) will be at a disadvantage of 2D6 to CDN for 2D12 hours -- this will affect all

abilities involving CDN for the time limit; spell covers the full area.

11) Mini-thunderbolts -- from 2 to 12 (2D6) at each victim; zapper strikes do 1D6 damage each; a save on MGR negates damage; if struck for damage by 6 or more, it requires a STM saving roll to avoid death

12) Stairslide -- suddenly the stairs have become a chute; they lead only downward; to climb back up while they are still in slide form requires a saving roll on 4D12 against the average of REF and CDN.

13) Muscle spasm spell -- as for #10, but affects REF.

14) Firewater -- not booze, but blaze; a saving roll against REF allows half damage (not fully drenched), otherwise victim takes 1D100 in fire damage; anyone receiving twice his HTK or greater has been totally incinerated; the liquid sprays from the ceiling to cover the area.

15) Stairslide -- as #12

16) Stairslide -- as #12, but the victim will usually turn the corner.

17) Springloaded floor -- tosses the victim out into the area of Trap #18; there is a 35% chance that the spring has rusted and the trap fails to work

18) Fire -- takes effect as a blast of heat of equivalence 25000; in the quarter-circular area, damage taken is 6D12, on the stairs 3D12, on the landing 1D12; a saving roll against 1/2 STM reduces the damage by half; the spell is cast on the area, not on the people involved.

19) Ice -- takes effect as a blast of cold of equivalence -1500; damage is as in #18, but a second STM saving roll reduces the damage to one-quarter.

20) Petrification -- will take the victim(s) for granite; a saving roll against MGR allows the person to ignore the field's effect entirely.

21) Mobile blade pit -- can be located in any of the five positions along this 20' corridor; one who falls will land on 2D6 blades, each doing 2D4 damage; the pit will move after 1D4 mr to a new position; the positions are:

Die Roll	Position
01-06	1
07-09	2
10-11	3
12-15	4
16-20	5

the pit will not repeat a position, so reroll if the same one is rolled

SAFETIES

Symbol	Trap(s) Affected
A1	Safeties all traps
A2	#7, #8, & #9
A3	#13 - #15, #17, #18
A4	#10 - #12, #16, #19
A5	Safeties all traps
A6	#4, #5, & #6
A7	#1, #2, & #3
A8	#20, #21
A9	Only #18
A10	Only #19
A11	Only #15
A12	Only #12
A13	Only #20
A14	Only #21
A15	Safeties all traps for 20 mr (5 min), then releases all other safeties, and resets all traps
A16	Safeties chests

RESETS

Symbol	Trap(s) Affected
B1	Resets all traps
B2	Resets all traps
B3	#4, #5, & #6
B4	#1, #2, & #3
B5	#7 to #15
B6	#12, #15 to #20
B7	#18, #19
B8	Chests
B9	#1 - #3, #13 - #15, #17, #18, after 8 mr
B10	#1 - #3, #10 - #12, #16, #19, after 8 mr
B11	Resets all traps



SPECIAL TRAPS ON THE CHESTS

Chest A - a colorless odorless gas is released to encompass the shaded area; to obtain a REF saving roll, one must hear the hiss of the gas (make a hearing roll); a REF saving roll allows the victim(s) to hold breath and stagger back; if the gas is inhaled (there is a good chance it will be), the victim becomes a will-less automaton for 2D6 hours - he will not move or perform any other action unless ordered; the victim is fully conscious and cognizant, and will remember the actions he was forced to perform.

Chest B - the rug is animated (it is effective AC12, and requires 100 points of cutting damage to destroy); it requires a saving roll against REF - 4 to leap off the rug; if victims are trapped, after the 4th hr it will require a STM saving roll to avoid suffocation; only edged weapons can damage the rug, and they will pass 1/4 of their damage to the occupants -- blunt weapon damage passes entirely to those trapped within.

Chest C - the marked portion of the floor in front of the chest drops, as the chest is lifted; the pit underneath is 25' deep, and there is an area effect Sleep spell at the bottom (saving roll against MGR at a penalty of -6). Unless the person(s) trapped happened to be under direct observation, it requires a saving roll against average party DSC to notice the victim(s) are missing.

Chest D - animates the chest (which stands on four stubby legs), which will charge (at speed 3) about the room snapping its lid (HACO 4, damage 2D6 for a successful snap) at various attempted victims, until it is hacked or bashed into splinters (AC16, 60 points of damage to destruction); damage from missiles and pointed weapons is totally ineffective and does not count toward the total of 60.

The Burial Chamber

What the Players See:

The doors open on a room 30' deep, 40' wide, with a 15' ceiling; the walls are decorated with murals showing trading scenes, hunting scenes, parties, and one of the merchant himself, holding a small figure in each hand. This mural is behind a 4' high block of glistening black stone, which bears the body of a man with his hands crossed upon his chest. At his head are three small coffers, at his feet are two large keys crossed one over the other.

Between the door and the bier are a 8' by 20' rug, and a heavy wooden desk, behind which sits a large marble curule chair with cushion.

At the head and the foot of the stone block are a pair of statues. Each is of a very pretty young girl (about 14 to 18), and is executed in incredible detail. The artist seems to have blended various colors of finely grained stone to make the statues seem lifelike -- even the individual strands of hair are delineated.

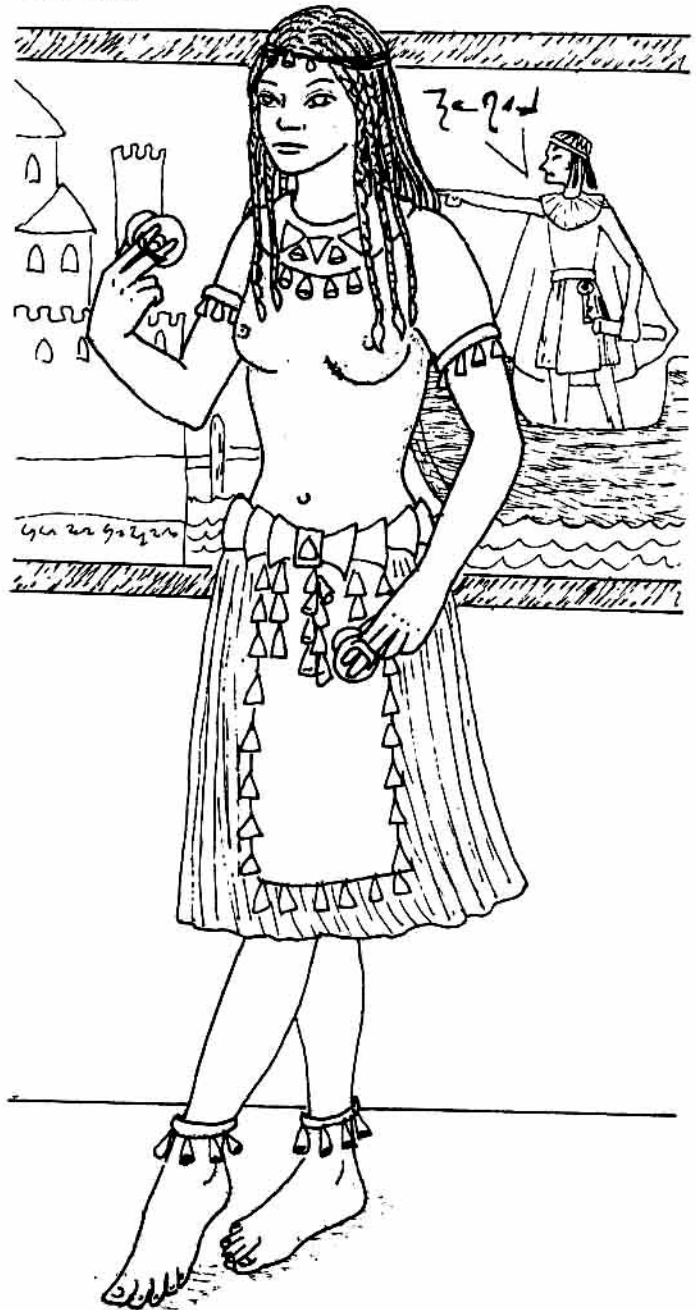
There are four additional doors leading from the room. All appear to be constructed from a greyish wood, and each has a square silvery plate resting on a crossbar. The

plates are about 18" square, but are featureless. None of the four doors will open; they appear barred or locked.

GM's Description:

The mural behind the bier shows two small male figures, one in each of the hands of the merchant; one figure, held in the left hand and higher than the other, has his arms crossed upon his breast, while the other, in the right hand and held lower, has arms dangling at its sides. This may indicate to the players which figure is for a safety, and which is a reset (right - reset, and high is safe).

The two large keys are of gold plated lead, and have absolutely no power or relevance; they are simply 75 lb. red herrings.

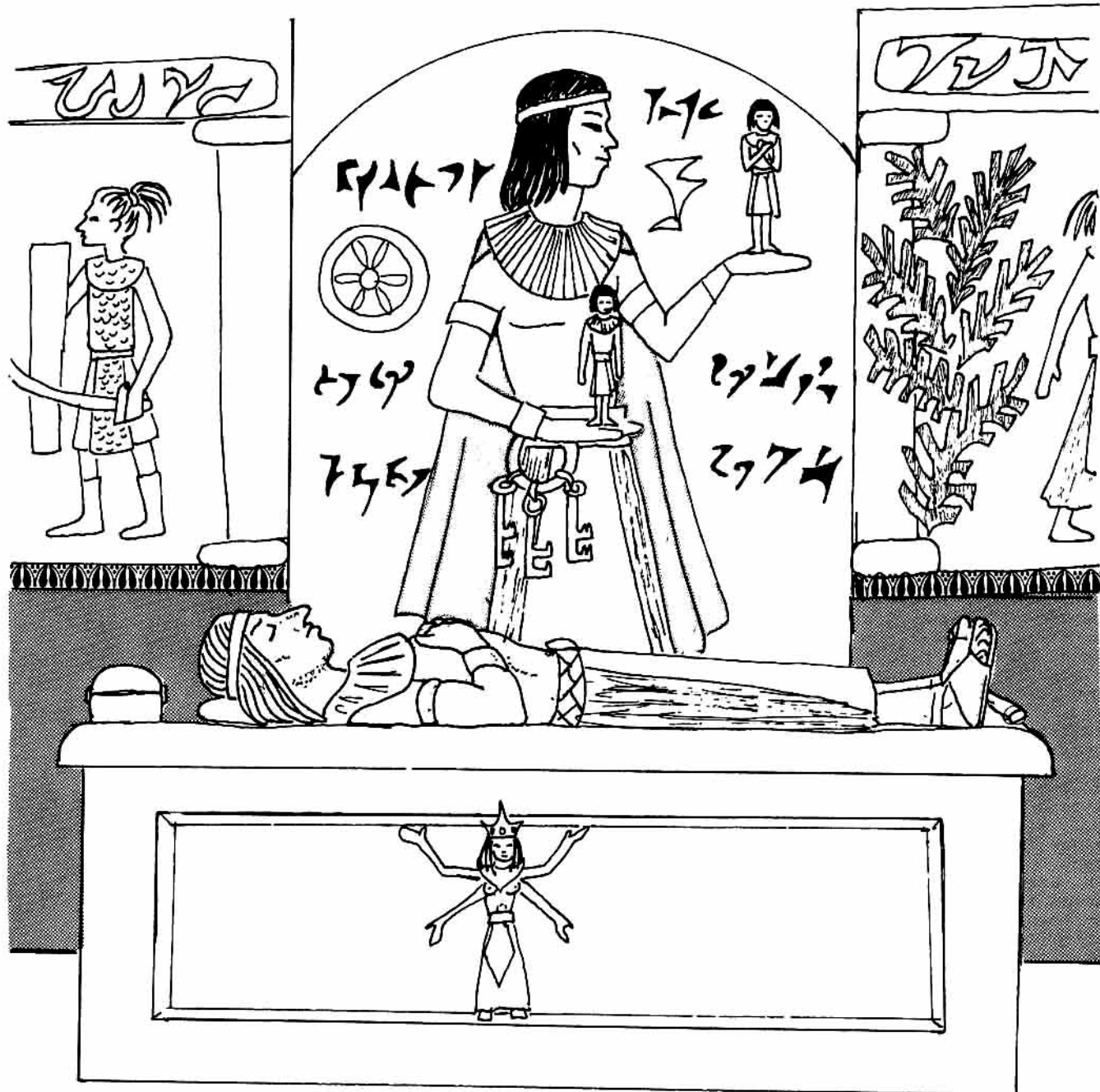


The three small coffers contain one item each: the center one contains a ring of 20 keys (which can be used to unlock the four doors -- #3 for door A, #7 for door D, #13 for B, and #17 for C), the one on the merchant's left contains a rod of pink quartz (2" diameter, 10" length), and the one on his right a similar rod of grey pumice. The two rods may be used to revive and repetrify the two statues of young girls -- pink for revivification, grey for repetrification. The two damsels are admirably trained dancers and handmaidens, and are very obedient.

The rug, the desk, and the chair are of excellent workmanship and quality (1200 GP for all three, total weight 90 lbs.), but have no hidden relevance.

The locking plates and keyholes for the four doors are behind the silvery plates (which are an amalgam of silver, mithril, and

orichalcum, and will attract any missile fired within 25' of it to its general area), and unless the proper key is utilized in the proper door, the person attempting to unlock them will receive painful (1D4 damage) evidence that he is using the wrong key. Behind each plate, additionally, is a rune, inked onto the wood (these may be washed off with a liquid containing at least 15% alcohol -- that means at least brandy, wine is only 12%); if these runes are gazed upon by unauthorized eyes (anybody but the merchant and the girls), they go boom, doing 4D10 damage within 8', 3D10 within 15', 2D10 within 20', and 1D10 within 30' -- over 30' there is no damage, however when a rune goes off, there is a 35% chance it will rattle 1, 2, or 3 other plates off their perches (on a D6: 1 - 3 = 1, 4 - 5 = 2, 6 = 3) -- if anyone happens to be looking in the wrong direction...



If the thieves attempt to pick the locks on the doors (assuming they have managed to survive the disposal of the runes, in whatever fashion), there is a 35% chance per attempt of the above mentioned painful reminder; the locks are Comp 1/2 (yes, they're that easy to pick).

The Small Side Rooms

Rooms A & D
(Rooms A and D are mirror images of each other.)

What the Players See:

In these 10' square rooms, there is little of major note other than a dressmaker's dummy in each room, and a shelf on the two back walls, about 4' up from the floor. On the dummy in Room A is a black cloak, floor length, of what appears to be a plush velvet; in Room D the dummy holds a magnificent cloak of feathers. The shelves hold many books and scrolls.

GM's Description:

The books and scrolls are texts on accounting, business, economics, etc., and travel guides and treatises on geography and the customs of foreign lands. In modern times, many of the lands described no longer exist as political or cultural entities, so the culturology volumes would be of interest only to a scholar. The other books, if one can read the archaic text, will grant an increase of 5% to 15% (1D3 x 5%) on reaction by other traders (fences, etc.), for each book read; to read a book sufficiently to benefit from it however, requires 1D3 weeks (you may gain 5% per week of reading), with a saving roll against DSC each week to be able to continue (the subjects are very dry and dusty).

Both of the cloaks are enchanted. The black plush velvet in Room A prevents freezing or death by cold in any form (the character may go into coma while wearing the cloak, but he will not die); it has a red satin lining, a full hood (also lined), and is worth a base of 3,000 GP -- if the arcane abilities are known (not just suspected), the cloak is worth about 10,000 GP. The feather cloak allows the wearer to converse (i.e., to ESP fully with) with birds of the hawk and eagle families; this is not to say that the birds can be ordered about, but they will tend to friendliness, and will provide information -- any member of the Cult of the Great Hawk (see Thieves' Guild, Highwaymen Adventures, party C-3) will value the cloak highly, simply upon seeing it, and may be willing to part with great value to obtain it (one of the editors will not allow us to say which various portions of his anatomy he would part with). There is a 15% chance of exciting murderously acquisitive instincts in any member of a bird-worshipping cult who gazes upon the cloak. The cloak has a base value of 5,000 GP, and is worth 20,000 GP to a cult member if the magic is known.

Rooms B & C
(Rooms B and C are mirror images of one another.)

What the Players See:

In the center of each of these 10' by 10' rooms is a cruciform table (see map), composed of 5 squares 2' on a side. The rooms otherwise appear to be completely bare. The tables are made of a strangely glowing wood, and the tops seem to be done in a mosaic.

GM's Description:

The two tables are a matched pair, and were given to the merchant on one of his trading trips. They are made from flame-wood, which has an incredible grain, and which glows with a slight yellowish radiance when it has been polished and prepared. The surfaces of the tables are mosaicked with chips of precious and semi-precious stones to form pictures of gleaming golden dragons. As a pair, the tables are worth 25,000 GP; separately they will bring about 7,500 GP each.

The secret panels open easily once the latch is found, and all abilities in this regard are at normal levels. The panels are located on the back walls, adjacent to the inner walls of these small rooms; they appear to be stone, of the same composition as the rest of the room.

The Living Room

What the Players See:

Short corridors lead to the main portion of the room, which is 10' wide and 26' long, from the heavy curtaining on the inner wall to the semi-circular tiered steps at the opposite end. A comfortable chair heads a table 3' wide and 8' long, with nine other smaller chairs arranged around it; the table is set with crystal, silver, and golden tableware -- there are 10 sets.

Behind the table is a triple-tiered fountain, which is dry; the fountain is a golden color, and gleams (the room is lit by a soft glow from the entire ceiling, 15' up). Two long shelves run about 5' up along both side walls; they have a number of books and small objects on them. On top of the steps at the far end is what appears to be some sort of altar; a golden medallion set with a black eight-spoked wheel is inset into the wall above the heavy block of polished wood which rests there.

(If the players should enter the curtained area..)

Heavy red curtaining surrounds the 8' by 10' area. There is a wide and comfortable divan, covered in expensive looking damask; it is a deep maroon. On the divan are placed three pillows.

GM's Description:

The furniture in the room is of superb quality, and would be worth a fair amount if it were transported to market. The crystal and other tableware are worth 1,000 GP per place setting, or 12,000 GP for the entire set. (It may be noted that all objects encountered so far have been in remarkably good condition considering the length of time involved; there are minor preservation spells cast on all the objects which might deteriorate over the centuries -- these spells are still working.)

Most of the books on the shelves fall into the category of novels; however, 6 of the 120 volumes have some other value. There is a text on the use of the main-gauche as a defensive adjunct to the rapier -- four weeks study of this volume, and two weeks practice with the weapons involved will provide a defensive bonus of +2 to the person reading it; the book may be used by up to 4 people before it disintegrates from overuse. The second of the odd volumes describes a method of self-healing by concentration; it requires an IQ of 14 or higher to achieve the desired detachment necessary for the process to work, and the book itself requires 6 months of concentrated study -- after that time the person will be able to immediately cure 2D4 points of damage on himself with 2 hours complete meditation (virtually a trance); this may be accomplished on any damage not received as the result of a critical wound; the book will disintegrate after being used by 3 people. Book three details a process of armoring for chain which will increase the protective value of chain by 1 to 4 levels (roll D10 1 - 4 = 1, 5 - 7 = 2, 8 - 9 = 3, 10 = 4); the book is of value only to an armorer, and requires 1 year of study. In the fourth volume, a text on natural history, are described most of the fur bearing trappable animals and their habits; study of the book will provide a 40% chance of a successful (fur-wise) trapping expedition. The fifth book is on whips, their design, construction, and use; any person reading the volume, who has the requisites to use a whip will be able to make and use any of the whips for which he is suited; if a person has already been trained in whip, it will give a bonus of +2 to hit prob. due to increased understanding; the book requires three weeks of study, and 4 weeks of practice, to confer its benefits; it will only survive use by 3 people. In the sixth tome, gemology is thoroughly discussed; it requires a saving roll against DSC to complete one week's study -- the book will take 8 weeks to study through; each week of study gives a 10% (cumulative) chance of recognizing the various gems and precious stones, and a 5% (cumulative) chance of knowing their approximate value (there is a 20% base, to which is added the cumulative chance).

The various small objects include a small stone idol, a wooden horse, an obsidian spearhead, a small leather pouch containing 24 stones (12 black and 12 white), a gameboard divided into squares (36 in a 6 by 6), a collection of 1' long sticks, painted white, with cryptic signs and runes, and a stack of 3 coins each with a square hole in the center; there are a number of other memorabilia, but like the ones just described, they have no value other than memory.

The fountain will function again if any liquid is poured into the triple bowls. Base value is about 700 GP, and known magic will increase that to 2,500 GP. It weighs 60 lbs.

The two secret panels can be found only at half normal abilities, and lead into 3' deep by 2' wide closets. In the one to the left is a form, holding a set of chain, a helm, and a sword and scabbard slung from a belt. This was the merchant's personal fighting gear; it will fit a normal to slender humanoid, and provides a bonus in protection

(the chain and helm worn together are AC10; without the helm, the chain is only AC7; the helm confers no bonus except to the merchant's chain). The sword gives a bonus to HP of +3, and increases the REF of the user by 4, while it is in his hand. The second panel conceals a suit of clothing, also set on a form; this suit, which the merchant wore to many affairs (and parties), had the power to make him almost (95%) irresistible to members of the opposite sex.

The sliding stone behind the altar is activated by a small switch concealed on the top step; it can be found at 150% of normal abilities.

In the curtained alcove at the front of the room, the pillows resting on the divan contain permanently activated sleep spells; they will provide a person with exactly 6 hours of sound sleep (if he misses his saving roll against MGR). Behind the curtain to the front is a triple dresser, above which is a 3' diameter medallion of Shale-Chuun, red background with the gold ank and flames (the safety is hidden behind the medallion); the dresser is filled with various pieces of clothing of assorted quality cloth, some with fur trim. The divan is enchanted, but the spell is very obscure, and only functions in times of passion.

When the sliding stone withdraws, a corridor can be seen, leading to a T-intersection; the corridor which joins leads to stairs down at both ends.

The Throne Room

What the Players See:

The room is brightly lit from the ceiling, and is 24' wide by 30' long. There is a large intricately woven carpet on the floor flanked by four large chests, two on a side. At the far end, a slab of turquoise reaches to the ceiling, and serves as the backing for a throne, also of turquoise, which is set on a semi-circle of gold. The chests are 3' by 2' by 2', and sit on four stubby legs.

GM's Description

The carpet is 14' by 16', and is valued at 40,000 GP; it weighs 300 lbs.

The four chests can be opened by keys #5, #10, #15, and #20, respectively, from the keyring found upstairs. Failure to use the proper key will cause the trap on the chest to function. Chest D is empty, but the other three contain various items of value. Chest A contains 50 scrolls, all in scroll cases; these scrolls are magical, and their contents may be determined by the methods outlined in Thieves' Guild (Burglary Scenarios, B Magic Books & Scrolls). Chest B contains 4 matched carved wooden coffers; each coffer contains a piece of jewelry, of very intricate workmanship with many small gems -- these are worth 2,000 to 5,000 GP each (#2D4 + 2' x 500), and should be rolled on an individual basis. The coffers are worth 1,000 GP each, and are made of teak. Chest C contains a whip and a brace (7) of throwing knives; the whip is a 25' blacksnake, and is enchanted to +6 HP -- however, it will do no damage, simply entangling and tripping its target; the knives are wrapped in chamois leather (on which they are honed), and have a clip which allows all 7

to be carried in a fan at the back of the belt -- they are enchanted with a +3 to HP, and will return to the hand of the thrower after 8 m (if the thrower is not prepared to catch them, tough luck). In a false bottom of Chest C can be found a map (to whatever the GM wishes)

The throne and its backing slab are too heavy to move in one piece without magical aid, as is the semi-circle of beaten gold at its base. On the throne's seat lies a large cushion, upon which is a crown. Both the cushion and the crown emanate arcane aura. The cushion is quite comfortable, and will enable the person sitting upon it to function at full abilities for a period of two weeks with neither food nor sleep. The crown contains a Truthsay spell, and allows the wearer to know when he is being told the truth or being lied to, and to assess the general honesty of the person to whom he is talking; it will also reveal the DSC rating of the person being questioned.

Behind the slab, on the back wall of the room will be found a door. It is neither locked nor stuck; in fact, it will open with a slight push, and it leads to a 20' corridor to a set of bronze panels. Unfortunately, the entire area back of the slab is under the influence of the Petrification spell set upon it.

The Treasure Chamber

What the Players See:

The doors open outward into the small corridor, revealing a room dazzling in its brilliance. On the far wall, set upon a dais

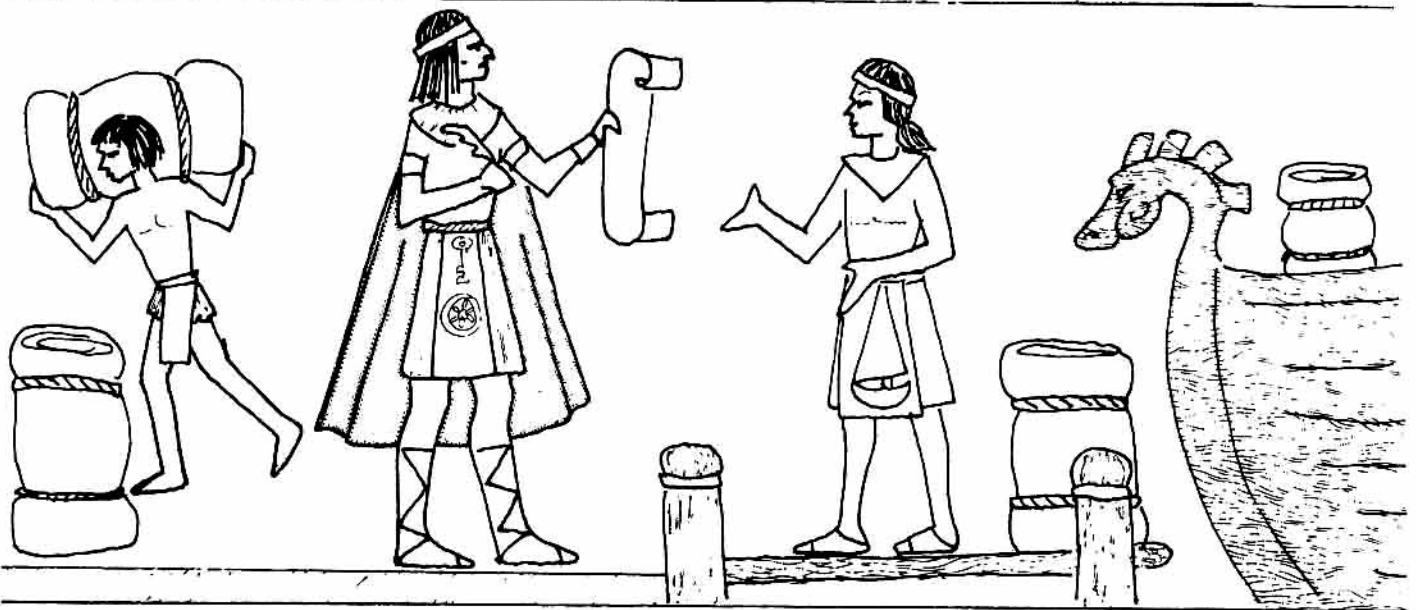
reached by five semi-circular steps, is a golden throne; the dais and steps are the deep, rich red of carnelian. Leading to the foot of the steps is a carpet of white fur; on either side of this carpet are three statues, two of well armed, and chain armored, fighters, and one of a large black leopard. All six of the statues appear extremely lifelike, similar in style to the two young girls in the burial chamber.

Behind the statues are immense amounts of treasure; piles of gems and coins, pieces of jewelry, bolts of fine cloth, many small and sundry items are scattered about the room.

GM's Description:

The number and type of magic items may be determined as in Tomb Design 1, The Treasure Chamber; coins and gems should be handled as in Rooms E and F of Tomb Design 1. There is probably 1,500,000 GP in coins and gems in the room, and 3 to 12 (3D4) magic items.

The statues are living beings under spells of petrification; the statistics for the fighters and the beasts are given in the section at the end of this chapter. If any member of the party steps off the runner of white fur, or if the fur is removed (it is ermine, and is worth 25,000 GP, all of the statues will be unfrozen, and will fight to the death (theirs or the party's). If, however, the body of the merchant is placed in the throne (it can be unstoned with the pink rod), none of the statues will activate, whatever is removed from the room, unless an attempt is made to either remove or destroy one of the statues, or the merchant's body is actually desecrated.



ARCANE ITEMS
AND
MYSTICAL PIECES

01 Hourglass, about 4" tall, and 2" diameter. If the glass is turned and left to run, at the end of an hour when the sands run out the one who turned the glass will be teleported to the spot where the glass rests.

02-04 Small box, 15" square by 8" deep, containing a ceramic pot, 12" diameter and 6" depth, with lid, and a small mold for an arrowhead. When an item is placed into the pot and the lid replaced, the material will be melted (if possible; wood or paper would burn), and the resulting liquid may be poured into the mold. The mold will produce an arrowhead of +3 HP bonus and +1D2 damage. A single potful of melted material will produce 9 + 1D6 arrowheads. It takes 5 minutes to produce 1 arrowhead.

05-09 Roll of rough cloth, with two bronze butterfly clips. When the cloth is unrolled, and then wrapped around any object (must be smaller than a breadbox), will mend that item completely in 24 hours. The object may be either animate or inanimate (an arm or leg mends as quickly as a broken pot or a weapon haft), as long as size restrictions are heeded.

10 Walking stick, with the grip of a serpent's head. When the head of the serpent is struck upon the ground, the stick will change into a live snake, which will remain active for 8 + 2D6 hr. This snake will have AC4 skin, and will take 35 hits (7 dice); it will hit AC0 on 5, and will inflict 2D4 damage plus a level 8 poison (the poison may be injected only twice per activation). If the snake is killed, it will no longer activate, and the item becomes an ordinary walking stick.

11 Wall mirror, 24" high and 15" wide. The mirror is surrounded by a carved frame of an oak-leaf design. Hidden in the design at top and bottom (half normal abilities to locate) are two small switches. When these are both thrown, the next object presented to the face of the mirror will be duplicated perfectly; however, this duplicate will exist for only one hour, then disappear. Anything -- humanoids, animals, or inanimate objects -- may be duplicated, but the mirror will function only 7 times per week.

12-16 Small brass Aladdin lamp, with lid. When this lamp is rubbed, it will begin to glow with a soft yellow light; this light will illuminate a 25' circle or a 20' square room. When the lid is lifted, the light will die. There is no limit to the number of uses.

17-19 Ceramic bottle (quart size) with cork; outside glazed with painting of fountain. When a few drops of a liquid are placed into the bottle, and the bottle recorked, it will fill itself with that liquid. If the bottle is not washed out between uses, there is a 75% chance the next use will be contaminated by the previous liquid. The bottle may be used up to 35 times in one week.

20 An ivory huntsman's horn. When the horn is winded, it will cause the blower to move and fight at triple speed; all else appears to be in slow motion. The effect will last 1D4 normal hr (not the accelerated ones); the horn is usable only 3 times per week.

21-23 A writing case of carved rosewood contains an ebony quill pen, tipped with basalt, and a matching basalt ink bottle (in which the ink has completely dried up). Any writing made with the pen can only be read by the intended reader or the writer; to all others, it functions as a Confusion spell, requiring a saving roll against DSC to avoid confusion for 1D8 hr. Neither the ink or the bottle matter, the pen is the only important item.

24 A large ruby, with a scorpion carved on one face, hung on a gold chain; the necklace is inside a small carved box, and the ruby, while fair sized, is not faceted. The amulet will absorb all damage from scorpion venom if it is worn when one is attacked by a scorpion. The wearer must miss a saving roll against MGR for the amulet to function, but if it works, no poison save against STM is necessary.

25-27 Small soft-leather pouch containing pebbles. There will be 10 + 1D10 pebbles in the pouch; when one is thrown into contact with something hard, there will be all the noise of a major explosion (no explosion occurs, just the noise).

28-30 Velvet drawstring bag containing a glass pennywhistle (about 1/2" in diameter and 5" long), with three holes. The flute has a possible range of eight notes (the three holes give that many combinations); when played by a bard, or a character with Music training, the flute will provide a different sound for each of the eight notes.

- | | |
|---------------------|-------------------|
| 1 wolf's howl | 5 snake's hiss |
| 2 nightingale's cry | 6 lion's roar |
| 3 horse's whinny | 7 bat's squeak* |
| 4 griffin's scream | 8 dragon's bellow |

*The squeak of the bat cannot be heard by humanoid ears; however, animals will react to it like a supersonic dogwhistle.

31 A pair of fine leather boots of average size. The boots when worn lift the wearer 1' off the ground, enabling him to walk over water, hot coals, sharp surfaces, etc., with ease. They will stop any fall 1' from the ground (one still receives all the damage associated with long falls and sudden stops; the effects simply take place 1' off the ground).

32-34 Small ceramic mug. The mug heats any substance put into it in just a few moments; some substances may scorch (like fingers).

35-39 Velvet pouch, containing two pieces of carved jade. The face of one piece depicts a scarab (a small beetle); the

other, the outline of an ear. When the piece with the beetle is left somewhere and the other piece is fitted into one's ear, all sounds within a 20' radius will be conveyed to the listener. Distance limit - 1 mile

40 Two finger-sized tubes. One contains a miniature sword, the other a miniature spear; when the weapons are removed from the tubes, they expand to full size in the course of 1 hr. They have no fighting bonuses (other than being magical), but they will return to miniature size when reinserted in the tubes.

41-43 2' length of ship's hawser, about 8" in diameter. The rope will stretch up to 100' (thinning in the process to the equivalent of normal rope); at shorter lengths, the rope will be quite strong -- at 100', as normal hempen rope. When coiled, the rope will regain its original size.

44-46 Small box, containing a beautifully carved wooden sparrow, wrapped in velvet. When the bird is held in one's hands and tossed aloft, it will take flight; as long as the person sits quietly, concentrating, eyes closed, he can see through the bird's eyes and direct its flight. Each minute of animation costs the person one spell point in power, and if concentration is broken, the bird will fall. If so, it must be found again to be reanimated. The bird will give the person the power of hypervision if he does not already possess it, and flies up to 2400' per minute; it is capable of sustaining only 2D6 points of damage before being destroyed.

47-49 Small box, containing a well carved model of a rat. The rat functions as does the sparrow described above, but on the ground. It can sustain 3D6 points of damage before destruction, and moves 300' per minute.

50-52 Gloves of soft leather, in beige. A spellcaster can drain the spell power of another entity into himself, if he touches him while wearing these gloves.

53-57 Small bone rod, 1/4" diameter and 7" long; there is a metal ring around each end. If a substance containing poison is stirred with the rod, the rod will turn black.

58-60 Woolen bag, containing 5 1" cubes, 4 black, 1 white. The black cubes are placed at the cardinal points of the compass around one's encampment, the white is placed under the pillow. If a danger passes the line of the black wards, the white cube emits a shrill noise.

61-63 Small (12"x3"x2") ebony case, containing a standard quill pen. When placed upon writing material, and addressed, the pen will begin to inscribe the words of the person who placed it, in whatever language is spoken. The pen will halt at the end of the sheet, and needs to be placed on a new sheet to continue; it will write without needing to be filled with ink.

64 Broadsword, with hilt as a dragon's head. The sword will animate as a

defensive weapon in the hand of the wielder; it will defend so well as to add an effective +8 to the wielder's armor class. However, it is so busy defending it has no time to attack. No training is necessary to use this sword, but it is too heavy to use as a main gauche with any other weapon.

65-67 Cotton bag, containing a wooden bowl, with a tight fitting lid, upon which is carved a laughing fat man with his hands clasped over his naked, bulging belly, a wispy mustache, and slanted eyes; there is a matching carved wooden spoon. The bowl is filled with dried dates. As long as a little food is left in the bottom of the bowl (for the god of luck and food), the bowl will refill itself within 4 hours. If the bowl is ever scraped or licked clean of food, the power will die.

68 A brightly painted, carefully carved miniature of a gypsy wagon; it is displayed on a small stand with small wooden horses drawing it. When a door or window of the miniature (it is 4" long and 3" high) is opened, the wagon will expand to full size (not the horses, they are merely models). Inside will be found two bunks with bedding, cookware, harness (with bells!) for two horses, a chest full of gaudy Romany costumes (and costume jewelry), and odd bits of this-and-that (such as a fiddle and tambourine, both non-magical). The wagon will remain full-size as long as a door is ajar or a window open, or if a foreign object (person or thing) is inside.

69-71 Jewelry case, with matching lockets inside, one with a fine chain, the other with a heavy chain. The two lockets are matched in more than just design; when worn by a pair of lovers, they can be used for minor communication. Inside each locket is a translucent opal; these opals will function as small crystal balls, since, when one thinks of one's true love, a picture of the loved one at the moment of the thought will appear on the surface of the gem. If both lovers are looking at the same time, there is an empathic bond created which allows them to feel each other's emotions.

72 Set of 6 small (4" cubical) tooled leather boxes. All appear empty, but when an object is placed into one of the boxes, and the lid closed, the item will transfer to one of the other boxes. If the other box is presently holding something, the contents of the two boxes will switch. Use a D6 to determine which box the item lands in; it is possible for it not to move.

73 Wooden cube, 6" on a side, containing a heavy copper bracelet in which is mounted a shiny dark stone 2-1/2" in diameter; the bracelet looks made for a man's wrist, and is about 3" wide. When the bracelet is worn underground, the stone will display a map (in a scale which fills the stone) in gold lines on the stone's face. As steps are retraced, the lines will disappear, but the stone's "memory" will hold up to three different levels of underground, and will switch from one to another as the wearer ascends or descends. When the surface is achieved, the stone will "forget" the mapping it has done.

74 Fine teak jewelry box, with ivory inlay, about 15" long, 8" wide, and 6" high; the box is subdivided into 4 drawers and a tray on top. When jewelry or gems are placed in the tray on top, any real pieces will vanish into one of the four drawers; any fakes remain in the tray.

75 Small silver snuffbox, filled with a soft grey powder; the top of the box has the masks of comedy and tragedy engraved upon it. If a pinch of the powder is dropped into boiling water, steam will billow which is capable of producing an illusion of major change in appearance to whoever stands in the steam. The illusion cannot hide or alter basic size, but it can alter sex or race (a female hobbit could appear as a male kobold, or even a slightly small dwarf, but not a elf or orc). There is a 40% chance of sex change and a 25% chance of race change; APP rating will be altered by 1D10 plus or minus, and in any case will convince even friends and relatives that this is a different person. The effects are unpredictably random, and last 1D6 hours; there are 10 + 1D10 uses of powder in the box.

76-80 Small case, containing a pair of spectacles. The spectacles allow the wearer to distinguish objects clearly at a distance of 2 to 5 miles (however, items at a distance of less than 2 miles cannot be seen at all).

81-83 Brass-bound coffer, 18" long, 12" deep, and 10" high, with a curved lid; there is a brilliant red stone mounted in place of a hasp. The chest can be coded to open only to the touch of a single person. If blood is spilled on the stone, it becomes sensitized to the bleeder, and will open by itself to that person's touch. It can contain up to 50 lbs. of coins and gems, or any object 16" x 10" x 8".

84 Rod of ruby crystal, 2" diameter, 24" length. When held and pointed at a living being, the rod will deliver a gush of flame, capable of causing 12 + 3D6 damage (15 to 30 points) to all in its path. The flame will reach up to 30'. If the user is a mage, the rod will drain 1 spell point per point of damage given; if the user is not a mage, he will be knocked unconscious for 5 to 30 minutes (5D6). There is a saving roll against MGR for no damage allowed to the being flamed, but none for the user.

85 Curule chair (a Roman style director's chair), with pillow. Both items emanate magic, but the pillow will repulse up to 25 points of missiles per mr (spear 4, javelin 4, knife 2, quarrel 2, arrow 1); it's also quite comfortable.

86-88 Carved cube of bone, on a fine gold chain; the cube is 2' on a side. If worn within 5' of a trap, the bone will turn bright red; if within 2' of poison, the bone will turn black; if within 10' of treasure, the bone will turn azure blue; if within 5' of a secret panel, the bone will turn emerald green. When near two or three of the types, the bone will not function at all, due to

confusion; if in proper juxtaposition to all four items, the bone will explode, doing 4D10 damage to the person wearing it.

89-91 Leather sack, containing 5D10 1" diameter glassy balls; inside each of the balls is a roiling cloud of smoke, in one of six colors: red, yellow, blue, green, orange, and purple. Each of the balls will break when thrown against a hard surface (95% chance), and release the smoke inside. Each cloud will fill a cubic area 50' on a side (or an entire room, whichever is smaller) after 1D6 mr; the smoke dissipates after an additional 1D8 mr. The effects of each type of ball are:

Red - all within the cloud feel as if they were attacked by a hoard of fire ants; the effect will be of 3D20 damage, although no one can die from this damage -- exceeding one's limit of HTK will cause unconsciousness, however.

Yellow - all within the cloud save against MGR or sleep 2D6 hours, with nothing able to wake them until the time has passed.

Blue - all within the cloud will feel as if they are drowning; a save against IQ will stop the sensation; if the IQ save is missed, a save against DSC is required -- if also missed, the victim will die, as if drowned; unconsciousness follows unless both saves are made.

Green - becomes a rapidly growing mass of plant tendrils. Those caught within the mass must save against CDN to be able to draw a weapon; it takes 4 mr to hack oneself free of the plant's grasp.

Orange - smells absolutely horrible (STM saving roll, or -4 penalty in combat due to nausea until STM saving roll made), and covers everything within the cloud's volume with a thin film of extremely slippery greasy oil; it will require a CDN save to keep one's footing, a save against both CDN and REF to draw a weapon, etc. The grease can be washed off with wine (2 quarts for a humanoid, 1 pint for a sword, etc.), or completely neutralized by the purple smoke.

Purple - has the aroma of a fine, rare vintage wine. A DSC save is required before a player may voluntarily move out of the cloud; while within, a STM save is made each mr to avoid a 1D4 loss of effective stamina to drunkenness. Effects vary with the percentage of drunkenness, as follows:

-10%	-4 on DSC saves
-25%	-1 in combat, -2 to REF saves
-50%	-3 in combat, -6 to REF saves
-75%	-8 in combat, 1/2 movement
-90%	unconsciousness
-100%	STM saving roll, or death

As long as the balls are kept in the pouch, they may be transported safely. In any other container, the balls are very unstable, and have a 20% chance of breaking during any stress situation (e.g., dodging through underbrush, falling, combat).

92-94 Small leather pouch on a thick leather thong. Inside will be found a small, smooth grey stone, a bundle of dried herbs, a lock of golden hair, a nail (iron), and a petrified cockroach. The stone will glow when within 50' of undead, the herbs have lost their effect through age, the hair when

braided will grow into a long (up to 100') rope which can be secured by the nail (remember Rapunzel), and the cockroach will prevent any small insects from approaching within 20' of itself.

95 Log, carefully trimmed and smoothed, 1' diameter, 8' long. The log will travel through the air (if one sits astraddle the log), or through the water (if one stands upon it, requiring a CDN saving roll, and of course, water). Speed - 5 mph; duration - indefinite.

96-00 Broom, made of a branch, and a lot of rushes bound onto one end. The broom sweeps, all by itself, when stood up in any dirty room; it will sweep until gripped by an intelligent being.

THE MONASTERY

The huge building atop the cliff at the end of the valley is the monastery of the Guard of Death. In modern times, it is partially in ruins, and occupied by Hranugh, the big red dragon. In other times, the monastery teemed with the members of the order, and frequently was the site of festivals for the Goddess Kathilla, presided over by her high priestesses. If a party explores the monastery in present times, they will find that the thick wooden beamed floors are partially rotted from centuries of weather and lack of care; when moving on the second, third, or fourth floors there are chances that a thief will step on a rotted spot, suffering precipitous descent to the next lower floor.

FALLING

<u>Armor Worn</u>	<u>Chances of Falling</u>
None or Cloth	10%/25%/60%
Leather	15%/35%/70%
Chain	20%/40%/75%
Scale	30%/50%/80%
Plate	40%/70%/90%

The three percentage figures refer to chances of falling through the floor for each ten foot square section of flooring entered on the 2nd, 3rd, and 4th floors. The first figure is "unloaded" (nothing carried beyond armor and normal weapons), the second represents a "loaded man" (gear plus a few additional items, like a small sack of coins or a heavy candelabrum), and the third is "encumbered" (carrying heavy or bulky items). If a person does crash through the floor, a REF saving roll will keep him from falling through. If a person does fall all the way through, there is an additional 20% to his previous chance to burst through the next floor encountered (thus it is possible to fall from the 4th floor to the 1st in a series of crashes). The Falling Table represents the chances of a rotten spot in the present period; subtract 10% if the scenario is run in the time of young Hranugh, and subtract 25% if in the time of the desolation between the Guard's departure and the arrival of Hranugh.

Damage will be suffered by the person falling at the rate of 1D6 per floor of descent; heavier armor will increase the damage suffered by the wearer; chain by 1D6, scale by 2D4, and plate by 2D6. Armor adjustments to damage are assessed only once, even on a multi-floor fall.

ROOM DESCRIPTIONS

Four types of information are provided in the area descriptions that follow:

- 1.- What the players see,
- 2.- GM's description,
- 3.- Special furnishings and contents,
- 4.- Population, if any

Furnishings and their arrangement seldom change, although their condition will deteriorate over time. Most statements made in the text about the chances for object survival refer to the modern period (older Hranugh). Double these chances in the period of young Hranugh, and triple them in the period between the fall of Shale-Chuun and the coming of the dragon. Population for the monastery is included, in case the GM desires to run a scenario in the ancient times. A room's population may change with the hour of the day, and will be noted where applicable.

THE FIRST LEVEL

I-A The Great Hall of the Guard of Death

1 - From the south, a pair of bronze doors lead into an enormous hall, with a high (85') ceiling; the ceiling is supported on huge beams, with angled supports of bronze, reaching down 15' from each of the beams. From each third beam hangs a 40' chain ending in a large chandelier. The hall is approximately 250' long and 125' wide, with a circular staircase in the southwest corner, a large hearth and fireplace in the northeast corner, and an altar along the north wall. In modern times there is a tremendous pile of coins, gems, pieces of jewelry, art objects, etc., in the center of the floor. In the east wall is an ornately carved opening 50' wide and 60' to the top of the Moorish style arch. About 25' north of the circular stair is a smaller door in the wall, and in dragon-occupied times the west wall is pierced by a gaping hole. In front of the altar is a railing of carved, gilded wood; on each side is an octagonal raised pulpit.

2 - The opening in the east wall leads to a balcony overhanging the cliff. The staircase is iron and leads to doors on the second, third, and fourth levels. 60% of the time the pile of treasure serves as a couch for a very large red dragon; if the dragon is absent, there is a 35% chance he will return while the party is in the Hall. The broken wall leads through the refectory to another hole opening onto a spring-fed pool. The altar appears to be of carved ivory, heavily decorated with gems and gold-leaf. In the northwestern corner is a concealed door (which can be found by a search 40% of the time), which leads to a raised dais in the refectory or a set of steps leading to the Commandant's chamber on the second level. The chimney of the great fireplace is easily scalable on the interior,

and there are several ledges spaced about every 20' up the first 100' of this 200' tower. There are six of the great chandeliers along the length of the Hall; in modern times, they have long since run out of oil, but in the times of the Guard, they were usually ablaze

3 - On the third ledge up in the chimney can be found the skeleton of a hobbit; in his pack is the missing cup sought by Hranugh. The pile of treasure will yield approximately 4,000,000 GP value in assorted coins and gems, and another 2,500,000 in assorted jewelry. A pound of coins will normally contain 100 dime-sized coins -- roll first for percentage of copper in the original number, then percentage of silver in the remainder, any residue being gold (a single handful will probably net about a pound of coins, a double handful about 4 pounds). 10% of the gold coins gathered can be considered small gems, worth a D10 squared each in GP. On a die roll of 01-05, there is a piece of jewelry in the handful. Jewelry may be valued on the table below

JEWELRY VALUES

Die Roll	Value Range
01-20	1D10 x 10GP
21-55	1D10 x 50GP
56-75	1D10 x 100GP
76-89	2D10 x 100GP
90-97	1D10 x 500GP
98-00	2D10 x 500GP

Hranugh does know his hoard intimately, and there is an 80% chance that upon returning he will notice the absence of as little as 50 coins. In a scenario played in ancient times, there are chances for a religious convocation being held in this Hall: 35% in the early evening, and 50% in the morning; if so, there will be 100 to 600 of the Deathguard gathered in attendance.

4.- In modern times the population is a red dragon (60%) and a few rats scurrying about the walls. In ancient times, there would be 5 x 1D20 Guards in the Hall at any given time, with stationed Guardsmen at the positions denoted on the charts by X

I-B The Refectory of the Order

1 - In modern times, there is a gaping hole created by the dragon in the east wall of the refectory. What remains of the many long tables and benches have been pushed aside by his passage to the pool. The room is long and narrow, 180' by 35', with a dais about 4' high at the north end. An opening to the south leads to a hall and staircase to the upper levels, and another opening in the west wall leads to the kitchen

2.- In this room the Order took its meals

3 - There were 15 sets of long tables and benches arranged in the refectory. About 6 individual tables (there were 3 to a set) are still standing. There is a 75% chance that any table leaned upon will collapse in a cloud of dust, splinters, and termites

4.- Nowadays, the population consists of cockroaches. In the days of the Guard, meals were served in the first hour after dawn, around noon, and in the early evening. At those times, there would be 500 to 800 hungry men in attendance. Otherwise, 20 to 50 might be seated at the benches, talking and drinking or snacking. After nightfall, there will be few found in the refectory.

I-C: The Armory

1.- At the east end of both the north and south walls are barred doors. There are racks of spears, racks of swords, piles of shields, and dozens of suits of armor (chain) hung from special racks along the walls. At the west end of the north wall is a door which appears to be locked.

2.- It is actually unlikely that the party will gain entrance to this area, unless someone elects to pick the locks on the western doors, since the double doors are about 1' thick and barred on the inside.

3.- Some of the armor and weapons are usable, even after 2,000 years of no care (they were extremely good quality to begin with). There is a 8% chance (1 shot in 12) that a weapon or suit of chain may be in good shape. Since they were oiled and protected before the Guard left, all appear to be in good shape, but only those which make the indicated roll (it is suggested that the GM make this roll himself, unobtrusively) will be of any use. All other weapons will shatter on the first blow; armor will fall to tatters upon being struck (acts as AC2 on first blow, AC0 thereafter).

4 - Even in the times of the Guard, this area was only occupied just before the changing of the various guard patrols, at dawn, midafternoon, and late evening.

I-D: The Gymnasium and Salle D'armes

1 - This large room is virtually empty but for the dusty remnants of some tumbling mats, and a few scattered pieces of athletic equipment. In earlier times, there would be much activity during daylight hours, with even a few pairs of die-hards working out in the middle of the night. Even today the room is still fragrant.

2.- A gym is a gym is a gym, and little more need be said

3 - Nothing of much note remains

4.- As described above.

I-E: The Baths

1 - The area of the baths (85' by 70') is subdivided into 6 smaller enclosures, two pools, one cold, one warm, separated by a walkway and wall 5' wide, two dressing areas, a heated rock steam room, and a area with spring-fed cold showers. The showers are constantly running, and still function even today. If the time is that of the Guard's heyday, there will be a number of benches in the dressing areas, some with piles of folded fluffy towels

2.- The pool is now the drinking place for Hranugh. Occasionally, he curls his great bulk into the magically heated southern pool, and wallows. The spells put on the southern pool over five thousand years ago were very powerful, and still function well.

3.- In the sauna may be found sixteen head-sized rocks, each of which has a triple strength Heat spell embedded in it; these rocks remain at a constant temperature of about 500 degrees, and will almost instantly turn water thrown on them into steam.

4.- In early times, there was a 80% chance of 2D20 bathers at any given time. Today, there is a 15% chance that the dragon will be there if he is at home.

I-F: The Kitchen

1.- On the north wall is a 25' wide hearth with kettle cranes, and pothooks; to the west is a large bread oven. Against the south wall is the raised enclosure for a pure-water well. There are the remnants of various dough troughs, peeling stands, vegetable tubs, and other pieces of kitchen equipment scattered about.

2.- The water from the well is particularly invigorating, since the well springs from a subterranean source rich in the arcane spirits of great power. A drink from this well will raise the hits to kill of the imbiber by 2D6 for 6 hours. The water loses its invigorating powers (-20% per day) if it is transported away from the monastery.

3.- Other than the water, there is nothing that has survived of value.

4.- Rats...

I-G: The Pantry

1.- In this area were kept the barrels of flour, bins of vegetables, and other dry stores for the monastery. There are six collapsed casks of wormy flour in the northwest corner, and a bin of desiccated vegetables next to them; the remainder of the bins and containers have fallen to dust. There is a cask elevator near the steps on the south wall.

2.- The rope is still attached to the cask elevator, but it is rotten, even though it appears to be in good condition, and will break at any sudden jerk, or if more than 20 pounds is placed on the elevator. The fall is 20'.

3.- Nothing particularly valuable can be found.

4.- Lots of odors and many insects

I-H: Storage Cellars

1 - The first level is a wine cellar, with a cold ale cellar behind the door. On the next level is a cool storage cellar, and the lowest is an ice cellar. There are three tuns of wine on racks along the west wall of the wine cellar.

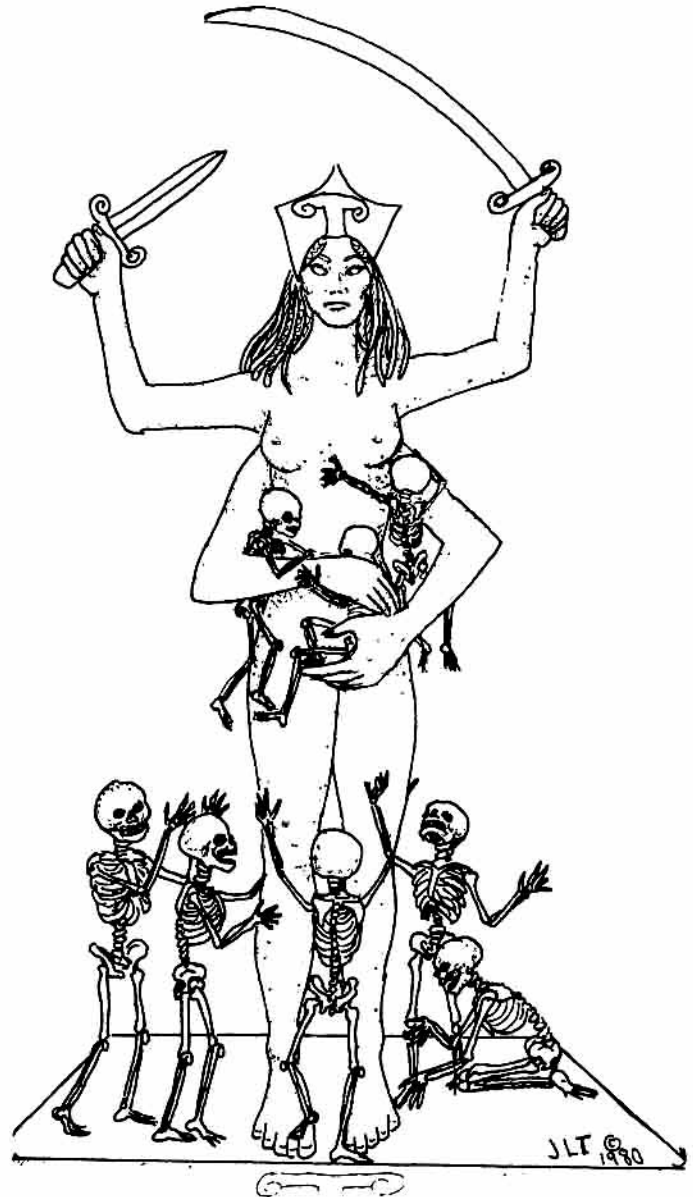
2.- A tun is a huge cask containing approximately 600 gallons; unfortunately, the wine in all three casks has vinegared, and concentrated to about 8 times its normal strength -- a drink from any of the casks (the spigots are in place) requires a STM saving roll to avoid the effects of a level 16 poison (non-fatal; however, all other effects of a poison of this strength apply).

3.- Hidden under the middle cask, at its rear, are twelve bottles of fine brandy. These bottles are sealed with wax, and their contents are in perfect preservation. The bottles are worth 500GP each to a gourmet or a wine-expert.

4.- There are probably vermin among the refuse and petrified garbage of the lower two levels.

THE SECOND LEVEL

II-A: Chapel to Kathilla



1.- On a raised platform against the south wall is a 12' statue of a female with four arms; two of her arms are gathering small skeletons to her breast, the other two brandish a large sword and a dagger. She is nude, and breathtakingly beautiful. Other than the statue, the room is completely empty. In earlier days, there would be a Hand of the Guard stationed at the door, and on both sides of the altar. Two golden bowls of oil with floating wicks would be symmetrically arranged around the altar.

2.- The statue is Kathilla, the Goddess of Death and the Underworld. It has no special powers or endowments; it is simply a superbly carved marble statue, worth about 20,000 GP. However, within a 100 mile radius of the tomb area, it is reasonably well known, and is most likely worth a quick knife in the throat, since the cult of Kathilla has survived the ages since the fall of Shale-Chuun, but has been corrupted and is now a cult of murderers devoted to sending people to the underworld rather than protecting the rest of those already in the underworld.

3 - The statue and the golden bowls (if in ancient times) are the only things of note or value in this area. The golden bowls are worth about 500 GP each.

4.- There would be a Hand of the Guard on station at the X-marks, and from 4 to 40 worshippers at any given hour of the day or night. Presently, the room is tenanted only by the statue.

II-B- The Watchroom, and Station of the Officer of the Guard

1 - There are three exits from the room, an opening to the east, double doors to the north, and a door to the west. Along the south wall are several shelves, some of which appear to have a few piles of paper or books upon them. Centered on the non-door portion of the north wall is a large desk.

2 - In the time of the Guard, this area was constantly busy, with a Hand of the Guard on station at the Xs, another Hand on duty at various tables in the Watchroom, and the Officer of the Guard presiding over the large desk. There would be 10 to 40 Guardsmen, coming to report, and the spillover (the room will comfortably hold 20 people) would be into the stairhall to the east.

3 - The desk contains a ring of keys, which will allow entry into all of the locked areas on this floor and the two above. They are in the second drawer on the left (there are six in all), but there is a 50% chance that the entire desk will collapse into a pile of shards if any drawer is opened other than extremely carefully. If so, it will take 3D20 minutes of sifting sawdust and fragments to find the keyring. The papers and books found upon the shelves will prove to be the KP lists for the next month, and the collected rules and regulations of the Order.

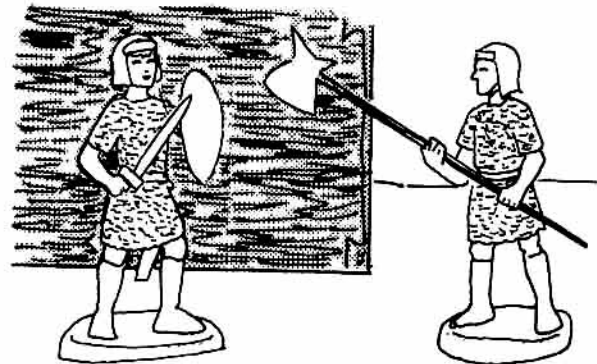
4 - As described above.

II-C: The War Room

1.- In the center of the room is a scaled topographical model of the Valley of Tombs, and the surrounding area; it is 75' long and 35' wide, with a 10' walking area all around the map. There are double doors to the north, west and south; on the eastern wall are two single doors and a hall leading to a double door set at an angle. The model stands up to 4' off the floor in various portions.

2.- In this room, the Commandant of the Order and his major officers planned strategies for the defense of the Valley of Tombs. The map was used to indicate the positions of various groups of both Guard and invaders.

3.- In the northwest corner of the map, inside a high hill (the panel involved can be sensed at 2 times normal chances, and even a person without sensing ability has a 15% chance of noticing the door), can be found 20 teakwood boxes. Each box contains, carefully packed, some 100 exquisitely carved miniature soldiers. The collection, in toto, weighs about 8 lbs. per box, and is worth 20,000 GP (each box separately will bring about 750 GP). These figures are in no way magic, simply of incredibly good workmanship.



4 - Under normal circumstances, no one would be present in the room. There is a 3% chance that the Commandant would be reviewing strategies with members of the Inner Circle. In present times, there is a large family of spiders living on the map, happily devouring insects among the miniature arroyos and mesas.

II-D: Quarters for the Salutes

1 - In each of these rooms can be found the remnants of both office and living furniture. There is only the one door to the area.

2 - These were the living and working quarters for the two seconds-in-command.

3 - No special effects are to be found in either room.

4 - In the evenings, there would be a 35% chance to find an officer and his aide hard at work.

II-E: Quarters for the Honors

1.- As for the quarters of the Salutes, except that the rooms are smaller.

2 - The Commandant's Honor was the most senior, and the most junior was referred to as the Youngest Honor. The second most senior Honor was referred to as the Eldest Honor.

3.- The rooms are equipped with bed, chest and desk, but all have fallen in ruin over the centuries.

4.- During the day, the Honors will be with their commands, drilling, on duty, etc.; there is a 25% chance that their aides will be in the rooms, doing general office or personal work; there is another 35% chance that there will be an orderly in the room doing housekeeping. In the evenings, there is a 50% chance the Honors will be in their quarters, doing office work, etc.

II-F: The Ward Room

1.- There are various piles of crumbled cloth, leather, and wood scattered about the room. There is a huge fireplace on the north wall, and bookcases run along the north, east, and south walls. There are a large number of books, tomes, and assorted scrolls on these shelves. Two double doors lead to the south, and there is a door to the east near the hearth.

2.- The piles of refuse would be tables and chairs for the first 1400 years after the abandonment (through the first 200 years of Hranugh's occupation). The reading material is very ancient, and there is a 95% chance that any piece picked up will crumble into dust; however, any piece successfully transported to a city will have a fairly high value.

3 - The reading material, if in one piece, is worth (1D10 squared x 1D6 squared) GP each piece. There is a 75% chance that it will survive travel, if it survives being picked up.

4 - During daylight hours, the Ward Room is usually empty (10% chance for an orderly). In the evenings there will be 5D6 officers reading, talking, gaming, etc.

II-G The Commandant's Office

1 - There is an opening onto a balcony to the east, a small door to the south, and another door to the north. There are two desks in the room, one in the southwest corner, and another, larger than the first, in the northeast corner.

2 - The two desks contain what items of value are likely to be found in this room. In the larger desk can be found a number of papers; there is a 25% chance the desk will collapse (in which case all papers in the desk will be ruined). The papers individually have a 40% chance to crumble under examination, but if they survive, of the 25 in the desk, 15 will be found to be letters of credit worth 1D20 x

1000 GP each (unfortunately, each of these letters of credit is drawn upon a banking house in Shale-Chuun, and all of the bankers involved have been dead for two thousand years). In the smaller desk will be found a small brass bound coffer with approximately 1300 GP in small coins and gems; this was the monastery's petty cash fund, which was left behind when the Order was recalled (the Commandant did intend to return to the Order's duty; they just never succeeded). The balcony overlooks the Great Hall, and the Commandant would frequently address the Order from its vantage.

3.- During the day, there was a 60% chance both the Commandant and his aide would be found hard at work. After early evening, there is only a 15% chance either of them (50/50) will be in the office.

II-H The Commandant's Quarters

1 - There is a door to the west, a door to the north, and one to the south. Arranged about the room are various piles of former furniture which has succumbed to time.

2 - The door to the north leads to an outdoor balcony, from which most of the Valley of Tombs may be viewed. There is a secret door at the south end of the east wall, which leads to stairs down to the first level (see the Great Hall and the Refectory).

3.- There is little of value or interest here.

4 - The Commandant is seldom in his quarters during the day, but there is a 20% chance of an orderly. In the late evening till dawn, he will be asleep.

THE THIRD LEVEL

III-A: Off-duty Lounge for the Guardsmen

1.- Scattered about the room were assorted tables, chairs, and settees. The west wall is lined with shelves, now empty, and the furnishings have settled into variously sized piles of dust and garbage. There are a pair of dart boards on the east wall, with six sets of darts on shelves beneath them. There is a door in the west wall, southernmost portion.

2 - The door is not locked, and leads to the circular iron staircase. The dartboards are still in usable condition, and may be easily transported; they have no value.

3 - The darts are enchanted, with a spell which returns them to the hand of the person who threw them (it requires a REF saving roll the first time the darts are thrown to avoid having the return stick all three darts of a set into the hand of the thrower (1D4 damage); subsequent throws require a CDN saving roll).

4 - Only in the early evening was this area likely to be occupied by more than 1D6 (daytime occupants were likely to be those who had responded to "sick, lame, and lazy call", and had been judged actually sick). Evenings, however, would find 10D20 assorted guardsmen in attendance.

III-B: The Minor Armory

1 - Racks of bows, quivers of arrows, and bundles of javelins line the walls and are stacked into the corners. The door is locked.

2 - The equipment is in a remarkable state of preservation, since the room has been sealed (for some reason, no one has previously bothered to pick the lock on the door, or find the key ring in the watch officer's desk). The lock on the door is a level three lock.

3 - There were 100 good yew long bows, 150 short bows, 250 quivers of arrows, 500 extra bundles of arrows (20 to a bundle), and 100 sheaves of javelins (12 to a sheaf), stored here. There is a 20% chance that these weapons are still usable. There were also 200 practice quilted cloth jerkins here, but they have given up the ghost. Although many of the Guard gained expertise in these weapons, the code of Kathilla forbade their use in repelling grave robbers.

4.- Only during the morning practice period will more than the two guards at the door be in this room.

III-C: Lavatories and Sanitary Facilities

This area needs little description, particularly if the GM or any of the party members have ever been in an army barracks.

III-D: Individual Barracks Rooms for the Respects

Each room was the quarters area for the guardsmen of a Respect; there is little here other than bunks and lockers (during Guard times), or refuse, rats, and collapsed furniture (in modern times). Personal possessions have little value to other than the possessor. The key ring found in the desk of the Officer of the Guard will open all the locks found in and/or around the barracks room; in modern times, most of the locks are laying on the floor amidst sawdust and wood fragments. The locks are worth about 50 GP each, and are still in workable condition; there are about 40 locks per barracks room. If your players are running this scenario in the time of the Guard, and have gotten this far, either you're being too generous or they've brought Patton's Armored Division with them.

THE FOURTH LEVEL

The Fourth Level is virtually identical with the Third Level and is not detailed here; if the party successfully reaches the Fourth Level, use the maps and contents for the Third Level. The only difference is that the Minor Armory is now the Quarters for the Commandant's Honor Respect.

NOTES FOR CHARACTER DESCRIPTIONS

(1) If a Deathguard is disarmed, he will utilize unarmed combat techniques. He may strike twice each melee round, and any strike inflicting 90% or more of possible damage has a 60% chance of stunning his opponent. Recovery from the stunning blow requires STM saving rolls until successful, one per melee round.

(2) The priests of Kathilla have two Goddess-endowed powers which they will use if necessary. The first is the ability to summon help, without calling or outcry; this help, in the form of additional Hands of the Guard, will arrive in 4+1D8 melee rounds, sufficient to bring the odds to no worse than 3 to 2. The second is the mindblast, a sort of mental shout which is capable of stunning any within range (the members of the Deathguard are injured to the mindblast, and are only affected at one-fourth the normal chance. The ability requires practice, and the younger priests are not as capable as the older ones. Abilities are:

<u>Proximate Level</u>	<u>Daily Uses</u>	<u>Success/20'</u>	<u>Success/50'</u>
Green	2	60%	20%
Intermediate	4	70%	35%
Veteran	6	80%	50%
Elite	8	90%	65%

An individual priest using the mindblast will be incapacitated until a STM saving roll is made on 3D12; a bonus of 2 for each level above Green is allowed to the save.

(3) Dragon flame diminishes in power with distance at 5% per 5 foot distance up to 50', and 10% per 5' distance to 75'; over 75 feet, only flammables are affected, with only a 35% chance of catching fire (from 75' to 100'), but within 75' from the dragon's mouth, some damage will always be sustained -- there is no saving roll. Damage will only be diminished by cover; a large shield will diminish damage by 35%; a large-boled tree (sufficient to totally cover the person) will reduce damage by 75%; other forms of cover, such as boulders, doors, etc., will diminish damage by varying amounts (GMs should use discretion in the amount reduced). Dragons are not capable of breathing flame in two consecutive melee rounds, since it takes a minimum of a melee round for the dragon to generate sufficient gas for a new blast.

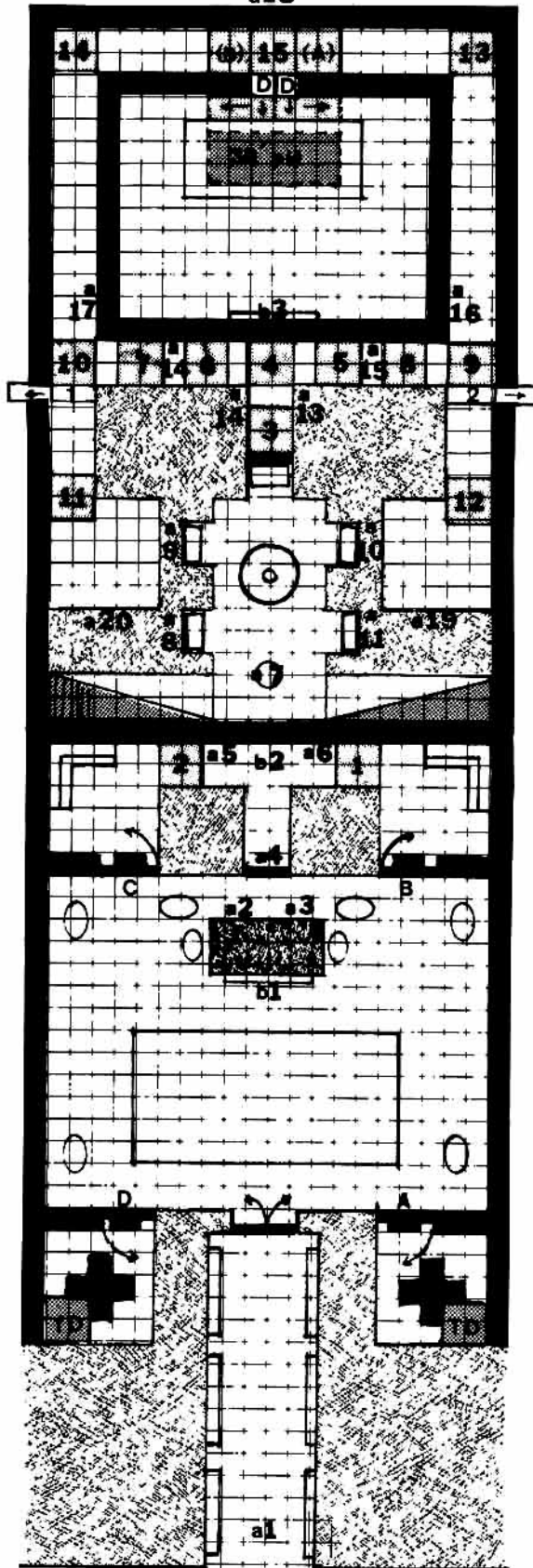
CHARACTER DESCRIPTIONS FOR THE DEATHGUARDS AND HRANUGH

<u>NAME</u>	<u>CHARACTER</u>	<u>CLASS</u>	<u>GP</u>	<u>ST</u>	<u>CO</u>	<u>RF</u>	<u>SM</u>	<u>IQ</u>	<u>MR</u>	<u>WEAPON</u>	<u>HACO</u>	<u>DAMAGE</u>	<u>WEAPON NOTES</u>	<u>ARMOR CLASS</u>	<u>HTK</u>	<u>RIDING ANIMAL</u>
The Deathguards																
Guard Type A	GR HU FTR	-	12	11	13	15	10	14	BDSWD HANDS	8 10	2D4 1D4			C&S 7	18	
Guard Type B	GR HU FTR	-	13	12	11	13	12	11	BDSWD HANDS	7 10	2D4 1D6	(1)		C&S 7	21	
Guard Type C	INT HU FTR	-	12	14	13	14	11	12	BDSWD HANDS	5 8	2D4 1D6			C&S 7	22	
Guard Type D	INT HU FTR	-	11	13	14	12	11	15	BDSWDe HANDS	6 8	3D4 1D6			C&S 8	27	
Guard Type E	INT HU FTR	-	14	15	11	13	9	10	BDSWDe HANDS	4 9	2D8 1D8			C&S 8	25	
Guard Type F	VET HU FTR	-	12	12	14	15	11	9	BDSWDe HANDS	5 8	3D4 1D8			C&S 8	32	
Guard Type G	VET HU FTR	-	15	12	13	15	8	13	BDSWDe HANDSe	5 7	4D4 1D10			C&S 8	31	
Guard Type H	EL HU FTR	-	13	14	12	13	10	12	BDSWDe HANDSe	3 7	3D4 1D10			C&S10	36	
Guard Type I	EL HU FTR	-	12	14	14	16	12	11	BDSWDe HANDSe	6 3	3D4 4D4			C&S10	31	
Guard Type J	EL HU FTR	-	15	12	13	13	10	13	BDSWDe HANDSe	3 6	4D4 1D10			C&S12	39	
Officer Type A	GR HU PRT	-	10	14	13	13	13	9	BDSWD HANDS	7 9	2D4 1D4	(2)	C&S 7	15		
Officer Type B	GR HU PRT	-	13	12	13	14	13	10	BDSWD HANDS	7 10	2D4 1D4			C&S 7	22	
Officer Type C	INT HU PRT	-	11	13	13	12	15	8	BDSWD HANDS	6 10	2D4 1D6			C&S 8	23	
Officer Type D	INT HU PRT	-	13	13	12	14	11	11	BDSWDe HANDS	6 9	3D4 1D6			C&S 9	24	
Officer Type E	INT HU PRT	-	12	14	14	13	15	9	BDSWDe HANDSe	5 7	3D4 1D8			C&S 9	26	
Officer Type F	VET HU PRT	-	10	15	13	14	12	10	BDSWDe HANDSe	4 8	3D4 1D10			C&S10	29	
Officer Type G	VET HU PRT	-	14	13	12	14	12	14	BDSWDe HANDSe	5 8	4D4 1D10			C&S12	34	
Officer Types H-K (extremely unlikely to be encountered)																
The Dragon																
Young Hranugh			62	19	14	54	16	18	BITE CLAWS TAIL FLAME	3 2 5	2D12 3D8 3D10			PLT16	427	
Older Hranugh			74	18	14	50	16	20	BITE CLAWS TAIL FLAME	-1 6	10D20 3D10 3D12	(3)		PLT19	685	

CHARACTER DESCRIPTIONS FOR THE DENIZENS OF THE TOMBS

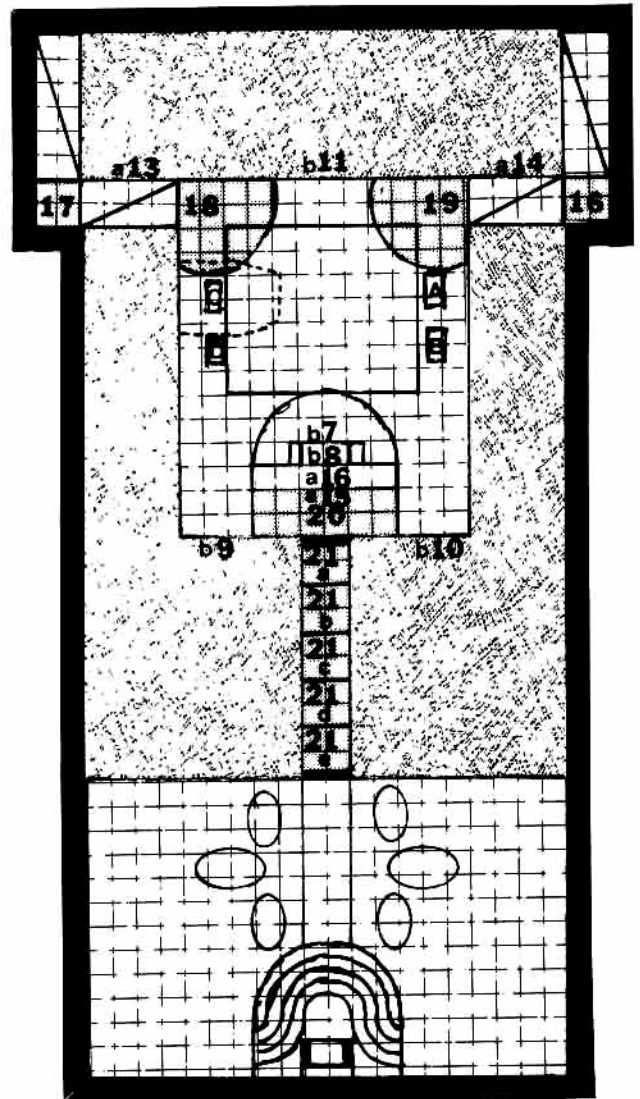
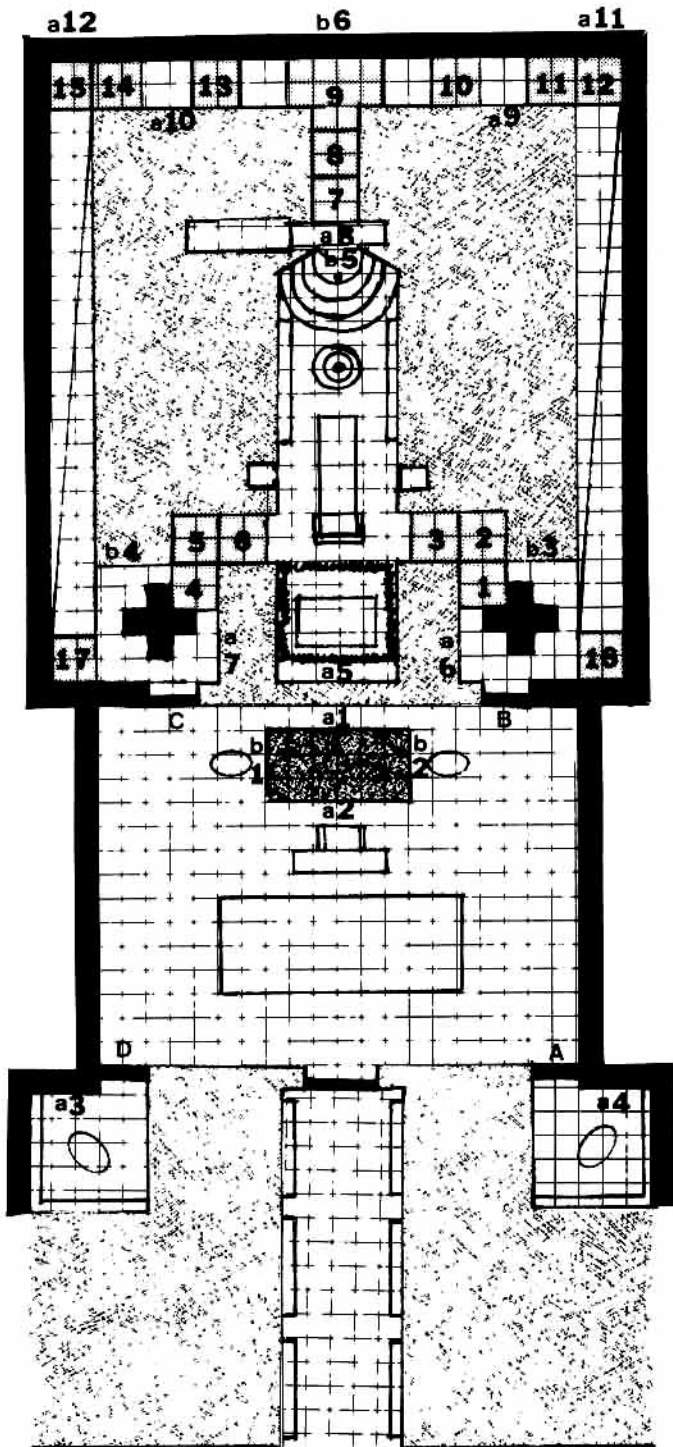
<u>NAME</u>	<u>CHARACTER</u>	<u>CLASS</u>	<u>GP</u>	<u>ST</u>	<u>CO</u>	<u>RF</u>	<u>SM</u>	<u>IQ</u>	<u>MR</u>	<u>WEAPON</u>	<u>HACO</u>	<u>DAMAGE</u>	<u>WEAPON NOTES</u>	<u>ARMOR CLASS</u>	<u>HTK</u>	<u>RIDING ANIMAL</u>
A	Warrior Skeletons															
Skeleton 1	INT SK FTR	-	+	+	+	+	+	+	16	BDSWD HANDS	3	2D4 2D3		BON 7 (1)	20	
Skeleton 2	VET SK FTR	-	+	+	+	+	+	+	14	BDSWD HANDS	6	2D6 2D4		BON 7 (1)	25	
Skeleton 3	VET SK FTR	-	+	+	+	+	+	+	10	BDSWD HANDS	3	2D8 2D4		BON 7 (1)	28	
Skeleton 4	EL SK FTR	-	+	+	+	+	+	+	15	BDSWD HANDS	6	2D6 2D4		BON 7 (1)	29	
B	Guards in Tomb Design 1															
Guards 1-2	VET GI FTR	-	27	14	12	22	8	19	19	SCIME	2	5D8		SKN 3	67	
Guards 3-6	INT GI FTR	-	26	11	9	24	7	17	17	SCIME	4	4D8		SKN 2	56	
C	In the Treasure Chamber of Tomb Design 2															
Guards 1-4	VET HU FTR	-	16	15	12	14	9	13	13	BDSWDe CLAW	2	4D4		C/S 9 ANH 4	35	
Leopards 1-2		-	14	18	22	17	3	12	12		3	1D10	(2)		51	

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TOMB DESIGN I

THE MAGUS

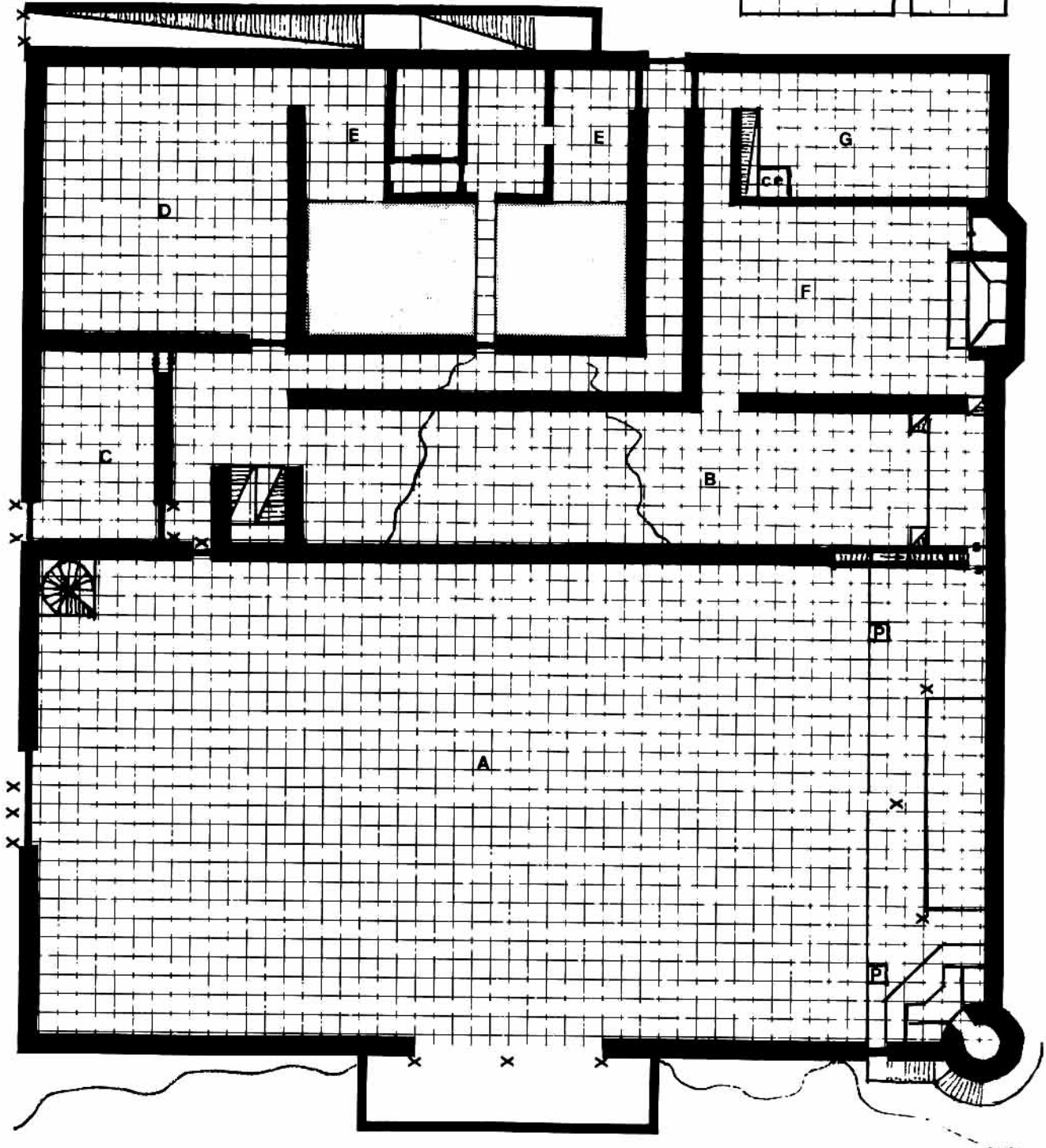
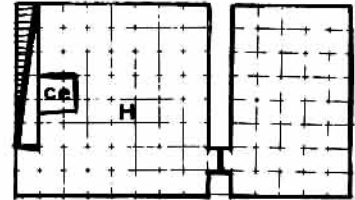
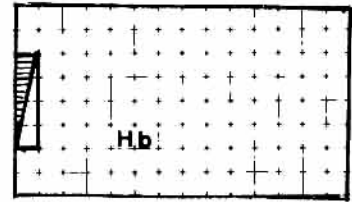
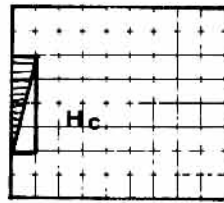


TOMB DESIGN II

THE MERCHANT

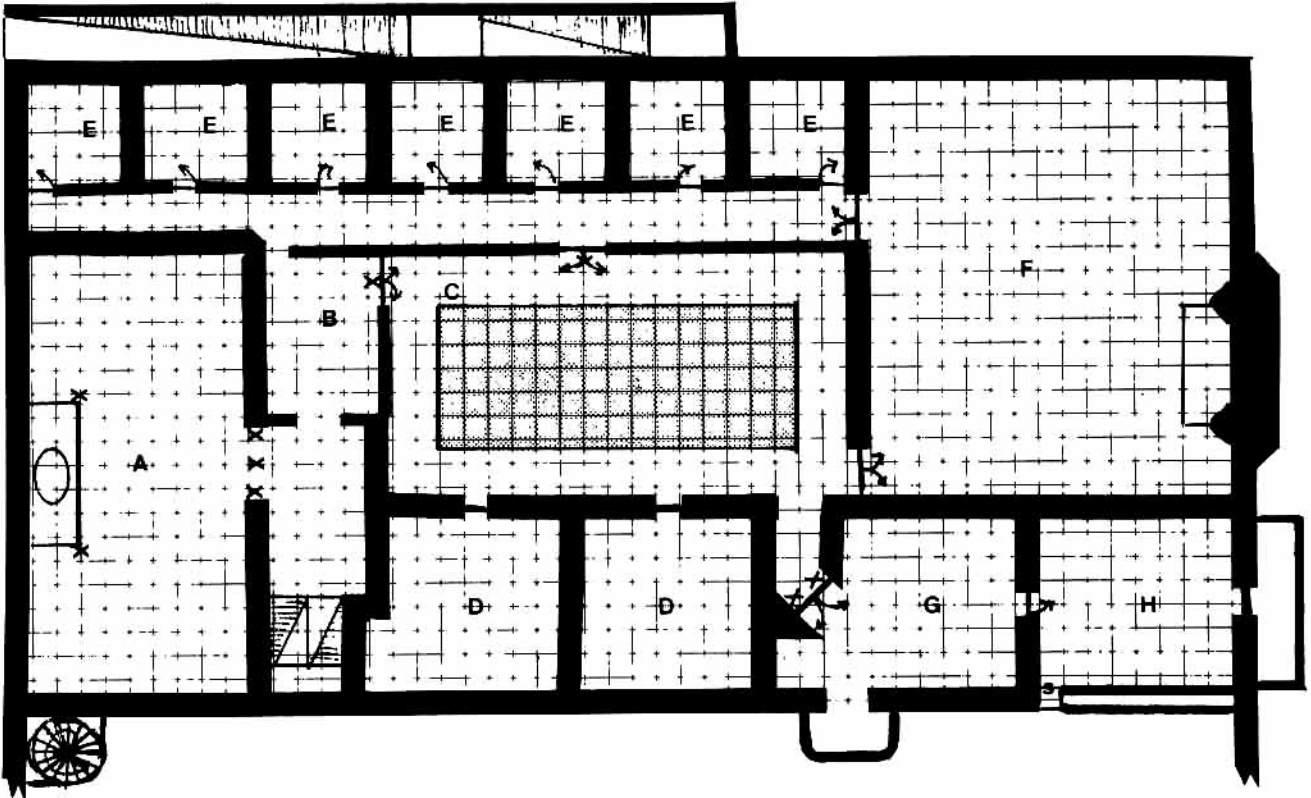
THE MONASTERY

FIRST LEVEL



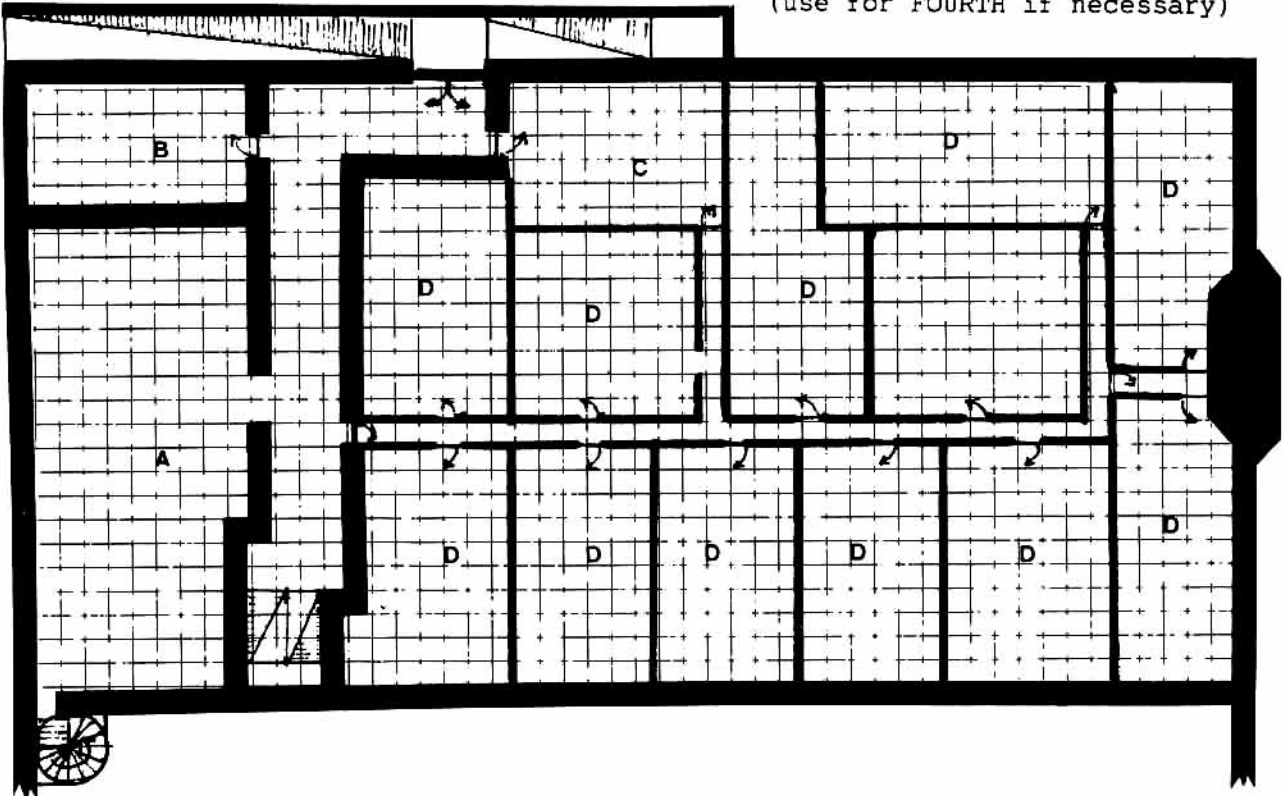
THE MONASTERY

SECOND LEVEL



THIRD LEVEL

(use for FOURTH if necessary)



GAMELORDS, LTD.

1982

CATALOG

CURRENTLY AVAILABLE

Thieves' Guild -- \$11.95

The first adventure series devoted to thief characters in fantasy role-playing: 128 pages of rules and robbery; scenarios bound to prove that sometimes it's more fun to play the bad guys!!

Thieves' Guild II -- \$7.50

The Tombs of Shale-Chuun: a foray into the treasure filled (and decidedly deadly - no pun intended) Valley of the Dead. Or try out 10 new highwaymen encounters, and the expanded combat rules first.

Thieves' Guild III -- \$7.50

The Duke's dress ball, and the Tower of the Mage: use a forged invitation for a chance to lift fabulous jewelry from the necks of dowager nobility, or accept a mission from the Guild to steal an item (a special one) from the residence of an old, retired mage.

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The Guild against the Black Hand: join the local Guildmasters in preventing the loss of valuable merchandise (and Guild honor) by Black Hand smugglers, or be a Hand thief in the revenge upon the Guild.

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Assassination and tomb robbery: stop the new messiah of the orcs...dead, or join in an expedition to explore the burial place of a long-dead illusionist.

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Piracy on the high seas: ship to ship combat, and all the excitement of life on the briny deeps - loot fabulous treasures and capture beautiful women from the ships of many nations.

Thieves' Guild Special #1 -- \$4.95

The special scenarios used in "Prince of Thieves, '81", the tournament conducted at the major gaming conventions, Summer, 1981, by Gamelords, Ltd.

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(What?? a Fantasy company producing a baseball mini-game?? Darned right!! and it's a good one, too!) A fast paced game of sports strategy that allows you, as the owner of a major league franchise, to build your team carefully; and, as manager of that team, you can make all the right tactical decisions as the pennant race unfolds. All the action and fun of the big league games!

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Settle in for a night of mis-adventures at a medieval tavern - where you can try your hand at games of skill and luck, get involved in a wild barroom brawl, or even attempt amorous liaisons. A great evening of diversion for fantasy role-players of all ages.

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The Free City of Haven -- \$16.95

A city of 80,000 people can provide a lot of adventure, especially when it's already the site of many of the adventures in the Thieves' Guild series -- but you don't have to be a thief to enjoy all the city has to offer: scores of temples and religions, taverns and barkeeps, beggars and wealthy businessmen, streetvendors, shops, homes; you can even join one of the companies of the City Guard. Multitudes of encounters to occupy even the busiest of adventurers.

For use with THE FANTASY TRIPtm

THE LAND BEYOND THE MOUNTAINS Series

Four large and warring provinces with sufficient intrigue, adventure, and combat to satisfy the urges of any group of role-players!

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Explore as trapper or riverman; aid the Mages Guild in thwarting the plans of a greedy tyrant. Merchants, traders, priests and soldiers -- all the opportunities one could ask for role-playing adventure!

Intrigue in Plaize - \$5.95

The capital city of Dihad: Count Arkintrordt, the Ebony Band, the League of Silver, all vying for control of this rich provincial metropolis . . . whose side will you be on?

Also in the series . . .

The Warrior Lords of Darok -

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COMING SOON!!

Thieves' Guild VII --

More devilishly clever thieving adventures - search for the Claw of Frithnath - try to loot the smithy of Vultar the dwarf. . . and, of course, rules additions!

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Visit Sharlit's Hole, a notorious pirate hideout. All the excitement a roistering crew of corsairs could wish after a successful voyage - lots of NPCs, taverns, shops, as well as scenario outlines, in the tradition of The Free City of Haven!!

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Lurkers in the dark...

THE BALLAD OF SHALÉ-CHUUN

(To the tune of "House of the Rising Sun")

Above the plains of Taragol,
Beyond Kurgandee's dunes,
Lies wealth beyond your wildest dreams
In the Tombs of Shalé-Chuun.

Great lords of old are buried there,
Guarded by men of stone,
And all their hoards of jewels and gold
Adorn their moldering bones.

Their city has all gone to dust,
Like the rivers, dried and gone,
But the Dragon watches from his lair,
And the Deathguard's watch lives on.

If you be bold, good thief, and seek
To find the treasure room,
Death lurks in every passageway
Of the Tombs of Shalé-Chuun.

And if by wit and Fortune's chance
A tomb you do despoil,
Hranugh will take a dragon-share
Of the fruit of all your toil.

So hear my tale, good thief, and seek
Not gold in Death's dark runes.
For many's the man who's ne'er returned
From the Tombs of Shalé-Chuun.

Thieves' Guild 1 challenged fantasy gamers with a new kind of role-playing aid—a book of rules and adventures designed for a particular class: the maligned and misunderstood thief. Now, in **Thieves' Guild 2**, the tradition is continued—with additional rules and guidelines, and new adventures.

Roam the stone corridors in the burial vaults of the ancient city of Shalé-Chuun. Match wits with the tomb designers of old to detect and disarm diabolically devious devices of doom (say that three times fast!). Leave with treasure worth a kingdom, or maybe you won't leave at all...

And ten highwaymen encounters, plus expanded rules for handling combat, magic, and hireling procurement, and much, much more...

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